



INTEROFFICE MEMO

Gary Grief, Executive Director Ed Rogers, Acting Charitable Bingo Operations Director

To: J. Winston Krause, Chairman
Carmen Arrieta-Candelaria, Commissioner
Doug Lowe, Commissioner
Robert Rivera, Commissioner

From: Deanne Rienstra, Special Counsel *DR*

Date: October 3, 2018

Re: Consideration of and possible discussion and/or action, including adoption, on amendments to 16 TAC §401.307 ("Pick 3" Draw Game Rule) and 16 TAC §401.316 ("Daily 4" Draw Game Rule)

Attached is a draft rule prepared for submission to the *Texas Register* to adopt amendments to §401.307 ("Pick 3" Draw Game Rule) and 16 TAC §401.316 ("Daily 4" Draw Game Rule) with changes to the proposed text as published in the August 24, 2018, issue of the *Texas Register* (43 TexReg 5459) (also attached). The purpose of the amendments is to end the current Sum It Up add-on feature and replace it with a new add-on feature called FIREBALL (to be referred to as Pick 3 *plus* FIREBALL[®] and Daily 4 *plus* FIREBALL[®]). A player who purchases either the Pick 3 *plus* FIREBALL or the Daily 4 *plus* FIREBALL feature will get to use an extra number, randomly drawn after each of the Pick 3 and Daily 4 base game drawings, to create more winning combinations and increase the player's chances of winning a prize. The Commission anticipates the changes to the Pick 3 and Daily 4 games to be implemented in March 2019; however, a specific implementation date for the FIREBALL feature has not been established at this time. In the adopted version of the rule, the prize amounts and the odds have been updated to provide players with additional detail about all the possible winning combinations and the prizes associated with those combinations.

A public comment hearing was held on Wednesday, September 12, 2018, at 10:00 a.m., at 611 E. 6th Street, Austin, Texas 78701. No individuals were present at the hearing and the Commission did not receive any written comments on the proposed amendments during the public comment period.

Recommendation: Staff recommends the Commission adopt the attached rule amendments to 16 TAC §401.307 ("Pick 3" Draw Game Rule) and 16 TAC §401.316 ("Daily 4" Draw Game Rule).

1 The Texas Lottery Commission (Commission) adopts amendments to 16 TAC §401.307
2 ("Pick 3" Draw Game Rule) and 16 TAC §401.316 ("Daily 4" Draw Game Rule) with changes to
3 the proposed text as published in the August 24, 2018, issue of the *Texas Register* (43 TexReg
4 5459). The purpose of the amendments is to end the current Sum It Up add-on feature and replace
5 it with a new add-on feature called FIREBALL (to be referred to as Pick 3 *plus* FIREBALL® and
6 Daily 4 *plus* FIREBALL®). A player who purchases either the Pick 3 *plus* FIREBALL or the
7 Daily 4 *plus* FIREBALL feature will get to use an extra number, randomly drawn after each of the
8 Pick 3 and Daily 4 base game drawings, to create more winning combinations and increase the
9 player's chances of winning a prize. The Commission anticipates the changes to the Pick 3 and
10 Daily 4 games to be implemented in March 2019; however, a specific implementation date for the
11 FIREBALL feature has not been established at this time. In the adopted version of the rule, the
12 prize amounts and the odds have been updated to provide players with additional detail about all
13 the possible winning combinations and the prizes associated with those combinations. In addition,
14 examples of the Daily 4 *plus* FIREBALL prizes in subparagraphs (1) and (4) of subsection (j) have
15 been corrected to use the "straight play order" instead of "exact order."

16 A public comment hearing was held on Wednesday, September 12, 2018, at 10:00 a.m., at
17 611 E. 6th Street, Austin, Texas 78701. No individuals were present at the hearing and the
18 Commission did not receive any written comments on the proposed amendments during the public
19 comment period.

20 The Commission will submit the adopted rulemaking document to the Texas Register
21 within the time allowed by the Texas Register rules, and the submission will identify the effective
22 date of the amendments to coincide with the implementation date of the FIREBALL feature. When

1 the implementation date is established, the Commission will also communicate the implementation
2 date to the public on the Commission's web site and mobile app.

3 The rule amendments are adopted under the Texas Government Code §466.015, which
4 authorizes the Commission to adopt rules governing the operation of the lottery, and §467.102,
5 which authorizes the Commission to adopt rules for the enforcement and administration of the
6 laws under the Commission's jurisdiction.

7 The adopted amendments implement Texas Government Code, Chapter 466.
8 §401.307. "Pick 3" Draw Game Rule.

9 (a) Pick 3. The executive director is authorized to conduct a game known as "Pick 3." The
10 executive director may issue further directives and procedures for the conduct of Pick 3 that are
11 consistent with this rule. In the case of conflict, this rule takes precedence over §401.304 of this
12 title (relating to Draw Game Rules (General)).

13 (b) Definitions. In addition to the definitions provided in §401.301 of this title (relating to General
14 Definitions), and unless the context in this rule otherwise requires, the following definitions apply.

15 (1) Pick 3 Play--A play other than a Pick 3 plus FIREBALL® play consists of:

16 (A) the selection of a play type;

17 (B) the selection of a Pick 3 base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5;

18 (C) the selection of a draw date and time;

19 (D) the selection of numbers in accordance with this section; and

20 (E) the purchase of a ticket evidencing those selections.

21 (2) Pick 3 plus FIREBALL Play--A Pick 3 plus FIREBALL play refers to a play purchased
22 as part of the Pick 3 plus FIREBALL add-on feature fully described in subsection (j) of this section.

23 A Pick 3 FIREBALL number is the additional number drawn from zero to nine (0 to 9) that is used

1 to replace any one (1) of the three (3) Pick 3 winning numbers to make FIREBALL prize winning
2 combinations. The Pick 3 plus FIREBALL option cannot be purchased independently of a Pick 3
3 play.

4 (3) Playboard--A panel on a Pick 3 playslip containing three fields of numbers for use in
5 selecting numbers for a Pick 3 play, with each field of numbers containing the numbers 0, 1, 2, 3,
6 4, 5, 6, 7, 8 and 9.

7 (4) Playslip--An optically readable card issued by the commission for use in making
8 selections for one or more Pick 3 plays and the option to select the Pick 3 plus FIREBALL feature.

9 (c) Play types.

10 (1) Pick 3 may include the following play types: exact order, any order, exact/any order,
11 combo, and Pick 3 plus FIREBALL.

12 (A) An "exact order" play is a winning play if the player's three single-digit
13 numbers match in exact order the three single-digit numbers drawn in the applicable drawing.

14 (B) An "any order" play is a winning play if the player's three single-digit numbers
15 match in any order the three single-digit numbers drawn in the applicable drawing.

16 (C) An "exact order/any order" play is a winning play if either the player's three
17 single-digit numbers match in exact order the numbers drawn in the applicable drawing or the
18 player's three single-digit numbers match in any order the numbers drawn in the applicable
19 drawing.

20 (i) An exact order/any order play is a 3-way play when exact order/any order
21 play is selected as the play type in connection with a set of three single-digit numbers that includes
22 two occurrences of one single-digit number and one occurrence of one other single-digit number.

23 An exact order/3-way any order play involves three possible winning combinations.

1 (ii) An exact order/any order play is a 6-way play when exact order/any
2 order play is selected as the play type in connection with a set of three single-digit numbers that
3 includes a single occurrence of three different single-digit numbers. An exact order/6-way any
4 order play involves six possible winning combinations.

5 (iii) An exact order/any order play is not permitted in connection with a set
6 of numbers that includes three occurrences of one single-digit number.

7 (D) A "combo" play combines all of the possible straight (exact)
8 plays that can be played with the three single-digit numbers selected for the play.

9 (i) A combo play may be a 3-way combo play or a 6-way combo play.

10 (ii) 3-way combo play is a combo play in connection with a set of three
11 single-digit numbers that includes two occurrences of one single-digit number and one occurrence
12 of one other single-digit number. A 3-way combo play involves three possible winning
13 combinations.

14 (iii) 6-way combo play is a combo play in connection with a set of three
15 single-digit numbers that includes a single occurrence of three different single-digit numbers. A 6-
16 way combo play involves six possible winning combinations.

17 (iv) Combo play is not permitted in connection with a set of numbers that
18 includes three occurrences of one single-digit number.

19 (E) A Pick 3 plus FIREBALL play wins a FIREBALL prize for each winning
20 combination of numbers created by replacing any one (1) of the three (3) Pick 3 winning numbers
21 with the Pick 3 FIREBALL number for that drawing, as determined by the selected play type and
22 wager amount.

1 (2) The executive director may allow or disallow any type of play described in this
2 subsection.

3 (d) Plays and tickets.

4 (1) A ticket may be sold only by a retailer and only at the location listed on the retailer's
5 license. A ticket sold by a person other than a retailer is not valid.

6 (2) A Pick 3 play involves the selection of three single-digit numbers, with each selected
7 from the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9.

8 (3) The cost of an exact order play is the same as the Pick 3 base play amount selected for
9 the play.

10 (4) The cost of an any order play is the same as the Pick 3 base play amount selected for
11 the play.

12 (5) The cost of an exact order/any order play is:

13 (A) \$1 if the Pick 3 base play amount selected for the play is \$.50;

14 (B) \$2 if the Pick 3 base play amount selected for the play is \$1;

15 (C) \$4 if the Pick 3 base play amount selected for the play is \$2;

16 (D) \$6 if the Pick 3 base play amount selected for the play is \$3;

17 (E) \$8 if the Pick 3 base play amount selected for the play is \$4; or

18 (F) \$10 if the Pick 3 base play amount selected for the play is \$5.

19 (6) The cost of a combo play is determined by multiplying the Pick 3 base play amount
20 selected for the play by the number of winning combinations possible with the three single-digit
21 numbers selected for the play.

1 (7) The cost of a Pick 3 plus FIREBALL play is equal to the cost of the connected Pick 3
2 wager for the base game, thereby doubling the purchase. The cost of a Pick 3 plus FIREBALL
3 play is in addition to the cost of the connected Pick 3 play.

4 (8) The cost of a ticket is determined by the total cost of the plays evidenced by the ticket.

5 (9) A player may complete up to five playboards on a single playslip.

6 (10) Acceptable methods to select numbers for a play, play type, base play amount, and
7 draw date and time for a play may include:

8 (A) using a self-service terminal;

9 (B) using a playslip;

10 (C) requesting a Quick Pick;

11 (D) requesting a retailer to manually enter numbers;

12 (E) using a previously-generated "Pick 3" ticket provided by the player; or

13 (F) using a QR code generated through a Texas Lottery Mobile Application offered
14 and approved by the commission.

15 (11) Playslips must be completed manually. A ticket generated from a playslip that was
16 not completed manually, or using a selection method that is not approved by the commission, is
17 not valid.

18 (12) A retailer may only accept a request for a play using a commission-approved method
19 of play, and if the request is made in person.

20 (13) Consecutive plays. A player may purchase one or more plays for any one or more of
21 the next 24 drawings after the purchase and may purchase up to 24 consecutive plays for a
22 particular drawing time.

1 (14) A retailer shall issue a ticket as evidence of one or more plays. A ticket must show the
2 numbers, play type and base play amount selected for each play; the number of plays, the draw
3 date(s) for which the plays were purchased; and the security and transaction serial numbers.
4 Tickets must be printed on official Texas Lottery paper stock, or, for third-party point-of-sale
5 systems approved by the commission, printed on paper stock or otherwise issued in a manner
6 approved by the commission to provide tangible evidence of participation in a lottery game.

7 (15) A playslip has no monetary value and is not evidence of a play.

8 (16) The purchaser is responsible for verifying the accuracy of the numbers and other
9 selections shown on a ticket.

10 (17) An unsigned winning ticket is payable to the holder or bearer of the ticket if the ticket
11 meets all applicable validation requirements.

12 (e) Cancellation of plays. A retailer may cancel a Pick 3 play only in accordance with the following
13 provisions:

14 (1) the ticket evidencing the play must have been sold at the retail location at which it is
15 cancelled;

16 (2) the retailer must have possession of the ticket evidencing the play;

17 (3) all Pick 3 plays evidenced by a single ticket must be cancelled;

18 (4) cancellation may occur no later than 60 minutes after sale of the ticket evidencing the
19 play;

20 (5) cancellation must occur before the beginning of the next draw break after the sale of
21 the ticket evidencing the play; and

22 (6) cancellation must occur before midnight on the day the ticket evidencing the play was
23 sold.

1 (f) Drawings.

2 (1) Pick 3 drawings shall be held four times a day, Monday through Saturday, at 10:00
3 a.m., 12:27 p.m., 6:00 p.m., and 10:12 p.m. Central Time. The executive director may change the
4 drawing schedule, if necessary.

5 (2) At each Pick 3 drawing, three single-digit numbers shall be drawn for the base game.
6 Each single-digit number will be drawn from a set that includes a single occurrence of all ten
7 single-digit numbers (0, 1, 2, 3, 4, 5, 6, 7, 8, and 9). After the Pick 3 base game drawing, the Pick
8 3 FIREBALL number will be randomly drawn from a set of 10 numbered balls (0-9).

9 (3) Numbers drawn and the order in which the numbers are drawn must be certified by the
10 commission in accordance with the commission's draw procedures.

11 (4) The numbers selected in a drawing and the order of the numbers selected in the drawing
12 shall be used to determine all winners for that drawing.

13 (5) Each drawing shall be witnessed by an independent certified public accountant. All
14 drawing equipment used shall be examined by a lottery drawing representative and the independent
15 certified public accountant immediately before each drawing and immediately after each drawing.

16 (g) Prizes.

17 (1) Prize payments shall be made upon completion of commission validation procedures.

18 (2) A Pick 3 plus FIREBALL play is a separate play from the exact order play, any order
19 play, exact order/any order play, or combo play with which it is connected.

20 (3) The executive director may temporarily increase any prize set out in this paragraph for
21 promotional or marketing purposes.

22 (4) A person who holds a valid ticket for a winning exact order play is entitled to a prize
23 as shown.

1 Figure: 16 TAC §401.307(g)(4)

2 (5) A person who holds a valid ticket for a winning 3-way any order play is entitled to a
3 prize as shown.

4 Figure: 16 TAC §401.307(g)(5)

5 (6) A person who holds a valid ticket for a winning 6-way any order play is entitled to a
6 prize as shown.

7 Figure: 16 TAC §401.307(g)(6)

8 (7) A person who holds a valid ticket for a winning exact order/3-way any order play is
9 entitled to a prize as shown.

