

## OFFICIAL RULES FOR THE LUCKY BAR CHALLENGE



1. The Promotion Period for the Luckiest Bar Challenge (the "Lucky Bar Challenge") is 5 pm to 7pm on July 10th, July 17th, July 24th and July 31st (individually referred to as the "Promotion Day" and collectively referred to as the "Promotion Period"). There will be five (5) Lucky Bar Challenge winners for each Promotion Day during the Promotion Period. Winning a prize in connection with the Lucky Bar Challenge is contingent upon each winner's compliance with all of the requirements set forth in these Official Rules.
2. Retailers chosen to participate in the Lucky Bar Challenge will earn points for every number on a Quick Draw ticket sold for a draw during the Promotion Period that matches a number drawn for the draw identified on the ticket. The ticket does not have to be a winner to earn points.
3. Retailers and players will be able to see the top five (5) retailers on the Quick Draw monitor, following each Quick Draw drawing on each Promotion Day during the Promotion Period.
4. Retailers and players will be able to see the full list of Lucky Bar Challenge standings at [www.njlottery.com](http://www.njlottery.com) following each Quick Draw drawing throughout the Promotion Period.
5. The five (5) winning retailers for each Promotion Day during the Promotion Period will receive a Lucky Bar Challenge bonus hour promotion exclusively for each retailer's winning establishment, to be run on a date and time agreed upon with his/her assigned Lottery sales representative. The Lucky Bar Challenge bonus hour promotion may not be run during an existing Quick Draw bonus hour promotion.
6. At the conclusion of the Promotion Period, all winning retailers for each Promotion Day during the Promotion Period will be officially notified by their assigned Lottery sales representative, in person, by phone or by email, that they are a winner of the Lucky Bar Challenge. Within 15 days of the announcement of the Lucky Bar Challenge winning retailers, the Lottery sales representative assigned to each winning retailer will schedule, in reasonable consultation with each winning retailer, the Lucky Bar Challenge bonus hour, date, and time.
7. The Lucky Bar Challenge is offered only at select Quick Draw retailers. Select Quick Draw retailers are part of a New Jersey Lottery test promotion and chosen by Northstar New Jersey Lottery Group, LLC, in its sole discretion, on behalf of the New Jersey Lottery.
8. A retailer must be active and in good standing with the New Jersey Lottery during the entire Promotion Period, as well as on the date and at the time of the Lucky Bar Challenge bonus hour, in order to be eligible to receive the Lucky Bar Challenge bonus hour at his or her establishment. Eligibility will be based on a list maintained and provided by the New Jersey Lottery. The New Jersey Lottery determines Good Standing as follows: a retailer in good standing has a current, non-expired, NJ Lottery License and is in active status at the beginning of the Promotion Period. A retailer who has been disciplined by the Lottery for engaging in practices prohibited by Lottery Rules and regulations, or who has had 2 (two) EFT failures in the preceding 12 months is not in good standing. If at any point during the Promotion Period, the Retailer should be disciplined or should have a second EFT failure, their participation in the Promotion would be suspended.
9. The New Jersey Lottery or its designee reserves the right to adjust, make exceptions for and disqualify retailers participating in the Lucky Bar Challenge as deemed necessary to ensure the integrity of the Lucky Bar Challenge and when such action is determined by the New Jersey Lottery or its designee, in its/their sole discretion, to be in the best interest of the New Jersey Lottery.
10. By participating in the Lucky Bar Challenge, retailers agree to fully comply with these Official Rules and to accept the decisions of the New Jersey Lottery or its designee as final and binding with regard to the Lucky Bar Challenge, points awarded to retailers in connection with the Lucky Bar Challenge, and/or these Official Rules. These Official Rules and the prize awarded in connection with the Lucky Bar Challenge, may be changed without prior notice if determined by the New Jersey Lottery or its designee to be in the best interests of the New Jersey Lottery.
11. The New Jersey Lottery or its designee reserve the right, in its/their sole discretion, to cancel, terminate, modify or suspend the Lucky Bar Challenge if it is determined that a virus, bug, unauthorized human intervention, fraud or other cause beyond its control (the "Event") has or is corrupting or affecting the administration, security, fairness or proper conduct of the Lucky Bar Challenge. In such case, the New Jersey Lottery or its designee, in its/their sole discretion, may select winners prior to or after resolution (if appropriate) of the Event. The New Jersey Lottery or its designee reserves the right, in its/their sole discretion, to disqualify any individual who tampers with or attempts to tamper with the Lucky Bar Challenge, the operation of the Lucky Bar Challenge, or otherwise violates these Official Rules. The New Jersey Lottery or its designee, has the right, in its/their sole discretion, to maintain the integrity of the Lucky Bar Challenge, to void the award of points to any participating retailer for any reason. Any attempt by any retailer to deliberately damage any system or program of the New Jersey Lottery, or to undermine the legitimate operation of the Lucky Bar Challenge in any way, may be a violation of civil or criminal laws. If such an attempt is made, the New Jersey Lottery reserves the right to seek compensation from any such person to the fullest extent permitted by law.
12. By participating in the Lucky Bar Challenge, you hereby agree to (a) be bound by these Official Rules and (b) waive and forever release any and all claims and causes of action which you or your heirs, agents, representatives, executors, administrators, or any other persons acting on your behalf or on behalf of your estate have or may have against the New Jersey Lottery and/or Northstar New Jersey Lottery Group, LLC and its/their respective agents, owners, operators, officers, directors, elected officials, members, shareholders, managers, contractors, subcontractors, employees, partners, and designees and each of its/their respective parent companies, affiliated companies, subsidiaries, licensees, distributors, dealers, retailers, printers and advertising and promotion agencies, and any and all other companies associated with the New Jersey Lottery, Northstar New Jersey Lottery Group and/or the Lucky Bar Challenge, from any and all liability, injury, damage, death, loss, litigation, claim or damage that may occur, directly or indirectly, whether caused by negligence or not, from (i) your participation, in whole or in part in the Lucky Bar Challenge; (ii) your acceptance, possession, use, or misuse of any prize awarded in connection with the Lucky Bar Challenge; (iii) technical failures of any kind, including but not limited to the malfunctioning of any computer, cable, network, hardware or software; (iv) the unavailability or inaccessibility of any transmissions or telephone or Internet service; (v) unauthorized human intervention in any part of the Lucky Bar Challenge; and (vi) electronic or human error which may occur in the administration of the Lucky Bar Challenge.
13. The Lucky Bar Challenge is subject to all applicable federal, State and local laws and regulations. The Lucky Bar Challenge is void where otherwise prohibited by law.
14. The Sponsor of the Lucky Bar Challenge is the New Jersey Lottery, 1333 Brunswick Avenue, Trenton, New Jersey 08648.



Must be 18 or older to buy a lottery ticket. Please play responsibly.  
If you or someone you know has a gambling problem, call 1-800-GAMBLER®.

Odds vary based on amount of numbers played; for details visit [NJLottery.com/QuickDraw](http://NJLottery.com/QuickDraw).  
\*Bar score based on numbers matched/played for all bar patrons during designated date and time.