10 Figure: 16 TAC §401.307(g)(7)

11 (8) A person who holds a valid ticket for a winning exact order/6-way any order play is
12 entitled to a prize as shown.

13 Figure: 16 TAC §401.307(g)(8)

14 (9) A person who holds a valid ticket for a winning combo play is entitled to a prize as
15 shown.

16 Figure: 16 TAC §401.307(g)(9)

17 (h) The executive director may authorize promotions in connection with Pick 3.

18 (i) Announcement of incentive or bonus program. The executive director shall announce each
19 incentive or bonus program prior to its commencement. The announcement shall specify the
20 beginning and ending time, if applicable, of the incentive or bonus program and the value for the
21 award.

22 (j) Pick 3 plus FIREBALL®.

1 (1) Pick 3 plus FIREBALL is an add-on feature to the Pick 3 base game. Adding the Pick
2 3 plus FIREBALL option doubles the cost of wager and creates more possible winning
3 combinations. For instance, if a player purchases a Pick 3 play with an exact order play type for
4 \$1.00, the Pick 3 plus FIREBALL play will cost an additional \$1.00. If a player purchases a Pick
5 3 "6-way combo" for \$6, the Pick 3 plus FIREBALL play will cost an additional \$6. The Pick 3
6 FIREBALL number will be randomly drawn from a set of ten (10) numbers from zero to nine (0
7 to 9). The Pick 3 FIREBALL number drawn will apply exclusively to the Pick 3 base game
8 drawing and prizes. The Pick 3 plus FIREBALL option cannot be purchased independently of a
9 Pick 3 play.

10 (2) The Pick 3 FIREBALL number is used to replace any one (1) of the three (3) drawn
11 Pick 3 winning numbers to create FIREBALL prize winning combinations.

12 (3) If the player's selected numbers match any of the FIREBALL prize winning
13 combinations, the Pick 3 plus FIREBALL play wins in accordance with the charts in Figures
14 401.307(g)(4) through 401.307(g)(9).

15 (4) All FIREBALL prizes are in addition to any Pick 3 base game wins. Specifically, if a
16 player purchases the Pick 3 plus FIREBALL option, then if the Pick 3 FIREBALL number is the
17 same as one of the three numbers drawn in the Pick 3 base game drawing, and the player's numbers
18 already match the numbers drawn for the player's play type, the player will be awarded the
19 FIREBALL prize in addition to the Pick 3 prize as identified in subsection (g) of this section
20 (relating to the Pick 3 prize charts). For instance, assume a player selects an exact order \$1.00 base
21 game play of 1, 2, and 3, and purchases a Pick 3 plus FIREBALL play for an additional \$1.00
22 (total \$2.00 wager). If the Pick 3 winning numbers drawn are 1-2-3, and the Pick 3 FIREBALL
23 number is 1, the play will win the base game prize of \$500 and the FIREBALL prize of \$180 for

1 a total of \$680. As another example, assume the player selects an exact order 1-2-2 for \$1.00 and
2 purchases a Pick 3 plus FIREBALL play for an additional \$1.00 (total \$2.00 wager). If the Pick 3
3 winning numbers drawn are 1-2-2 and the Pick 3 FIREBALL number is 2, then the play will win
4 the base game prize of \$500 and win the FIREBALL prize of \$180 twice for a total of \$860.

5 §401.316."Daily 4" Draw Game Rule.

6 (a) Daily 4. The executive director is authorized to conduct a game known as "Daily 4." The
7 executive director may issue further directives and procedures for the conduct of Daily 4 that are
8 consistent with this rule. In the case of conflict, this rule takes precedence over §401.304 of this
9 title (relating to Draw Game Rules (General)).

10 (b) Definitions. In addition to the definitions provided in §401.301 of this title (relating to General
11 Definitions), and unless the context in this rule otherwise requires, the following definitions apply.

12 (1) Daily 4 Play--A play other than a Daily 4 plus FIREBALL play consists of:

13 (A) the selection of a play type;

14 (B) the selection of a Daily 4 base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5;

15 (C) the selection of a draw date and time;

16 (D) the selection of numbers in accordance with this section; and

17 (E) the purchase of a ticket evidencing those selections.

18 (2) Daily 4 plus FIREBALL Play--A Daily 4 plus FIREBALL play refers to a play
19 purchased as part of the Daily 4 plus FIREBALL add-on feature fully described in subsection (j)
20 of this section. A Daily 4 FIREBALL number is the additional number drawn from zero to nine (0
21 to 9) that is used to replace any one (1) of the four (4) Daily 4 winning numbers to make
22 FIREBALL prize winning combinations. The Daily 4 plus FIREBALL option cannot be purchased
23 independently of a Daily 4 play.

1 (3) Playboard--A panel on a Daily 4 playslip containing four fields of numbers for use in
2 selecting numbers for a Daily 4 play, with each field of numbers containing the numbers 0, 1, 2,
3 3, 4, 5, 6, 7, 8 and 9.

4 (4) Playslip--An optically readable card issued by the commission for use in making
5 selections for one or more Daily 4 plays and the option to select the Daily 4 plus FIREBALL
6 feature.

7 (c) Play types.

8 (1) Daily 4 may include the following play types: straight, box, straight/box, combo, front-
9 pair, mid-pair, back-pair, and Daily 4 plus FIREBALL.

10 (A) A "straight" play is a winning play if the player's four single-digit numbers
11 match in exact order the four single-digit numbers drawn in the applicable drawing.

12 (B) A "box" play is a winning play if the player's four single-digit numbers match
13 in any order the four single-digit numbers drawn in the applicable drawing.

14 (i) A box play may be a 4-way box play, a 6-way box play, a 12-way box
15 play, or a 24-way box play.

16 (I) A box play is a 4-way box play when box play is selected as the
17 play type in connection with a set of four single-digit numbers that includes three occurrences of
18 one single-digit number and one occurrence of one other single-digit number. A 4-way box play
19 involves four possible winning combinations.

20 (II) A box play is a 6-way box play when box play is selected as the
21 play type in connection with a set of four single-digit numbers that includes two occurrences of
22 one single-digit number and two occurrences of another single-digit number. A 6-way box play
23 involves six possible winning combinations.

1 (III) A box play is a 12-way box play when box play is selected as
2 the play type in connection with a set of four single-digit numbers that includes two occurrences
3 of one single-digit number and one occurrence of two other single-digit numbers. A 12-way box
4 play involves 12 possible winning combinations.

5 (IV) A box play is a 24-way box play when box play is selected as
6 the play type in connection with a set of four single-digit numbers that includes a single occurrence
7 of four different single-digit numbers. A 24-way box play involves 24 possible winning
8 combinations.

9 (ii) Box play is not permitted in connection with a set of numbers that
10 includes four occurrences of one single-digit number.

11 (C) A "straight/box" play is a winning play either if the player's four single-digit
12 numbers match in exact order the numbers drawn in the applicable drawing or if the player's four
13 single-digit numbers match in any order the numbers drawn in the applicable drawing. The prize
14 amount is greater if the player's four single-digit numbers match in exact order the numbers drawn
15 in the applicable drawing.

16 (i) A straight/box play may be a 4-way straight/box play, a 6-way
17 straight/box play, a 12-way straight/box play, or a 24-way straight/box play.

18 (I) A straight/box play is a 4-way straight/box play when
19 straight/box play is selected in connection with a set of four single-digit numbers that includes
20 three occurrences of one single-digit number and one occurrence of one other single-digit number.
21 A 4-way straight/box play involves four possible winning combinations.

22 (II) A straight/box play is a 6-way straight/box play when
23 straight/box play is selected in connection with a set of four single-digit numbers that includes two

1 occurrences of one single-digit number and two occurrences of another single-digit number. A 6-
2 way straight/box play involves six possible winning combinations.

3 (III) A straight/box play is a 12-way straight/box play when
4 straight/box play is selected in connection with a set of four single-digit numbers that includes two
5 occurrences of one single-digit number and one occurrence of two other single-digit numbers. A
6 12-way straight/box play involves 12 possible winning combinations.

7 (IV) A straight/box play is a 24-way straight/box play when
8 straight/box play is selected in connection with a set of four single-digit numbers that includes a
9 single occurrence of four different single-digit numbers. A 24-way straight/box play involves 24
10 possible winning combinations.

11 (ii) Straight/box play is not permitted in connection with a set of numbers
12 that includes four occurrences of one single-digit number.

13 (D) A "combo" play combines into a single play all of the possible straight plays
14 that can be played with the four single-digit numbers selected for the play.

15 (i) A combo play may be a 4-way combo play, a 6-way combo play, a 12-
16 way combo play, or a 24-way combo play.

17 (I) 4-way combo play is a combo play in connection with a set of
18 four single-digit numbers that includes three occurrences of one single-digit number and one
19 occurrence of one other single-digit number. A four-way combo play involves four possible
20 winning combinations.

21 (II) 6-way combo play is a combo play in connection with a set of
22 four single-digit numbers that includes two occurrences of one single-digit number and two

1 occurrences of another single-digit number. A six-way combo play involves six possible winning
2 combinations.

3 (III) 12-way combo play is a combo play in connection with a set of
4 four single-digit numbers that includes two occurrences of one single-digit number and one
5 occurrence of two other single-digit numbers. A 12-way combo play involves 12 possible winning
6 combinations.

7 (IV) 24-way combo play is a combo play in connection with a set of
8 four single-digit numbers that includes a single occurrence of four different single-digit numbers.
9 A 24-way combo play involves 24 possible winning combinations.

10 (ii) Combo play is not permitted in connection with a set of numbers that
11 includes four occurrences of one single-digit number.

12 (E) Pair play.

13 (i) A "front-pair" play is a winning play if the player's two single-digit
14 numbers match in exact order the first two single-digit numbers drawn in the applicable drawing.

15 (ii) A "mid-pair" play is a winning play if the player's two single-digit
16 numbers match in exact order the second and third single-digit numbers drawn in the applicable
17 drawing.

18 (iii) A "back-pair" play is a winning play if the player's two single-digit
19 numbers match in exact order the last two single-digit numbers drawn in the applicable drawing.

20 (F) A Daily 4 plus FIREBALL play wins a FIREBALL prize for each winning
21 combination of numbers created by replacing any one (1) of the four (4) Daily 4 winning numbers
22 with the Daily 4 FIREBALL number for that drawing, as determined by the selected play type and
23 wager amount.

1 (2) The executive director may allow or disallow any type of play described in this
2 subsection.

3 (d) Plays and tickets.

4 (1) A ticket may be sold only by a retailer and only at the location listed on the retailer's
5 license. A ticket sold by a person other than a retailer is not valid.

6 (2) The selection of numbers for a straight play, a box play, a straight/box play, or a combo
7 play involves the selection of four single-digit numbers, with each selected from the numbers 0, 1,
8 2, 3, 4, 5, 6, 7, 8, and 9.

9 (3) The selection of numbers for a front-pair play, a mid-pair play, or a back-pair play
10 involves the selection of two single-digit numbers, with each selected from the numbers 0, 1, 2, 3,
11 4, 5, 6, 7, 8, and 9.

12 (4) The cost of a play varies according to the play type selected for the play and the base
13 play amount selected for the play.

14 (A) The cost of a straight play is the same as the base play amount selected for the
15 play.

16 (B) The cost of a box play is the same as the base play amount selected for the play.

17 (C) The cost of a straight/box play is:

18 (i) \$1 if the base play amount selected for the play is \$.50;

19 (ii) \$2 if the base play amount selected for the play is \$1;

20 (iii) \$4 if the base play amount selected for the play is \$2;

21 (iv) \$6 if the base play amount selected for the play is \$3;

22 (v) \$8 if the base play amount selected for the play is \$4; or

23 (vi) \$10 if the base play amount selected for the play is \$5.

1 (D) The cost of a combo play is determined by multiplying the base play amount
2 selected for the play by the number of winning combinations possible with the four single-digit
3 numbers selected for the play.

4 (E) The cost of a front-pair, mid-pair, or back-pair play is the same as the base play
5 amount selected for the play.

6 (F) The cost of a Daily 4 plus FIREBALL play is equal to the cost of the connected
7 Daily 4 wager for the base game, thereby doubling the purchase. The cost of a Daily 4 plus
8 FIREBALL play is in addition to the cost of the Daily 4 play with which the Daily 4 plus
9 FIREBALL play is connected.

10 (5) The cost of a ticket is determined by the total cost of the plays evidenced by the ticket.

11 (6) A player may complete up to five playboards on a single playslip.

12 (7) Acceptable methods to select numbers for a play, play type, base play amount, and draw
13 date and time for a play may include:

14 (A) using a self-service terminal;

15 (B) using a playslip;

16 (C) requesting a Quick Pick;

17 (D) requesting a retailer to manually enter numbers;

18 (E) using a previously-generated "Daily 4" ticket provided by the player; or

19 (F) using a QR code generated through a Texas Lottery Mobile Application offered
20 and approved by the commission.

21 (8) Playslips must be completed manually. A ticket generated from a playslip that was not
22 completed manually, or using a selection method that is not approved by the commission, is not
23 valid.

1 (9) A retailer may only accept a request for a play using a commission-approved method
2 of play, and if the request is made in person.

3 (10) A player may purchase one or more plays for any one or more of the next 24 drawings
4 after the purchase and may purchase up to 24 consecutive plays for a drawing time.

5 (11) A retailer shall issue a ticket as evidence of one or more plays. A ticket must show the
6 numbers, play type and base play amount selected for each play; the number of plays, the draw
7 date(s) for which the plays were purchased; and the security and transaction serial numbers.
8 Tickets must be printed on official Texas Lottery paper stock, or, for third-party point-of-sale
9 systems approved by the commission, printed on paper stock or otherwise issued in a manner
10 approved by the commission to provide tangible evidence of participation in a lottery game.

11 (12) A playslip has no monetary value and is not evidence of a play.

12 (13) The purchaser is responsible for verifying the accuracy of the numbers and other
13 selections shown on a ticket.

14 (14) An unsigned winning ticket is payable to the holder or bearer of the ticket if the ticket
15 meets all applicable validation requirements.

16 (e) Cancellation of plays. A retailer may cancel a Daily 4 play, including a Daily 4 plus FIREBALL
17 play, only in accordance with the following provisions:

18 (1) The ticket evidencing the play must have been sold at the retail location at which it is
19 cancelled;

20 (2) The retailer must have possession of the ticket evidencing the play;

21 (3) All Daily 4 plays evidenced by a single ticket must be cancelled;

22 (4) Cancellation must occur no later than 60 minutes after sale of the ticket evidencing the
23 play;

1 (5) Cancellation must occur before the beginning of the next draw break after the sale of
2 the ticket evidencing the play; and

3 (6) Cancellation must occur before midnight on the day the ticket evidencing the play was
4 sold.

5 (f) Drawings.

6 (1) Daily 4 drawings shall be held four times a day, Monday through Saturday, at 10:00
7 a.m., 12:27 p.m., 6:00 p.m., and 10:12 p.m. Central Time. The executive director may change the
8 drawing schedule, if necessary.

9 (2) At each Daily 4 drawing, four single-digit numbers shall be drawn for the base game.
10 Each single-digit number will be drawn from a set that includes a single occurrence of all ten
11 single-digit numbers (0, 1, 2, 3, 4, 5, 6, 7, 8, and 9). After the base game drawing, the Daily 4
12 FIREBALL number will be randomly drawn from a set of 10 numbered balls (0-9).

13 (3) Numbers drawn and the order in which the numbers are drawn must be certified by the
14 commission in accordance with the commission's draw procedures.

15 (4) The numbers selected in a drawing and the order of the numbers selected in the drawing
16 shall be used to determine all winners for that drawing.

17 (5) Each drawing shall be witnessed by an independent certified public accountant. All
18 drawing equipment used shall be examined by a lottery drawing representative and the independent
19 certified public accountant immediately before each drawing and immediately after each drawing.

20 (g) Prizes.

21 (1) Prize payments shall be made upon completion of commission validation procedures.

22 (2) A Daily 4 plus FIREBALL play is a separate play from the straight play, box play,
23 straight/box play, combo play or pairs play with which it is connected.

1 (3) The executive director may temporarily increase any prize set out in this subsection for
2 promotional or marketing purposes.

3 (4) A person who holds a valid ticket for a winning straight play is entitled to a prize as
4 shown.

5 Figure: 16 TAC §401.316(g)(4)

6 (5) A person who holds a valid ticket for a winning 4-way box play is entitled to a prize as
7 shown.

8 Figure: 16 TAC §401.316(g)(5)

9 (6) A person who holds a valid ticket for a winning 6-way box play is entitled to a prize as
10 shown.

11 Figure: 16 TAC §401.316(g)(6)

12 (7) A person who holds a valid ticket for a winning 12-way box play is entitled to a prize
13 as shown.

14 Figure: 16 TAC §401.316(g)(7)

15 (8) A person who holds a valid ticket for a winning 24-way box play is entitled to a prize
16 as shown.

17 Figure: 16 TAC §401.316(g)(8)

18 (9) A person who holds a valid ticket for a winning straight/4-way box play is entitled to a
19 prize as shown.

20 Figure: 16 TAC §401.316(g)(9)

21 (10) A person who holds a valid ticket for a winning straight/6-way box play is entitled to
22 a prize as shown.

23 Figure: 16 TAC §401.316(g)(10)

1 (11) A person who holds a valid ticket for a winning straight/12-way box play is entitled
2 to a prize as shown.

3 Figure: 16 TAC §401.316(g)(11)

4 (12) A person who holds a valid ticket for a winning straight/24-way box play is entitled
5 to a prize as shown.

6 Figure: 16 TAC §401.316(g)(12)

7 (13) A person who holds a valid ticket for a winning combo play is entitled to a prize as
8 shown.

9 Figure: 16 TAC §401.316(g)(13)

10 (14) A person who holds a valid ticket for a winning front-pair, mid-pair, or back-pair play
11 is entitled to a prize as shown.

12 Figure: 16 TAC §401.316(g)(14)

13 (h) The executive director may authorize promotions in connection with Daily 4.

14 (i) Announcement of incentive or bonus program. The executive director shall announce each
15 incentive or bonus program prior to its commencement. The announcement shall specify the
16 beginning and ending time, if applicable, of the incentive or bonus program and the value for the
17 award.

18 (j) Daily 4 plus FIREBALL®.

19 (1) Daily 4 plus FIREBALL is an add-on feature to the Daily 4 base game. Adding the
20 Daily 4 plus FIREBALL option doubles the cost of the wager and creates more possible winning
21 combinations. For instance, if a player purchases a Daily 4 play with a straight order play type for
22 \$1.00, the Daily 4 plus FIREBALL play will cost an additional \$1.00. If a player purchases a Daily
23 4 "6-way combo" for \$6, the Daily 4 plus FIREBALL play option will cost an additional \$6. The

1 Daily 4 FIREBALL number will be randomly drawn from a set of ten (10) numbers from zero to
2 nine (0 to 9). The Daily 4 FIREBALL number drawn will apply exclusively to the Daily 4 base
3 game drawing and prizes. The Daily 4 plus FIREBALL option cannot be purchased independently
4 of a Daily 4 play.

5 (2) The Daily 4 FIREBALL number is used to replace any one (1) of the four (4) drawn
6 Daily 4 winning numbers to create FIREBALL prize winning combinations.

7 (3) If the player's selected numbers match any of the FIREBALL prize winning
8 combinations, the Daily 4 plus FIREBALL play wins in accordance with the charts in Figures
9 401.316(g)(4) through 401.316(g)(14).

10 (4) All FIREBALL prizes are in addition to any Daily 4 base game wins. Specifically, if a
11 player purchases the Daily 4 plus FIREBALL option, then if the Daily 4 FIREBALL number is
12 the same as one of the four numbers drawn in the Daily 4 base game drawing, and the player's
13 numbers already match the numbers drawn for the player's play type, the player will be awarded
14 the FIREBALL prize, in addition to the Daily 4 prize as identified in subsection (g) of this section
15 (relating to the Daily 4 prize charts). For instance, assume a player selects 1, 2, 3, and 4 in a straight
16 play order for the base game at \$1.00 and purchases a Daily 4 plus FIREBALL play for an
17 additional \$1.00 (total \$2.00 wager). If the numbers drawn are 1, 2, 3, and 4 and the Daily 4
18 FIREBALL number is 4, the play will win the base game prize of \$5000 and the FIREBALL prize
19 of \$1350, for a total of \$6350.

FIGURE 16 TAC §401.307(g)(4)

Exact Order	Exact with 3 different numbers							Fireball Exact with 3 different numbers							Fireball Example		
	Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-3	Example Draw with this Outcome	
Base Prize	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	Fireball Prize (1 Win)	\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw	
Base Game Odds 1 in 1,000	\$250.00	\$500.00	\$1,000.00	\$1,500.00	\$2,000.00	\$2,500.00	\$90.00	\$180.00	\$360.00	\$540.00	\$720.00	\$900.00	333	1-2-9	3		
Exact Order	Exact with 2 like numbers and 1 different number						Fireball Exact with 2 like numbers and 1 different number						Fireball Example				
	Cost Per Play						Cost Per Play with Fireball						Example Wager of 1-2-2	Example Draw with this Outcome			
Base Prize	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	Fireball Prize (2 Wins)	\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw	
Base Game Odds 1 in 1,000	\$250.00	\$500.00	\$1,000.00	\$1,500.00	\$2,000.00	\$2,500.00	\$180.00	\$360.00	\$720.00	\$1,080.00	\$1,440.00	\$1,800.00	10,000	1-2-2	2		
Base Game Odds 1 in 1,000	\$250.00	\$500.00	\$1,000.00	\$1,500.00	\$2,000.00	\$2,500.00	\$90.00	\$180.00	\$360.00	\$540.00	\$720.00	\$900.00	357	4-2-2	1		
Exact Order	Exact with 3 like numbers						Fireball Exact with 3 like numbers						Fireball Example				
	Cost Per Play						Cost Per Play with Fireball						Example Wager of 1-1-1	Example Draw with this Outcome			
Base Prize	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	Fireball Prize (3 Wins)	\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw	
Base Game Odds 1 in 1,000	\$250.00	\$500.00	\$1,000.00	\$1,500.00	\$2,000.00	\$2,500.00	\$270.00	\$540.00	\$1,080.00	\$1,620.00	\$2,160.00	\$2,700.00	10,000	1-1-1	1		
							Prize (1 Win)	\$90.00	\$180.00	\$360.00	\$540.00	\$720.00	\$900.00	370	1-3-1	1	

FIGURE 16 TAC §401.307(g)(5)

3-Way Any Order	Any with 2 like numbers and 1 different number							Fireball Any with 2 like numbers and 1 different number							Fireball Example		
	Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-2	Example Draw with this Outcome	
Base Prize	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	Fireball Prize (3 Wins)	\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw	
Base Game Odds 1 in 333	\$80.00	\$160.00	\$320.00	\$480.00	\$640.00	\$800.00	\$90.00	\$180.00	\$360.00	\$540.00	\$720.00	\$900.00	10,000	2-2-2	1		
							Fireball Prize (2 Wins)	\$60.00	\$120.00	\$240.00	\$360.00	\$480.00	\$600.00	1,667	1-1-2	2	
							Fireball Prize (1 Win)	\$30.00	\$60.00	\$120.00	\$180.00	\$240.00	\$300.00	133	0-1-2	2	

FIGURE 16 TAC §401.307(g)(6)

6-Way Any Order	Any with 3 different numbers						Fireball Any with 3 different numbers						Fireball Example			
	Cost Per Play						Cost Per Play with Fireball						Example Wager of 1-2-3	Example Draw with this Outcome		
Base Prize	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	Fireball Prize (2 Wins)	\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Game Odds 1 in 167	\$40.00	\$80.00	\$160.00	\$240.00	\$320.00	\$400.00	\$30.00	\$60.00	\$120.00	\$180.00	\$240.00	\$300.00	556	1-1-2	3	
							Fireball Prize (1 Win)	\$15.00	\$30.00	\$60.00	\$90.00	\$120.00	\$150.00	69	0-1-3	2

FIGURE 16 TAC §401.307(g)(7)

Exact Order/3-Way Any Order	Exact/Any with 2 like numbers and 1 different number						Fireball Exact/Any with 2 like numbers and 1 different number						Fireball Example				
	Base Play Amount						Cost Per Play with Fireball						Example Wager of 1-2-2	Example Draw with this Outcome			
Exact Order Prize	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	Any Wins	Exact Wins	\$2.00	\$4.00	\$8.00	\$12.00	\$16.00	\$20.00	Odds 1 in	Base Draw	Fireball Draw
Exact Order Prize	\$330.00	\$660.00	\$1,320.00	\$1,980.00	\$2,640.00	\$3,300.00	2	2	\$240.00	\$480.00	\$960.00	\$1,440.00	\$1,920.00	\$2,400.00	10,000	1-2-2	2
Not in Exact Order Prize	\$80.00	\$160.00	\$320.00	\$480.00	\$640.00	\$800.00	3	1	\$180.00	\$360.00	\$720.00	\$1,080.00	\$1,440.00	\$1,800.00	10,000	2-2-2	1
							2	1	\$150.00	\$300.00	\$600.00	\$900.00	\$1,200.00	\$1,500.00	5,000	1-1-2	2
							2	0	\$60.00	\$120.00	\$240.00	\$360.00	\$480.00	\$600.00	3,333	2-1-1	2
							1	1	\$120.00	\$240.00	\$480.00	\$720.00	\$960.00	\$1,200.00	400	0-2-2	1
Base Game Odds 1 in 333							1	0	\$30.00	\$60.00	\$120.00	\$180.00	\$240.00	\$300.00	200	0-1-2	2

FIGURE 16 TAC §401.307(g)(8)

Exact Order/6-Way Any Order		Exact/Any with 3 different numbers					Fireball Exact/Any with 3 different numbers						Fireball Example						
			Base Play Amount						Cost Per Play with Fireball					Example Wager of 1-2-3		Example Draw with this Outcome			
		\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00												
				Cost Per Play															
		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00												
	Exact Order Prize	\$290.00	\$580.00	\$1,160.00	\$1,740.00	\$2,320.00	\$2,900.00												
	Not in Exact Order Prize	\$40.00	\$80.00	\$160.00	\$240.00	\$320.00	\$400.00												
								Any Wins	Exact Wins	\$2.00	\$4.00	\$8.00	\$12.00	\$16.00	\$20.00				
																Odds 1 in			
								Fireball Prize	2	1	\$120.00	\$240.00	\$480.00	\$720.00	\$960.00	\$1,200.00	1,667	1-1-3	2
								Fireball Prize	1	1	\$105.00	\$210.00	\$420.00	\$630.00	\$840.00	\$1,050.00	417	0-2-3	1
								Fireball Prize	2	0	\$30.00	\$60.00	\$120.00	\$180.00	\$240.00	\$300.00	833	1-1-2	3
								Fireball Prize	1	0	\$15.00	\$30.00	\$60.00	\$90.00	\$120.00	\$150.00	83	0-1-2	3

Base Game Odds 1 in 167

FIGURE 16 TAC §401.307(g)(9)

Combo		Combo with 2 like numbers and 1 different number					Fireball Combo with 2 like numbers and 1 different number						Fireball Example					
			Base Play Amount						Cost Per Play with Fireball					Example Wager of 1-2-2		Example Draw with this Outcome		
		\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00											
				Cost Per Play														
		\$1.50	\$3.00	\$6.00	\$9.00	\$12.00	\$15.00											
	Base Prize	\$250.00	\$500.00	\$1,000.00	\$1,500.00	\$2,000.00	\$2,500.00											
								Fireball Prize (3 Wins)	\$270.00	\$540.00	\$1,080.00	\$1,620.00	\$2,160.00	\$2,700.00				
								Fireball Prize (2 Wins)	\$180.00	\$360.00	\$720.00	\$1,080.00	\$1,440.00	\$1,800.00				
								Fireball Prize (1 Win)	\$90.00	\$180.00	\$360.00	\$540.00	\$720.00	\$900.00				
																Odds 1 in		
																10,000	2-2-2	1
																1,667	1-1-2	2
																133	0-1-2	2

Base Game Odds 1 in 333

Combo		Combo with 3 different numbers					FIREBALL Combo with 3 different numbers						Fireball Example					
			Base Play Amount						Cost Per Play with Fireball					Example Wager of 1-2-3		Example Draw with this Outcome		
		\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00											
				Cost Per Play														
		\$3.00	\$6.00	\$12.00	\$18.00	\$24.00	\$30.00											
	Base Prize	\$250.00	\$500.00	\$1,000.00	\$1,500.00	\$2,000.00	\$2,500.00											
								Fireball Prize (2 Wins)	\$180.00	\$360.00	\$720.00	\$1,080.00	\$1,440.00	\$1,800.00				
								Fireball Prize (1 Win)	\$90.00	\$180.00	\$360.00	\$540.00	\$720.00	\$900.00				
																Odds 1 in		
																556	1-1-2	3
																69	0-1-3	2

Base Game Odds 1 in 167

FIGURE TAC §401.316 (g)(4)

<i>Straight with 4 like numbers</i>							<i>Fireball Straight with 4 like numbers</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-1-1-1		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (4 Wins)	\$2,700.00	\$5,400.00	\$10,800.00	\$16,200.00	\$21,600.00	\$27,000.00	100,000	1-1-1-1	1
Base Game Odds 1 in 10,000							Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00	2,778	1-4-1-1	1
<i>Straight with 2 sets of 2 like numbers</i>							<i>Fireball Straight with 2 sets of 2 like numbers</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-1-2		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (2 Wins)	\$1,350.00	\$2,700.00	\$5,400.00	\$8,100.00	\$10,800.00	\$13,500.00	50,000	1-2-1-2	2
Base Game Odds 1 in 10,000							Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00	2,778	0-2-1-2	1
<i>Straight with 3 like numbers and 1 different number</i>							<i>Fireball Straight with 3 like numbers and 1 different number</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-2-2		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (3 Wins)	\$2,025.00	\$4,050.00	\$8,100.00	\$12,150.00	\$16,200.00	\$20,250.00	100,000	1-2-2-2	2
Base Game Odds 1 in 10,000							Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00	2,703	1-2-7-2	2
<i>Straight with all 4 numbers different</i>							<i>Fireball Straight with all 4 numbers different</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-3-4		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00	2,500	1-2-8-4	3
Base Game Odds 1 in 10,000																
<i>Straight with 2 like numbers and 2 different numbers</i>							<i>Fireball Straight with 2 like numbers and 2 different numbers</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-2-4		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (2 Wins)	\$1,350.00	\$2,700.00	\$5,400.00	\$8,100.00	\$10,800.00	\$13,500.00	100,000	1-2-2-4	2
Base Game Odds 1 in 10,000							Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00	2,632	1-3-2-4	2

FIGURE 16 TAC §401.316 (g)(5)

<i>Box with 3 like numbers and 1 different number</i>							<i>Fireball Box with 3 like numbers and 1 different number</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-2-2		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$600.00	\$1,200.00	\$2,400.00	\$3,600.00	\$4,800.00	\$6,000.00	Fireball Prize (4 Wins)	\$680.00	\$1,360.00	\$2,720.00	\$4,080.00	\$5,440.00	\$6,800.00	100,000	2-2-2-2	1
Base Game Odds 1 in 2,500							Fireball Prize (3 Wins)	\$510.00	\$1,020.00	\$2,040.00	\$3,060.00	\$4,080.00	\$5,100.00	25,000	2-2-1-2	2
							Fireball Prize (2 Wins)	\$340.00	\$680.00	\$1,360.00	\$2,040.00	\$2,720.00	\$3,400.00	16,667	2-2-1-1	2
							Fireball Prize (1 Win)	\$170.00	\$340.00	\$680.00	\$1,020.00	\$1,360.00	\$1,700.00	758	1-2-5-2	2

FIGURE 16 TAC §401.316 (g)(6)

<i>Box with 2 sets of 2 like numbers</i>							<i>Fireball Box with 2 sets of 2 like numbers</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-1-2		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$400.00	\$800.00	\$1,600.00	\$2,400.00	\$3,200.00	\$4,000.00	Fireball Prize (3 Wins)	\$336.00	\$672.00	\$1,344.00	\$2,016.00	\$2,688.00	\$3,360.00	12,500	1-1-1-2	2
Base Game Odds 1 in 1,667							Fireball Prize (2 Wins)	\$224.00	\$448.00	\$896.00	\$1,344.00	\$1,792.00	\$2,240.00	8,333	2-1-2-1	2
							Fireball Prize (1 Win)	\$112.00	\$224.00	\$448.00	\$672.00	\$896.00	\$1,120.00	521	9-2-2-1	1

FIGURE 16 TAC §401.316 (g)(7)

<i>Box with 2 like numbers and 2 different numbers</i>							<i>Fireball Box with 2 like numbers and 2 different numbers</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-2-3		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$200.00	\$400.00	\$800.00	\$1,200.00	\$1,600.00	\$2,000.00	Fireball Prize (3 Wins)	\$168.00	\$336.00	\$672.00	\$1,008.00	\$1,344.00	\$1,680.00	12,500	3-2-2-2	1
Base Game Odds 1 in 833							Fireball Prize (2 Wins)	\$112.00	\$224.00	\$448.00	\$672.00	\$896.00	\$1,120.00	2,083	2-2-1-1	3
							Fireball Prize (1 Win)	\$56.00	\$112.00	\$224.00	\$336.00	\$448.00	\$560.00	278	7-3-2-2	1

FIGURE 16 TAC §401.316 (g)(8)

<i>Box with 4 different numbers</i>							<i>Fireball Box with 4 different numbers</i>							<i>Fireball Example</i>		
Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-3-4		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00		\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw
Base Prize	\$100.00	\$200.00	\$400.00	\$600.00	\$800.00	\$1,000.00	Fireball Prize (2 Wins)	\$56.00	\$112.00	\$224.00	\$336.00	\$448.00	\$560.00	694	4-1-4-2	3
Base Game Odds 1 in 417							Fireball Prize (1 Win)	\$28.00	\$56.00	\$112.00	\$168.00	\$224.00	\$280.00	149	9-4-3-2	1

FIGURE 16 TAC §401.316 (g)(9)

Straight/4-Way Box							Straight/Box with 3 like numbers and 1 different number							Fireball Straight/Box with 3 like numbers and 1 different number							Fireball Example		
							Base Play Amount																
							\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00											
							Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-2-2		
							\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	\$2.00	\$4.00	\$8.00	\$12.00	\$16.00	\$20.00	Odds 1 in	Base Draw	Fireball Draw		
Exact Order Prize	\$3,100.00	\$6,200.00	\$12,400.00	\$18,600.00	\$24,800.00	\$31,000.00												100,000	1-2-2-2	2			
Not in Exact Order Prize	\$600.00	\$1,200.00	\$2,400.00	\$3,600.00	\$4,800.00	\$6,000.00												33,333	2-2-2-2	1			
																		33,333	2-1-2-2	2			
																		33,333	1-1-2-2	2			
																		33,333	2-1-1-2	2			
																		3,030	0-2-2-2	1			
																		1,010	0-1-2-2	2			

Base Game Odds 1 in 2,500

FIGURE 16 TAC §401.316 (g)(10)

Straight/6-Way Box							Straight/Box with 2 sets of 2 like numbers							Fireball Straight/Box with 2 sets of 2 like numbers							Fireball Example		
							Base Play Amount																
							\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00											
							Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-1-2		
							\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	\$2.00	\$4.00	\$8.00	\$12.00	\$16.00	\$20.00	Odds 1 in	Base Draw	Fireball Draw		
Exact Order Prize	\$2,900.00	\$5,800.00	\$11,600.00	\$17,400.00	\$23,200.00	\$29,000.00												50,000	1-2-1-2	1			
Not in Exact Order Prize	\$400.00	\$800.00	\$1,600.00	\$2,400.00	\$3,200.00	\$4,000.00												25,000	1-1-1-2	2			
																		25,000	1-1-2-1	2			
																		10,000	1-1-2-2	1			
																		3,125	0-2-1-2	1			
																		625	0-1-1-2	2			

Base Game Odds 1 in 1,667

FIGURE 16 TAC §401.316 (g)(11)

Straight/12-Way Box							Straight/Box with 2 like numbers and 2 different numbers							Fireball Straight/Box with 2 like numbers and 2 different numbers							Fireball Example		
							Base Play Amount																
							\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00											
							Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-2-3		
							\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	\$2.00	\$4.00	\$8.00	\$12.00	\$16.00	\$20.00	Odds 1 in	Base Draw	Fireball Draw		
Exact Order Prize	\$2,700.00	\$5,400.00	\$10,800.00	\$16,200.00	\$21,600.00	\$27,000.00												50,000	1-2-2-2	3			
Not in Exact Order Prize	\$200.00	\$400.00	\$800.00	\$1,200.00	\$1,600.00	\$2,000.00												16,667	2-1-2-2	3			
																		100,000	1-2-2-3	2			
																		16,667	1-1-2-3	2			
																		3,333	0-2-2-3	1			
																		2,439	1-1-2-2	3			
																		303	0-1-2-2	3			

Base Game Odds 1 in 833

FIGURE 16 TAC §401.316 (g)(12)

Straight/24-Way Box							Straight/Box with 4 different numbers							Fireball Straight/Box with 4 different numbers							Fireball Example		
							Base Play Amount																
							\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00											
							Cost Per Play							Cost Per Play with Fireball							Example Wager of 1-2-3-4		
							\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	\$2.00	\$4.00	\$8.00	\$12.00	\$16.00	\$20.00	Odds 1 in	Base Draw	Fireball Draw		
Exact Order Prize	\$2,600.00	\$5,200.00	\$10,400.00	\$15,600.00	\$20,800.00	\$26,000.00												8,333	1-1-3-4	2			
Not in Exact Order Prize	\$100.00	\$200.00	\$400.00	\$600.00	\$800.00	\$1,000.00												3,571	0-2-3-4	1			
																		758	1-1-2-3	4			
																		155	0-1-2-3	4			

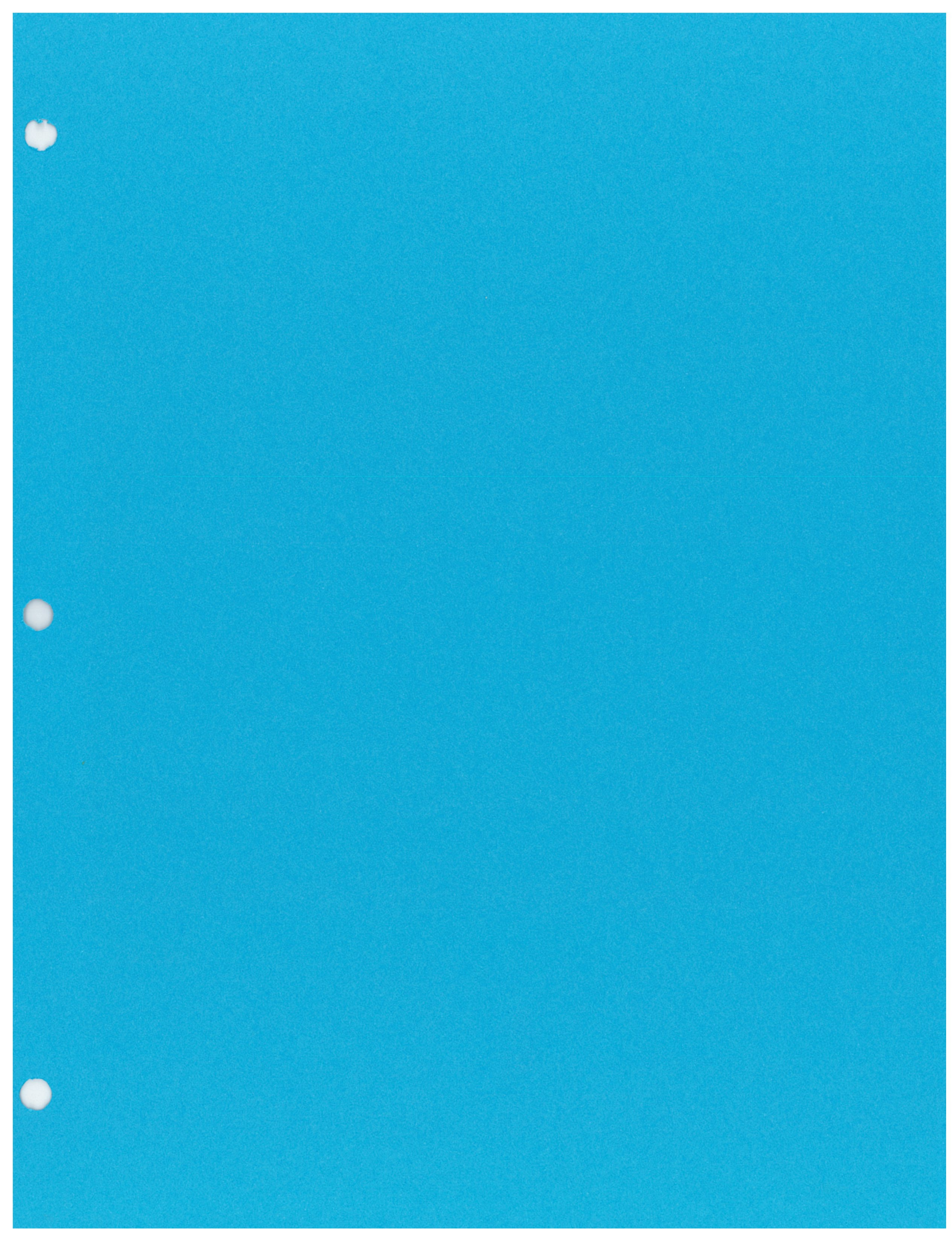
Base Game Odds 1 in 417

FIGURE 16 TAC §401.316 (g)(13)

Combo	<i>Combo with 3 like numbers and 1 different number (4 way Combo)</i>							<i>Fireball Combo with 3 like numbers and 1 different number (4 way Combo)</i>							<i>Fireball Example</i>		
	Base Play Amount							Cost Per Play with Fireball							Example Wager of 1-2-2-2		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	\$4.00	\$8.00	\$16.00	\$24.00	\$32.00	\$40.00	Odds 1 in	Base Draw	Fireball Draw		
	Cost Per Play							Cost Per Play with Fireball							Example Draw with this Outcome		
	\$2.00	\$4.00	\$8.00	\$12.00	\$16.00	\$20.00	\$2,700.00	\$5,400.00	\$10,800.00	\$16,200.00	\$21,600.00	\$27,000.00	100,000	2-2-2-2	1		
Base Game Odds 1 in 2,500	Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (4 Wins)	\$2,700.00	\$5,400.00	\$10,800.00	\$16,200.00	\$21,600.00	\$27,000.00	25,000	2-2-1-2	2
							Fireball Prize (3 Wins)	\$2,025.00	\$4,050.00	\$8,100.00	\$12,150.00	\$16,200.00	\$20,250.00	16,667	2-2-1-1	2	
							Fireball Prize (2 Wins)	\$1,350.00	\$2,700.00	\$5,400.00	\$8,100.00	\$10,800.00	\$13,500.00	758	1-2-5-2	2	
							Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00				
	<i>Combo with 2 sets of 2 like numbers (6 way Combo)</i>							<i>Fireball Combo with 2 sets of 2 like numbers (6 way Combo)</i>							<i>Fireball Example</i>		
	Base Play Amount							Cost Per Play with Fireball							Example Wager of 1-2-1-2		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	\$6.00	\$12.00	\$24.00	\$36.00	\$48.00	\$60.00	Odds 1 in	Base Draw	Fireball Draw		
	Cost Per Play							Cost Per Play with Fireball							Example Draw with this Outcome		
	\$3.00	\$6.00	\$12.00	\$18.00	\$24.00	\$30.00	\$2,025.00	\$4,050.00	\$8,100.00	\$12,150.00	\$16,200.00	\$20,250.00	12,500	1-1-1-2	2		
Base Game Odds 1 in 1,667	Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (3 Wins)	\$2,025.00	\$4,050.00	\$8,100.00	\$12,150.00	\$16,200.00	\$20,250.00	8,333	2-1-2-1	2
							Fireball Prize (2 Wins)	\$1,350.00	\$2,700.00	\$5,400.00	\$8,100.00	\$10,800.00	\$13,500.00	521	9-2-2-1	1	
							Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00				
	<i>Combo with 2 like numbers and 2 different numbers (12 way Combo)</i>							<i>Fireball Combo with 2 like numbers and 2 different numbers (12 way Combo)</i>							<i>Fireball Example</i>		
	Base Play Amount							Cost Per Play with Fireball							Example Wager of 1-2-2-3		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	\$12.00	\$24.00	\$48.00	\$72.00	\$96.00	\$120.00	Odds 1 in	Base Draw	Fireball Draw		
	Cost Per Play							Cost Per Play with Fireball							Example Draw with this Outcome		
	\$6.00	\$12.00	\$24.00	\$36.00	\$48.00	\$60.00	\$2,025.00	\$4,050.00	\$8,100.00	\$12,150.00	\$16,200.00	\$20,250.00	12,500	3-2-2-2	1		
Base Game Odds 1 in 833	Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (3 Wins)	\$2,025.00	\$4,050.00	\$8,100.00	\$12,150.00	\$16,200.00	\$20,250.00	2,083	2-2-1-1	3
							Fireball Prize (2 Wins)	\$1,350.00	\$2,700.00	\$5,400.00	\$8,100.00	\$10,800.00	\$13,500.00	278	7-3-2-2	1	
							Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00				
	<i>Combo with 4 different numbers (24 way Combo)</i>							<i>Fireball Combo with 4 different numbers (24 way Combo)</i>							<i>Fireball Example</i>		
	Base Play Amount							Cost Per Play with Fireball							Example Wager of 1-2-3-4		
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	\$24.00	\$48.00	\$96.00	\$144.00	\$192.00	\$240.00	Odds 1 in	Base Draw	Fireball Draw		
	Cost Per Play							Cost Per Play with Fireball							Example Draw with this Outcome		
	\$12.00	\$24.00	\$48.00	\$72.00	\$96.00	\$120.00	\$1,350.00	\$2,700.00	\$5,400.00	\$8,100.00	\$10,800.00	\$13,500.00	694	4-1-4-2	3		
Base Game Odds 1 in 417	Base Prize	\$2,500.00	\$5,000.00	\$10,000.00	\$15,000.00	\$20,000.00	\$25,000.00	Fireball Prize (2 Wins)	\$1,350.00	\$2,700.00	\$5,400.00	\$8,100.00	\$10,800.00	\$13,500.00	149	9-4-3-2	1
							Fireball Prize (1 Win)	\$675.00	\$1,350.00	\$2,700.00	\$4,050.00	\$5,400.00	\$6,750.00				

FIGURE 16 TAC §401.316 (g)(14)

Front-Pair, Mid-Pair, Back-Pair	<i>Front-Pair, Mid-Pair, and Back-Pair with 2 like numbers</i>						<i>Fireball Front-Pair, Mid-Pair, and Back-Pair with 2 like numbers</i>						<i>Fireball Example</i>			
	Cost Per Play						Cost Per Play with Fireball						Example Wager of 1-1-x-x			
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw	
	Cost Per Play						Cost Per Play with Fireball						Example Draw with this Outcome			
	\$25.00	\$50.00	\$100.00	\$150.00	\$200.00	\$250.00	\$28.00	\$56.00	\$112.00	\$168.00	\$224.00	\$280.00	1,000	1-1-3-5	1	
Base Game Odds 1 in 100							Fireball Prize (4 Wins)	\$28.00	\$56.00	\$112.00	\$168.00	\$224.00	\$280.00	111	1-1-3-5	7
							Fireball Prize (2 Wins)	\$14.00	\$28.00	\$56.00	\$84.00	\$112.00	\$140.00	56	1-6-9-4	1
							Fireball Prize (1 Win)	\$7.00	\$14.00	\$28.00	\$42.00	\$56.00	\$70.00			
	<i>Front-Pair, Mid-Pair, and Back-Pair with 2 different numbers</i>						<i>Fireball Front-Pair, Mid-Pair, and Back-Pair with 2 different numbers</i>						<i>Fireball Example</i>			
	Cost Per Play						Cost Per Play with Fireball						Example Wager of 1-2-x-x			
	\$0.50	\$1.00	\$2.00	\$3.00	\$4.00	\$5.00	\$1.00	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	Odds 1 in	Base Draw	Fireball Draw	
	Cost Per Play						Cost Per Play with Fireball						Example Draw with this Outcome			
	\$25.00	\$50.00	\$100.00	\$150.00	\$200.00	\$250.00	\$21.00	\$42.00	\$84.00	\$126.00	\$168.00	\$210.00	500	1-2-4-5	1	
Base Game Odds 1 in 100							Fireball Prize (3 Wins)	\$21.00	\$42.00	\$84.00	\$126.00	\$168.00	\$210.00	125	1-2-1-0	6
							Fireball Prize (2 Wins)	\$14.00	\$28.00	\$56.00	\$84.00	\$112.00	\$140.00	56	1-1-7-4	2
							Fireball Prize (1 Win)	\$7.00	\$14.00	\$28.00	\$42.00	\$56.00	\$70.00			



TITLE 16. ECONOMIC REGULATION

PART 9. TEXAS LOTTERY COMMISSION

CHAPTER 401. ADMINISTRATION OF STATE LOTTERY ACT

SUBCHAPTER D. LOTTERY GAME RULES

16 TAC §401.307, §401.316

The Texas Lottery Commission (Commission) proposes amendments to 16 TAC §401.307 ("Pick 3" Draw Game Rule) and 16 TAC §401.316 ("Daily 4" Draw Game Rule). The purpose of the proposed amendments is to end the current Sum It Up add-on feature and replace it with a new add-on feature called FIREBALL (to be referred to as Pick 3 *plus* FIREBALL® and Daily 4 *plus* FIREBALL®). A player who purchases either the Pick 3 *plus* FIREBALL or the Daily 4 *plus* FIREBALL feature will get to use an extra number, randomly drawn after each of the Pick 3 and Daily 4 base game drawings, to create more winning combinations and increase the player's chances of winning a prize. The Commission anticipates the changes to the Pick 3 and Daily 4 games to be implemented in March 2019; however, a specific implementation date for the FIREBALL feature has not been established at this time. In addition to the proposed changes to the text as published, the Commission wishes to inform the public it also is considering the potential need for a liability limit requiring a pari-mutuel payout of the FIREBALL prizes in both games in the event of an unforeseen large number of plays winning more than one FIREBALL prize. Accordingly, the Commission also welcomes comments on this issue. If the Commission determines a liability limit is necessary, the adopted rule language will reflect this change and may also reflect adjustments to the odds of winning a prize as currently stated in the rule prize charts.

If the proposed amendments are adopted, the Commission will submit the adopted rulemaking document to the *Texas Register* within the time allowed by the *Texas Register* rules, and the submission will identify the effective date of the amendments to coincide with the implementation date of the FIREBALL feature. When the implementation date is established, the Commission will also communicate the implementation date to the public on the Commission's website and mobile app.

Kathy Pyka, Controller, has determined that for the first five years the amendments will be in effect, there will be an \$8.3 million total increase in revenue for state government as a result of the proposed amendments. The fiscal impact for each year of the first five years the rule is in effect is as follows: Fiscal Year ("FY") 2019, \$756K; FY 2020, \$1.84M; FY 2021, \$1.87M; FY 2022, \$1.89M; FY 2023, \$1.92M. There will be no adverse effect on small businesses or rural communities, micro businesses, or local or state employment. There will be no additional economic cost to persons required to comply with the amendments, as proposed. Furthermore, an Economic Impact Statement and Regulatory Flexibility Analysis is not required because the proposed amendments will not have an adverse economic effect on small businesses or rural communities as defined in Texas Government Code §2006.001(1-a) and (2).

Ryan Mindell, Lottery Operations Director, has determined that for each year of the first five years the proposed amendments will be in effect, the public benefit expected is increased sales due to additional player interest in the new FIREBALL feature. Draw

games such as Pick 3 and Daily 4 benefit from the increased attention and additional gameplay that add-on features provide. The FIREBALL feature will keep both games fresh and interesting for players. The increased sales from player interest will lead to additional revenue for the Foundation School Fund (as projected above) as well as increased commissions for retailers.

Pursuant to Texas Government Code §2001.0221, the Commission provides the following Government Growth Impact Statement for the proposed amendments to 16 TAC §401.307 ("Pick 3" Draw Game Rule) and §401.316 ("Daily 4" Draw Game Rule). For each year of the first five years the proposed amendments will be in effect, Kathy Pyka, Controller, has determined the following:

- (1) The proposed amendments do not create or eliminate a government program.
- (2) Implementation of the proposed amendments does not require the creation of new employee positions or the elimination of existing employee positions.
- (3) Implementation of the proposed amendments does not require an increase or decrease in future legislative appropriations to the Commission.
- (4) The proposed amendments do not require an increase or decrease in fees paid to the Commission.
- (5) The proposed amendments do not create a new regulation.
- (6) The proposal amends, but does not expand or limit, existing regulations for lottery draw games.
- (7) The proposed amendments do not increase or decrease the number of individuals subject to the rule's applicability.
- (8) The proposed amendments will positively affect and not adversely affect this state's economy.

The Commission requests comments on the proposed amendments from any interested person. Comments on the proposed amendments may be submitted to Deanne Rienstra, Special Counsel, by mail at Texas Lottery Commission, P.O. Box 16630, Austin, Texas 78761-6630; by facsimile at (512) 344-5189; or by email at legal.input@lottery.state.tx.us. Comments must be received within 30 days after publication of this proposal in the *Texas Register* in order to be considered. The Commission also will hold a public hearing to receive comments on this proposal at 10:00 a.m. on September 12, 2018, at 611 E. 6th Street, Austin, Texas 78701.

The amendments are proposed under Texas Government Code, §466.015, which authorizes the Commission to adopt rules governing the operation of the lottery and Texas Government Code §467.102, which authorizes the Commission to adopt rules for the enforcement and administration of the laws under the Commission's jurisdiction.

The proposed amendments implement changes to Chapter 466.

§401.307. "Pick 3" Draw Game Rule.

(a) Pick 3. The executive director is authorized to conduct a game known as "Pick 3." The executive director may issue further directives and procedures for the conduct of Pick 3 that are consistent with this rule. In the case of conflict, this rule takes precedence over §401.304 of this title (relating to Draw Game Rules (General)).

(b) Definitions. In addition to the definitions provided in §401.301 of this title (relating to General Definitions), and unless the context in this rule otherwise requires, the following definitions apply.

(1) Pick 3 Play--A play other than a Pick 3 plus FIREBALL [Sum It Up] play consists of:

- (A) the selection of a play type;
- (B) the selection of a Pick 3 base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5;
- (C) the selection of a draw date and time;
- (D) the selection of numbers in accordance with [subsection (e) of] this section; and
- (E) the purchase of a ticket evidencing those selections.

(2) Pick 3 plus FIREBALL Play--A Pick 3 plus FIREBALL play refers to a play purchased as part of the Pick 3 plus FIREBALL add-on feature fully described in subsection (j) of this section. A Pick 3 FIREBALL number is the additional number drawn from zero to nine (0 to 9) that is used to replace any one (1) of the three (3) Pick 3 winning numbers to make FIREBALL prize winning combinations. The Pick 3 plus FIREBALL option cannot be purchased independently of a Pick 3 play.

[(2) Sum It Up Play--A Sum It Up play consists of:]

- [(A) the selection of the Sum It Up play type in connection with an exact order play, an any order play, an exact order/any order play, or a combo play;]
- [(B) the selection of a Sum It Up base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5; and]
- [(C) the purchase of a ticket evidencing those selections.]

(3) Playboard--A panel on a Pick 3 playslip containing three fields of numbers for use in selecting numbers for a Pick 3 play, with each field of numbers containing the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9.

(4) Playslip--An optically readable card issued by the commission for use in making selections for one or more Pick 3 plays and the option to select the Pick 3 plus FIREBALL feature.

(c) Play types.

(1) Pick 3 may include the following play types: exact order, any order, exact/any order, combo, and Pick 3 plus FIREBALL [Sum It Up].

(A) An "exact order" play is a winning play if the player's three single-digit numbers match in exact order the three single-digit numbers drawn in the applicable drawing.

(B) An "any order" play is a winning play if the player's three single-digit numbers match in any order the three single-digit numbers drawn in the applicable drawing.

(C) An "exact order/any order" play is a winning play if either the player's three single-digit numbers match in exact order the numbers drawn in the applicable drawing or the player's three single-digit numbers match in any order the numbers drawn in the applicable drawing.

(i) An exact order/any order play is a 3-way play when exact order/any order play is selected as the play type in connection with a set of three single-digit numbers that includes two occurrences of one single-digit number and one occurrence of one other single-digit number. An exact order/3-way any order play involves three possible winning combinations.

(ii) An exact order/any order play is a 6-way play when exact order/any order play is selected as the play type in connection

with a set of three single-digit numbers that includes a single occurrence of three different single-digit numbers. An exact order/6-way any order play involves six possible winning combinations.

(iii) An exact order/any order play is not permitted in connection with a set of numbers that includes three occurrences of one single-digit number.

(D) A "combo" play combines all of the possible straight (exact) plays that can be played with the three single-digit numbers selected for the play.

(i) A combo play may be a 3-way combo play or a 6-way combo play.

(ii) 3-way combo play is a combo play in connection with a set of three single-digit numbers that includes two occurrences of one single-digit number and one occurrence of one other single-digit number. A 3-way combo play involves three possible winning combinations.

(iii) 6-way combo play is a combo play in connection with a set of three single-digit numbers that includes a single occurrence of three different single-digit numbers. A 6-way combo play involves six possible winning combinations.

(iv) Combo play is not permitted in connection with a set of numbers that includes three occurrences of one single-digit number.

(E) A Pick 3 plus FIREBALL [Sum It Up] play wins a FIREBALL prize for each winning combination of numbers created by replacing any one (1) of the three (3) Pick 3 winning numbers with the Pick 3 FIREBALL number for that drawing, as determined by the selected play type and wager amount [is a winning play if by the sum of the player's three single-digit numbers is the same as the sum of the three single-digit numbers drawn in the applicable drawing. A Sum It Up play must occur in connection with a play of some other play type].

(2) The executive director may allow or disallow any type of play described in this subsection.

(d) Plays and tickets.

(1) A ticket may be sold only by a retailer and only at the location listed on the retailer's license. A ticket sold by a person other than a retailer is not valid.

(2) A Pick 3 play involves the selection of three single-digit numbers, with each selected from the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9.

(3) The cost of an exact order play is the same as the Pick 3 base play amount selected for the play.

(4) The cost of an any order play is the same as the Pick 3 base play amount selected for the play.

(5) The cost of an exact order/any order play is:

- (A) \$1 if the Pick 3 base play amount selected for the play is \$.50;
- (B) \$2 if the Pick 3 base play amount selected for the play is \$1;
- (C) \$4 if the Pick 3 base play amount selected for the play is \$2;
- (D) \$6 if the Pick 3 base play amount selected for the play is \$3;
- (E) \$8 if the Pick 3 base play amount selected for the play is \$4; or

(F) \$10 if the Pick 3 base play amount selected for the play is \$5.

(6) The cost of a combo play is determined by multiplying the Pick 3 base play amount selected for the play by the number of winning combinations possible with the three single-digit numbers selected for the play.

(7) The cost of a Pick 3 plus FIREBALL [~~Sum It Up~~] play is equal to the cost of [same as] the connected Pick 3 wager for the base game, thereby doubling the purchase. [~~Sum It Up base play amount selected for the Sum It Up play.~~] The cost of a Pick 3 plus FIREBALL [~~Sum It Up~~] play is in addition to the cost of the connected Pick 3 play.

(8) The cost of a ticket is determined by the total cost of the plays evidenced by the ticket.

(9) A player may complete up to five playboards on a single playslip.

(10) Acceptable methods to select numbers for a play, play type, base play amount, and draw date and time for a play may include:

- (A) using a self-service terminal;
- (B) using a playslip;
- (C) requesting a [~~retailer to use~~] Quick Pick;
- (D) requesting a retailer to manually enter numbers;
- (E) using a previously-generated "Pick 3" ticket provided by the player; or

(F) using a QR code generated through a Texas Lottery Mobile Application offered and approved by the commission.

~~[(11) Acceptable methods to select the play type, base play amount, and draw date and time for a play may include:]~~

- ~~[(A) using a self-service terminal;]~~
- ~~[(B) using a playslip;]~~
- ~~[(C) requesting a retailer to manually enter the selections;]~~
- ~~[(D) using a previously-generated "Pick 3" ticket provided by the player; or]~~
- ~~[(E) using a QR code generated through a Texas Lottery Mobile Application offered and approved by the commission.]~~

(11) [(12)] Playslips must be completed manually. A ticket generated from a playslip that was not completed manually, or using a selection method that is not approved by the commission, is not valid.

(12) [(13)] A retailer may only accept a request for a play using a commission-approved method of play, and if the request is made in person.

(13) [(14)] Consecutive plays. A player may purchase one or more plays for any one or more of the next 24 drawings after the purchase and may purchase up to 24 consecutive plays for a particular drawing time.

(14) [(15)] A retailer shall issue a ticket as evidence of one or more plays. A ticket must show the numbers, play type and base play amount selected for each play; the number of plays, the draw date(s) for which the plays were purchased; and the security and transaction serial numbers. Tickets must be printed on official Texas Lottery paper stock, or, for third-party point-of-sale systems approved by the commission, printed on paper stock or otherwise issued in a manner approved by the commission to provide tangible evidence of participation in a lottery game.

(15) [(16)] A playslip has no monetary value and is not evidence of a play.

(16) [(17)] The purchaser is responsible for verifying the accuracy of the numbers and other selections shown on a ticket.

(17) [(18)] An unsigned winning ticket is payable to the holder or bearer of the ticket if the ticket meets all applicable validation requirements.

(e) Cancellation of plays.

[(1)] A retailer may cancel a Pick 3 play only in accordance with the following provisions:

(1) [(A)] the ticket evidencing the play must have been sold at the retail location at which it is cancelled;

(2) [(B)] the retailer must have possession of the ticket evidencing the play;

(3) [(C)] all Pick 3 plays evidenced by a single ticket must be cancelled;

(4) [(D)] cancellation may occur no later than 60 minutes after sale of the ticket evidencing the play;

(5) [(E)] cancellation must occur before the beginning of the next draw break after the sale of the ticket evidencing the play; and

(6) [(F)] cancellation must occur before midnight on the day the ticket evidencing the play was sold.

[(2)] A retailer must retain the ticket and the cancellation receipt for the play(s) evidenced by that ticket for at least 30 days after the cancellation.]

(f) Drawings.

(1) Pick 3 drawings shall be held four times a day, Monday through Saturday, at 10:00 a.m., 12:27 p.m., 6:00 p.m., and 10:12 p.m. Central Time. The executive director may change the drawing schedule, if necessary.

(2) At each Pick 3 drawing, three single-digit numbers shall be drawn for the base game. Each single-digit number will be drawn from a set that includes a single occurrence of all ten single-digit numbers (0, 1, 2, 3, 4, 5, 6, 7, 8, and 9). After the Pick 3 base game drawing, the Pick 3 FIREBALL number will be randomly drawn from a set of 10 numbered balls (0-9).

(3) Numbers drawn and the order in which the numbers are drawn must be certified by the commission in accordance with the commission's draw procedures.

(4) The numbers selected in a drawing and the order of the numbers selected in the drawing shall be used to determine all winners for that drawing.

(5) Each drawing shall be witnessed by an independent certified public accountant. All drawing equipment used shall be examined by a lottery drawing representative and the independent certified public accountant immediately before each drawing and immediately after each drawing.

(g) Prizes.

(1) Prize payments shall be made upon completion of commission validation procedures.

[(2) A person may win only one prize per play per drawing. A player who holds a valid ticket for a winning play is entitled to the highest prize for that play.]

(2) [(3)] A Pick 3 *plus* FIREBALL [Sum It Up] play is a separate play from the exact order play, any order play, exact order/any order play, or combo play with which it is connected.

(3) [(4)] The executive director may temporarily increase any prize set out in this paragraph for promotional or marketing purposes.

(4) [(5)] A person who holds a valid ticket for a winning exact order play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(4)
[Figure: 16 TAC §401.307(g)(5)]

(5) [(6)] A person who holds a valid ticket for a winning 3-way any order play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(5)
[Figure: 16 TAC §401.307(g)(6)]

(6) [(7)] A person who holds a valid ticket for a winning 6-way any order play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(6)
[Figure: 16 TAC §401.307(g)(7)]

(7) [(8)] A person who holds a valid ticket for a winning exact order/3-way any order play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(7)
[Figure: 16 TAC §401.307(g)(8)]

(8) [(9)] A person who holds a valid ticket for a winning exact order/6-way any order play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(8)
[Figure: 16 TAC §401.307(g)(9)]

(9) [(10)] A person who holds a valid ticket for a winning combo play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(9)
[Figure: 16 TAC §401.307(g)(10)]

(11) A person who holds a valid ticket for a winning Sum It Up play is entitled to a prize as shown. A Sum It Up prize is in addition to a prize, if any, for the exact order play, any order play, exact order/any order play, or combo play to which the Sum It Up play is connected.]

[Figure: 16 TAC §401.307(g)(11)]

(h) The executive director may authorize promotions in connection with Pick 3.

(i) Announcement of incentive or bonus program. The executive director shall announce each incentive or bonus program prior to its commencement. The announcement shall specify the beginning and ending time, if applicable, of the incentive or bonus program and the value for the award.

(j) Pick 3 *plus* FIREBALL®.

(1) Pick 3 *plus* FIREBALL is an add-on feature to the Pick 3 base game. Adding the Pick 3 *plus* FIREBALL option doubles the cost of wager and creates more possible winning combinations. For instance, if a player purchases a Pick 3 play with an exact order play type for \$1.00, the Pick 3 *plus* FIREBALL play will cost an additional \$1.00. If a player purchases a Pick 3 "6-way combo" for \$6, the Pick 3 *plus* FIREBALL play will cost an additional \$6. The Pick 3 FIREBALL number will be randomly drawn from a set of ten (10) numbers from zero to nine (0 to 9). The Pick 3 FIREBALL number drawn will apply exclusively to the Pick 3 base game drawing and prizes. The Pick 3 *plus* FIREBALL option cannot be purchased independently of a Pick 3 play.

(2) The Pick 3 FIREBALL number is used to replace any one (1) of the three (3) drawn Pick 3 winning numbers to create FIREBALL prize winning combinations.

(3) If the player's selected numbers match any of the FIREBALL prize winning combinations, the Pick 3 *plus* FIREBALL play wins in accordance with the charts in Figures 401.307(g)(4) through 401.307(g)(9).

(4) All FIREBALL prizes are in addition to any Pick 3 base game wins. Specifically, if a player purchases the Pick 3 *plus* FIREBALL option, then if the Pick 3 FIREBALL number is the same as one of the three numbers drawn in the Pick 3 base game drawing, and the player's numbers already match the numbers drawn for the player's play type, the player will be awarded the FIREBALL prize in addition to the Pick 3 prize as identified in subsection (g) of this section (relating to the Pick 3 prize charts). For instance, assume a player selects an exact order \$1.00 base game play of 1, 2, and 3, and purchases a Pick 3 *plus* FIREBALL play for an additional \$1.00 (total \$2.00 wager). If the Pick 3 winning numbers drawn are 1-2-3, and the Pick 3 FIREBALL number is 1, the play will win the base game prize of \$500 and the FIREBALL prize of \$180 for a total of \$680. As another example, assume the player selects an exact order 1-2-2 for \$1.00 and purchases a Pick 3 *plus* FIREBALL play for an additional \$1.00 (total \$2.00 wager). If the Pick 3 winning numbers drawn are 1-2-2 and the Pick 3 FIREBALL number is 2, then the play will win the base game prize of \$500 and win the FIREBALL prize of \$180 twice for a total of \$860.

§401.316. "Daily 4" Draw Game Rule.

(a) Daily 4. The executive director is authorized to conduct a game known as "Daily 4." The executive director may issue further directives and procedures for the conduct of Daily 4 that are consistent with this rule. In the case of conflict, this rule takes precedence over §401.304 of this title (relating to Draw Game Rules (General)).

(b) Definitions. In addition to the definitions provided in §401.301 of this title (relating to General Definitions), and unless the context in this rule otherwise requires, the following definitions apply.

(1) Daily 4 Play--A [Daily 4] play other than a Daily 4 *plus* FIREBALL [Sum It Up] play consists of:

(A) the selection of a play type;

(B) the selection of a Daily 4 base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5;

(C) the selection of a draw date and time;

(D) the selection of numbers in accordance with [subsection (d) of] this section; and

(E) the purchase of a ticket evidencing those selections.

(2) Daily 4 *plus* FIREBALL Play--A Daily 4 *plus* FIREBALL play refers to a play purchased as part of the Daily 4 *plus* FIREBALL add-on feature fully described in subsection (j) of this section. A Daily 4 FIREBALL number is the additional number drawn from zero to nine (0 to 9) that is used to replace any one (1) of the four (4) Daily 4 winning numbers to make FIREBALL prize winning combinations. The Daily 4 *plus* FIREBALL option cannot be purchased independently of a Daily 4 play.

[(2) Sum It Up Play--A Sum It Up play consists of:]

[(A) the selection of the Sum It Up play type in connection with a straight play, a box play, a straight/box play, a combo play, a front-pair play, a mid-pair play, or a back-pair play;]

[(B) the selection of a Sum It Up base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5; and]

the purchase of a ticket evidencing these selections.]

(3) Playboard--A panel on a Daily 4 playslip containing four fields of numbers for use in selecting numbers for a Daily 4 play, with each field of numbers containing the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9.

(4) Playslip--An optically readable card issued by the commission for use in making selections for one or more Daily 4 plays and the option to select the Daily 4 *plus* FIREBALL feature.

(c) Play types.

(1) Daily 4 may include the following play types: straight, box, straight/box, combo, front-pair, mid-pair, back-pair, and Daily 4 plus FIREBALL [Sum It Up].

(A) A "straight" play is a winning play if the player's four single-digit numbers match in exact order the four single-digit numbers drawn in the applicable drawing.

(B) A "box" play is a winning play if the player's four single-digit numbers match in any order the four single-digit numbers drawn in the applicable drawing.

(i) A box play may be a 4-way box play, a 6-way box play, a 12-way box play, or a 24-way box play.

(I) A box play is a 4-way box play when box play is selected as the play type in connection with a set of four single-digit numbers that includes three occurrences of one single-digit number and one occurrence of one other single-digit number. A 4-way box play involves four possible winning combinations.

(II) A box play is a 6-way box play when box play is selected as the play type in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and two occurrences of another single-digit number. A 6-way box play involves six possible winning combinations.

(III) A box play is a 12-way box play when box play is selected as the play type in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and one occurrence of two other single-digit numbers. A 12-way box play involves 12 possible winning combinations.

(IV) A box play is a 24-way box play when box play is selected as the play type in connection with a set of four single-digit numbers that includes a single occurrence of four different single-digit numbers. A 24-way box play involves 24 possible winning combinations.

(ii) Box play is not permitted in connection with a set of numbers that includes four occurrences of one single-digit number.

(C) A "straight/box" play is a winning play either if the player's four single-digit numbers match in exact order the numbers drawn in the applicable drawing or if the player's four single-digit numbers match in any order the numbers drawn in the applicable drawing. The prize amount is greater if the player's four single-digit numbers match in exact order the numbers drawn in the applicable drawing.

(i) A straight/box play may be a 4-way straight/box play, a 6-way straight/box play, a 12-way straight/box play, or a 24-way straight/box play.

(I) A straight/box play is a 4-way straight/box play when straight/box play is selected in connection with a set of four single-digit numbers that includes three occurrences of one single-digit

number and one occurrence of one other single-digit number. A 4-way straight/box play involves four possible winning combinations.

(II) A straight/box play is a 6-way straight/box play when straight/box play is selected in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and two occurrences of another single-digit number. A 6-way straight/box play involves six possible winning combinations.

(III) A straight/box play is a 12-way straight/box play when straight/box play is selected in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and one occurrence of two other single-digit numbers. A 12-way straight/box play involves 12 possible winning combinations.

(IV) A straight/box play is a 24-way straight/box play when straight/box play is selected in connection with a set of four single-digit numbers that includes a single occurrence of four different single-digit numbers. A 24-way straight/box play involves 24 possible winning combinations.

(ii) Straight/box play is not permitted in connection with a set of numbers that includes four occurrences of one single-digit number.

(D) A "combo" play combines into a single play all of the possible straight plays that can be played with the four single-digit numbers selected for the play.

(i) A combo play may be a 4-way combo play, a 6-way combo play, a 12-way combo play, or a 24-way combo play.

(I) 4-way combo play is a combo play in connection with a set of four single-digit numbers that includes three occurrences of one single-digit number and one occurrence of one other single-digit number. A four-way combo play involves four possible winning combinations.

(II) 6-way combo play is a combo play in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and two occurrences of another single-digit number. A six-way combo play involves six possible winning combinations.

(III) 12-way combo play is a combo play in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and one occurrence of two other single-digit numbers. A 12-way combo play involves 12 possible winning combinations.

(IV) 24-way combo play is a combo play in connection with a set of four single-digit numbers that includes a single occurrence of four different single-digit numbers. A 24-way combo play involves 24 possible winning combinations.

(ii) Combo play is not permitted in connection with a set of numbers that includes four occurrences of one single-digit number.

(E) Pair play.

(i) A "front-pair" play is a winning play if the player's two single-digit numbers match in exact order the first two single-digit numbers drawn in the applicable drawing.

(ii) A "mid-pair" play is a winning play if the player's two single-digit numbers match in exact order the second and third single-digit numbers drawn in the applicable drawing.

(iii) A "back-pair" play is a winning play if the player's two single-digit numbers match in exact order the last two single-digit numbers drawn in the applicable drawing.

(F) A Daily 4 plus FIREBALL [Sum It Up] play wins a FIREBALL prize for each winning combination of numbers created by replacing any one (1) of the four (4) Daily 4 winning numbers with the Daily 4 FIREBALL number for that drawing, as determined by the selected play type and wager amount. [is a winning play if the sum of the player's two or four single-digit numbers, as applicable, is the same as the sum of the four single-digit numbers drawn in the applicable drawing. A Sum It Up play must occur in connection with a play of some other play type.]

(2) The executive director may allow or disallow any type of play described in this subsection.

(d) Plays and tickets.

(1) A ticket may be sold only by a retailer and only at the location listed on the retailer's license. A ticket sold by a person other than a retailer is not valid.

(2) The selection of numbers for a straight play, a box play, a straight/box play, or a combo play involves the selection of four single-digit numbers, with each selected from the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9.

(3) The selection of numbers for a front-pair play, a mid-pair play, or a back-pair play involves the selection of two single-digit numbers, with each selected from the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9.

(4) The cost of a play varies according to the play type selected for the play and the base play amount selected for the play.

(A) The cost of a straight play is the same as the base play amount selected for the play.

(B) The cost of a box play is the same as the base play amount selected for the play.

(C) The cost of a straight/box play is:

(i) \$1 if the base play amount selected for the play is \$.50;

(ii) \$2 if the base play amount selected for the play is \$1;

(iii) \$4 if the base play amount selected for the play is \$2;

(iv) \$6 if the base play amount selected for the play is \$3;

(v) \$8 if the base play amount selected for the play is \$4; or

(vi) \$10 if the base play amount selected for the play is \$5.

(D) The cost of a combo play is determined by multiplying the base play amount selected for the play by the number of winning combinations possible with the four single-digit numbers selected for the play.

(E) The cost of a front-pair, mid-pair, or back-pair play is the same as the base play amount selected for the play.

(F) The cost of a Daily 4 plus FIREBALL [Sum It Up] play is equal to [the same as] the cost of the connected Daily 4 wager for the base game, thereby doubling the purchase. [Sum It Up base play amount selected for the Sum It Up play.] The cost of a Daily

4 plus FIREBALL [Sum It Up] play is in addition to the cost of the Daily 4 play with which the Daily 4 plus FIREBALL [Sum It Up] play is connected.

(5) The cost of a ticket is determined by the total cost of the plays evidenced by the ticket.

(6) A player may complete up to five playboards on a single playslip.

(7) Acceptable methods to select numbers for a play, play type, base play amount, and draw date and time for a play may include:

(A) using a self-service terminal;

(B) using a playslip;

(C) requesting a [retailer to use] Quick Pick;

(D) requesting a retailer to manually enter numbers;

(E) using a previously-generated "Daily 4" ticket provided by the player; or

(F) using a QR code generated through a Texas Lottery Mobile Application offered and approved by the commission.

[(8) Acceptable methods to select the play type, base play amount, and draw date and time for a play may include:]

[(A) using a self-service terminal;]

[(B) using a playslip;]

[(C) requesting a retailer to manually enter the selections;]

[(D) using a previously-generated "Daily 4" ticket provided by the player; or]

[(E) using a QR code generated through a Texas Lottery Mobile Application offered and approved by the commission.]

[(9) [(9)] Playslips must be completed manually. A ticket generated from a playslip that was not completed manually, or using a selection method that is not approved by the commission, is not valid.

[(9) [(10)] A retailer may only accept a request for a play using a commission-approved method of play, and if the request is made in person.

[(10) [(11)] A player may purchase one or more plays for any one or more of the next 24 drawings after the purchase and may purchase up to 24 consecutive plays for a drawing time.

[(11) [(12)] A retailer shall issue a ticket as evidence of one or more plays. A ticket must show the numbers, play type and base play amount selected for each play; the number of plays, the draw date(s) for which the plays were purchased; and the security and transaction serial numbers. Tickets must be printed on official Texas Lottery paper stock, or, for third-party point-of-sale systems approved by the commission, printed on paper stock or otherwise issued in a manner approved by the commission to provide tangible evidence of participation in a lottery game.

[(12) [(13)] A playslip has no monetary value and is not evidence of a play.

[(13) [(14)] The purchaser is responsible for verifying the accuracy of the numbers and other selections shown on a ticket.

[(14) [(15)] An unsigned winning ticket is payable to the holder or bearer of the ticket if the ticket meets all applicable validation requirements.

(e) Cancellation of plays. A retailer may cancel a Daily 4 play, including a Daily 4 *plus* FIREBALL play, only in accordance with the following provisions:

(1) The ticket evidencing the play must have been sold at the retail location at which it is cancelled;

(2) The retailer must have possession of the ticket evidencing the play;

(3) All Daily 4 plays evidenced by a single ticket must be cancelled;

(4) Cancellation must occur no later than 60 minutes after sale of the ticket evidencing the play;

(5) Cancellation must occur before the beginning of the next draw break after the sale of the ticket evidencing the play; and

(6) Cancellation must occur before midnight on the day the ticket evidencing the play was sold.

(f) Drawings.

(1) Daily 4 drawings shall be held four times a day, Monday through Saturday, at 10:00 a.m., 12:27 p.m., 6:00 p.m., and 10:12 p.m. Central Time. The executive director may change the drawing schedule, if necessary.

(2) At each Daily 4 drawing, four single-digit numbers shall be drawn for the base game. Each single-digit number will be drawn from a set that includes a single occurrence of all ten single-digit numbers (0, 1, 2, 3, 4, 5, 6, 7, 8, and 9). After the base game drawing, the Daily 4 FIREBALL number will be randomly drawn from a set of 10 numbered balls (0-9).

(3) Numbers drawn and the order in which the numbers are drawn must be certified by the commission in accordance with the commission's draw procedures.

(4) The numbers selected in a drawing and the order of the numbers selected in the drawing shall be used to determine all winners for that drawing.

(5) Each drawing shall be witnessed by an independent certified public accountant. All drawing equipment used shall be examined by a lottery drawing representative and the independent certified public accountant immediately before each drawing and immediately after each drawing.

(g) Prizes.

(1) Prize payments shall be made upon completion of commission validation procedures.

~~{(2) A person may win only one prize per play per drawing. A player who holds a valid ticket for a winning play is entitled to the highest prize for that play.}~~

(2) ~~{(3) A Daily 4 *plus* FIREBALL [Sum It Up] play is a separate play from the straight play, box play, straight/box play, combo play or pairs play with which it is connected.~~

~~(3) {(4) The executive director may temporarily increase any prize set out in this subsection for promotional or marketing purposes.~~

(4) ~~{(5) A person who holds a valid ticket for a winning straight play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(4)
[Figure: 16 TAC §401.316(g)(5)]~~

(5) ~~{(6) A person who holds a valid ticket for a winning 4-way box play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(5)~~

~~[Figure: 16 TAC §401.316(g)(6)]~~

~~(6) {(7) A person who holds a valid ticket for a winning 6-way box play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(6)~~

~~[Figure: 16 TAC §401.316(g)(7)]~~

~~(7) {(8) A person who holds a valid ticket for a winning 12-way box play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(7)~~

~~[Figure: 16 TAC §401.316(g)(8)]~~

~~(8) {(9) A person who holds a valid ticket for a winning 24-way box play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(8)~~

~~[Figure: 16 TAC §401.316(g)(9)]~~

~~(9) {(10) A person who holds a valid ticket for a winning straight/4-way box play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(9)~~

~~[Figure: 16 TAC §401.316(g)(10)]~~

~~(10) {(11) A person who holds a valid ticket for a winning straight/6-way box play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(10)~~

~~[Figure: 16 TAC §401.316(g)(11)]~~

~~(11) {(12) A person who holds a valid ticket for a winning straight/12-way box play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(11)~~

~~[Figure: 16 TAC §401.316(g)(12)]~~

~~(12) {(13) A person who holds a valid ticket for a winning straight/24-way box play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(12)~~

~~[Figure: 16 TAC §401.316(g)(13)]~~

~~(13) {(14) A person who holds a valid ticket for a winning combo play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(13)~~

~~[Figure: 16 TAC §401.316(g)(14)]~~

~~(14) {(15) A person who holds a valid ticket for a winning front-pair, mid-pair, or back-pair play is entitled to a prize as shown.~~

~~Figure: 16 TAC §401.316(g)(14)~~

~~[Figure: 16 TAC §401.316(g)(15)]~~

~~{(16) A person who holds a valid ticket for a winning Sum It Up play is entitled to a prize as shown. A Sum It Up prize is in addition to a prize, if any, for a straight play, a box play, a straight/box play, or a combo play.}~~

~~[Figure: 16 TAC §401.316(g)(16)]~~

(h) The executive director may authorize promotions in connection with Daily 4.

(i) Announcement of incentive or bonus program. The executive director shall announce each incentive or bonus program prior to its commencement. The announcement shall specify the beginning and ending time, if applicable, of the incentive or bonus program and the value for the award.

(j) Daily 4 *plus* FIREBALL®.

(1) Daily 4 *plus* FIREBALL is an add-on feature to the Daily 4 base game. Adding the Daily 4 *plus* FIREBALL option doubles the cost of the wager and creates more possible winning combinations. For instance, if a player purchases a Daily 4 play with an exact order play type for \$1.00, the Daily 4 *plus* FIREBALL play will cost an additional \$1.00. If a player purchases a Daily 4 "6-way combo" for

\$6, the Daily 4 plus FIREBALL play option will cost an additional \$6. The Daily 4 FIREBALL number will be randomly drawn from a set of ten (10) numbers from zero to nine (0 to 9). The Daily 4 FIREBALL number drawn will apply exclusively to the Daily 4 base game drawing and prizes. The Daily 4 plus FIREBALL option cannot be purchased independently of a Daily 4 play.

(2) The Daily 4 FIREBALL number is used to replace any one (1) of the four (4) drawn Daily 4 winning numbers to create FIREBALL prize winning combinations.

(3) If the player's selected numbers match any of the FIREBALL prize winning combinations, the Daily 4 plus FIREBALL play wins in accordance with the charts in Figures 401.316(g)(4) through 401.316(g)(14).

(4) All FIREBALL prizes are in addition to any Daily 4 base game wins. Specifically, if a player purchases the Daily 4 plus FIREBALL option, then if the Daily 4 FIREBALL number is the same as one of the four numbers drawn in the Daily 4 base game drawing, and the player's numbers already match the numbers drawn for the player's play type, the player will be awarded the FIREBALL prize, in addition to the Daily 4 prize as identified in subsection (g) of this section (relating to the Daily 4 prize charts). For instance, assume a player selects 1, 2, 3, and 4 in exact order for the base game at \$1.00 and purchases a Daily 4 plus FIREBALL play for an additional \$1.00 (total \$2.00 wager). If the numbers drawn are 1, 2, 3, and 4 and the Daily 4 FIREBALL number is 4, the play will win the base game prize of \$5000 and the FIREBALL prize of \$1350, for a total of \$6350.

The agency certifies that legal counsel has reviewed the proposal and found it to be within the state agency's legal authority to adopt.

Filed with the Office of the Secretary of State on August 13, 2018.

TRD-201803483

Bob Biard

General Counsel

Texas Lottery Commission

Earliest possible date of adoption: September 23, 2018

For further information, please call: (512) 344-5392



CHAPTER 403. GENERAL ADMINISTRATION

16 TAC §403.301

The Texas Lottery Commission (Commission) proposes amendments to 16 TAC §403.301 (Historically Underutilized Businesses). The purpose of the amendments is to correct citations to Office of the Comptroller rules that have been moved.

Kathy Pyka, Controller, has determined that for each year of the first five years the proposed amendments will be in effect, there will be no significant fiscal impact for state or local governments as a result of the proposed amendments. There will be no adverse effect on small businesses or rural communities, micro businesses, or local or state employment. There will be no additional economic cost to persons required to comply with the amendments as proposed. Furthermore, an Economic Impact Statement and Regulatory Flexibility Analysis is not required because the proposed amendments will not have an adverse economic effect on small businesses or rural communities as defined in Texas Government Code §2006.001(1-a) and (2).

Mike Fernandez, Division Director of Administration Division, has determined that for each year of the first five years the proposed amendments will be in effect, the public benefit expected is to provide accurate rule citations for the public.

Pursuant to Texas Government Code §2001.0221, the Commission provides the following Government Growth Impact Statement for the proposed amendments to 16 TAC §403.301 (Historically Underutilized Businesses). For each year of the first five years the proposed amendments will be in effect, Kathy Pyka, Controller, has determined the following:

(1) The proposed amendments do not create or eliminate a government program.

(2) Implementation of the proposed amendments does not require the creation of new employee positions or the elimination of existing employee positions.

(3) Implementation of the proposed amendments does not require an increase or decrease in future legislative appropriations to the Commission.

(4) The proposed amendments do not require an increase or decrease in fees paid to the Commission.

(5) The proposed amendments do not create a new regulation.

(6) The proposal amends, but does not expand or limit, an existing Commission rule for an administrative process.

(7) The proposed amendments do not increase or decrease the number of individuals subject to the rule's applicability.

(8) The proposed amendments do not positively or adversely affect this state's economy.

The Commission requests comments on the proposed amendments from any interested person. Comments on the proposed amendments may be submitted to Tyler Vance, Assistant General Counsel, by mail at Texas Lottery Commission, P.O. Box 16630, Austin, Texas 78761-6630; by facsimile at (512) 344-5189; or by email at legal.input@lottery.state.tx.us. Comments must be received within 30 days after publication of this proposal in the *Texas Register* in order to be considered.

These amendments are proposed under Texas Government Code §466.015, which authorizes the Commission to adopt rules governing the operation of the lottery, and §467.102, which authorizes the Commission to adopt rules for the enforcement and administration of the laws under the Commission's jurisdiction.

This proposal is intended to implement Texas Government Code, Chapter 466.

§403.301. Historically Underutilized Businesses.

The Texas Lottery Commission adopts by reference the rules administered by the Office of the Comptroller of Public Accounts regarding historically underutilized businesses, which are set forth in the Texas Administrative Code, Title 34, Part 1, Chapter 20, §§20.281 - 20.298. [§§20.10 - 20.28.]

The agency certifies that legal counsel has reviewed the proposal and found it to be within the state agency's legal authority to adopt.

Filed with the Office of the Secretary of State on August 10, 2018.

TRD-201803464

Figure: 1 TAC §354.1713(g)(3)

		DY7 Goal	DY8 Goal
QISMC	Baseline below MPL	MPL	10% gap closure between the MPL and HPL
	Baseline between MPL and HPL	The greater absolute value of improvement between: 5% gap closure towards HPL, or baseline plus (minus) 2% of the difference between the HPL and MPL	The greater absolute value of improvement between: 20% gap closure towards HPL, or baseline plus (minus) 8% of the difference between the HPL and MPL
	Baseline above HPL	The lesser absolute value of improvement of baseline plus (minus) 2% of the difference between the HPL and MPL or the IOS goal	The lesser absolute value of improvement of baseline plus (minus) 8% of the difference between the HPL and MPL or the IOS goal
IOS		2.5% gap closure	10% gap closure

Figure: 16 TAC §401.307(g)(4)

**Pick 3 Prize Chart
Exact Order Play**

Cost of Play	Base Game Prize	Cost of Play plus Fireball	Fireball Prize
\$0.50	\$250	\$1.00	\$90
\$1.00	\$500	\$2.00	\$180
\$2.00	\$1,000	\$4.00	\$360
\$3.00	\$1,500	\$6.00	\$540
\$4.00	\$2,000	\$8.00	\$720
\$5.00	\$2,500	\$10.00	\$900

Base Game Odds
1 in 1,000

plus Fireball Odds
1 in 333

Figure: 16 TAC §401.307(g)(5)

**Pick 3 Prize Chart
3-Way Any Order Play**

Cost of Play	Base Game Prize	Cost of Play plus Fireball	Fireball Prize
\$0.50	\$80	\$1.00	\$30
\$1.00	\$160	\$2.00	\$60
\$2.00	\$320	\$4.00	\$120
\$3.00	\$480	\$6.00	\$180
\$4.00	\$640	\$8.00	\$240
\$5.00	\$800	\$10.00	\$300
	Base Game Odds 1 in 333	plus Fireball Odds 1 in 111	

Figure: 16 TAC §401.307(g)(6)

**Pick 3 Prize Chart
6-Way Any Order Play**

Cost of Play	Base Game Prize	Cost of Play plus Fireball	Fireball Prize
\$0.50	\$40	\$1.00	\$15
\$1.00	\$80	\$2.00	\$30
\$2.00	\$160	\$4.00	\$60
\$3.00	\$240	\$6.00	\$90
\$4.00	\$320	\$8.00	\$120
\$5.00	\$400	\$10.00	\$150
	Base Game Odds 1 in 167	plus Fireball Odds 1 in 56	

Figure: 16 TAC §401.307(g)(7)

**Pick 3 Prize Chart
Exact Order/3-Way Any Order Play**

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$330	\$80	\$2.00	\$120	\$30
\$1.00	\$2.00	\$660	\$160	\$4.00	\$240	\$60
\$2.00	\$4.00	\$1,320	\$320	\$8.00	\$480	\$120
\$3.00	\$6.00	\$1,980	\$480	\$12.00	\$720	\$180
\$4.00	\$8.00	\$2,640	\$640	\$16.00	\$960	\$240
\$5.00	\$10.00	\$3,300	\$800	\$20.00	\$1,200	\$300
		Base Game Odds 1 in 333		<i>plus</i> Fireball Odds 1 in 111		

Figure: 16 TAC §401.307(g)(8)

**Pick 3 Prize Chart
Exact Order/6-Way
Any Order Play**

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$290	\$40	\$2.00	\$105	\$15
\$1.00	\$2.00	\$580	\$80	\$4.00	\$210	\$30
\$2.00	\$4.00	\$1,160	\$160	\$8.00	\$420	\$60
\$3.00	\$6.00	\$1,740	\$240	\$12.00	\$630	\$90
\$4.00	\$8.00	\$2,320	\$320	\$16.00	\$840	\$120
\$5.00	\$10.00	\$2,900	\$400	\$20.00	\$1,050	\$150
		Base Game Odds 1 in 167		<i>plus</i> Fireball Odds 1 in 56		

Figure: 16 TAC §401.307(g)(9)

**Pick 3 Prize Chart
Combo Play**

Base Play Amount	Cost of 3-Way Combo	Cost of 6-Way Combo	Base Game Prize	Cost of 3-Way Combo Play <i>plus</i> Fireball	Cost of 6-Way Combo Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$1.50	\$3	\$250	\$3.00	\$6	\$90
\$1.00	\$3.00	\$6	\$500	\$6.00	\$12	\$180
\$2.00	\$6.00	\$12	\$1,000	\$12.00	\$24	\$360
\$3.00	\$9.00	\$18	\$1,500	\$18.00	\$36	\$540
\$4.00	\$12.00	\$24	\$2,000	\$24.00	\$48	\$720
\$5.00	\$15.00	\$30	\$2,500	\$30.00	\$60	\$900
	Base Game 3-Way Odds 1 in 333	Base Game 6-Way Odds 1 in 167		<i>plus</i> Fireball 3-Way Odds 1 in 111	<i>plus</i> Fireball 6-Way Odds 1 in 56	

Figure: 16 TAC §401.316(g)(4)

**Daily 4 Prize Chart
Straight Play**

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$2,500	\$1.00	\$675
\$1.00	\$5,000	\$2.00	\$1,350
\$2.00	\$10,000	\$4.00	\$2,700
\$3.00	\$15,000	\$6.00	\$4,050
\$4.00	\$20,000	\$8.00	\$5,400
\$5.00	\$25,000	\$10.00	\$6,750
	Base Game Odds 1 in 10,000	<i>plus</i> Fireball Odds 1 in 2,500	

Figure: 16 TAC §401.316(g)(5)

**Daily 4 Prize Chart
4-Way Box Play**

Cost of Play	Base Game Prize	Cost of Play plus Fireball	Fireball Prize
\$0.50	\$600	\$1.00	\$170
\$1.00	\$1,200	\$2.00	\$340
\$2.00	\$2,400	\$4.00	\$680
\$3.00	\$3,600	\$6.00	\$1,020
\$4.00	\$4,800	\$8.00	\$1,360
\$5.00	\$6,000	\$10.00	\$1,700
	Base Game Odds 1 in 2,500		plus Fireball Odds 1 in 625

Figure: 16 TAC §401.316(g)(6)

**Daily 4 Prize Chart
6-Way Box Play**

Cost of Play	Base Game Prize	Cost of Play plus Fireball	Fireball Prize
\$0.50	\$400	\$1.00	\$112
\$1.00	\$800	\$2.00	\$224
\$2.00	\$1,600	\$4.00	\$448
\$3.00	\$2,400	\$6.00	\$672
\$4.00	\$3,200	\$8.00	\$896
\$5.00	\$4,000	\$10.00	\$1,120
	Base Game Odds 1 in 1,667		plus Fireball Odds 1 in 417

Figure: 16 TAC §401.316(g)(7)

**Daily 4 Prize Chart
12-Way Box Play**

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$200	\$1.00	\$56
\$1.00	\$400	\$2.00	\$112
\$2.00	\$800	\$4.00	\$224
\$3.00	\$1,200	\$6.00	\$336
\$4.00	\$1,600	\$8.00	\$448
\$5.00	\$2,000	\$10.00	\$560
	Base Game Odds 1 in 833		<i>plus</i> Fireball Odds 1 in 208

Figure: 16 TAC §401.316(g)(8)

**Daily 4 Prize Chart
24-Way Box Play**

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$100	\$1.00	\$28
\$1.00	\$200	\$2.00	\$56
\$2.00	\$400	\$4.00	\$112
\$3.00	\$600	\$6.00	\$168
\$4.00	\$800	\$8.00	\$224
\$5.00	\$1,000	\$10.00	\$280
	Base Game Odds 1 in 417		<i>plus</i> Fireball Odds 1 in 104

Figure: 16 TAC §401.316(g)(9)

**Straight/4-Way Box Play
Daily 4 Prize Chart**

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play with Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$3,100	\$600	\$2.00	\$845	\$170
\$1.00	\$2.00	\$6,200	\$1,200	\$4.00	\$1,690	\$340
\$2.00	\$4.00	\$12,400	\$2,400	\$8.00	\$3,380	\$680
\$3.00	\$6.00	\$18,600	\$3,600	\$12.00	\$5,070	\$1,020
\$4.00	\$8.00	\$24,800	\$4,800	\$16.00	\$6,760	\$1,360
\$5.00	\$10.00	\$31,000	\$6,000	\$20.00	\$8,450	\$1,700
Base Game Odds 1 in 2,500					<i>plus</i> Fireball Odds 1 in 625	

Figure: 16 TAC §401.316(g)(10)

**Straight/6-Way Box Play
Daily 4 Prize Chart**

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$2,900	\$400	\$2.00	\$787	\$112
\$1.00	\$2.00	\$5,800	\$800	\$4.00	\$1,574	\$224
\$2.00	\$4.00	\$11,600	\$1,600	\$8.00	\$3,148	\$448
\$3.00	\$6.00	\$17,400	\$2,400	\$12.00	\$4,722	\$672
\$4.00	\$8.00	\$23,200	\$3,200	\$16.00	\$6,296	\$896
\$5.00	\$10.00	\$29,000	\$4,000	\$20.00	\$7,870	\$1,120
Base Game Odds 1 in 1,167					<i>plus</i> Fireball Odds 1 in 417	

Figure: 16 TAC §401.316(g)(11)

**Daily 4 Prize Chart
Straight/12-Way Box Play**

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$2,700	\$200	\$2.00	\$731	\$56
\$1.00	\$2.00	\$5,400	\$400	\$4.00	\$1,462	\$112
\$2.00	\$4.00	\$10,800	\$800	\$8.00	\$2,924	\$224
\$3.00	\$6.00	\$16,200	\$1,200	\$12.00	\$4,386	\$336
\$4.00	\$8.00	\$21,600	\$1,600	\$16.00	\$5,848	\$448
\$5.00	\$10.00	\$27,000	\$2,000	\$20.00	\$7,310	\$560
Base Game Odds 1 in 833					<i>plus</i> Fireball Odds 1 in 208	

Figure: 16 TAC §401.316(g)(12)

**Straight/24-Way Box Play
Daily 4 Prize Chart**

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$2,600	\$100	\$2.00	\$703	\$28
\$1.00	\$2.00	\$5,200	\$200	\$4.00	\$1,406	\$56
\$2.00	\$4.00	\$10,400	\$400	\$8.00	\$2,812	\$112
\$3.00	\$6.00	\$15,600	\$600	\$12.00	\$4,218	\$168
\$4.00	\$8.00	\$20,800	\$800	\$16.00	\$5,624	\$224
\$5.00	\$10.00	\$26,000	\$1,000	\$20.00	\$7,030	\$280
Base Game Odds 1 in 417					<i>plus</i> Fireball Odds 1 in 104	

Figure: 16 TAC §401.316(g)(13)

**Daily 4 Prize Chart
Combo Play**

Base Play Amount	Cost of 4-Way Combo	Cost of 6-Way Combo	Cost of 12-Way Combo	Cost of 24-Way Combo	Base Game Prize	Cost of 4-Way Combo Play plus Fireball	Cost of 6-Way Combo Play plus Fireball	Cost of 12-Way Combo Play plus Fireball	Cost of 24-Way Combo Play plus Fireball	Fireball Prize
\$0.50	\$2	\$3	\$6	\$12	\$2,500	\$4	\$6	\$12	\$24	\$675
\$1.00	\$4	\$6	\$12	\$24	\$5,000	\$8	\$12	\$24	\$48	\$1,350
\$2.00	\$8	\$12	\$24	\$48	\$10,000	\$16	\$24	\$48	\$96	\$2,700
\$3.00	\$12	\$18	\$36	\$72	\$15,000	\$24	\$36	\$72	\$144	\$4,050
\$4.00	\$16	\$24	\$48	\$96	\$20,000	\$32	\$48	\$96	\$192	\$5,400
\$5.00	\$20	\$30	\$60	\$120	\$25,000	\$40	\$60	\$120	\$240	\$6,750

Base Game Odds 4-Way Combo 1 in 2,500
 Base Game Odds 6-Way Combo 1 in 1,667
 Base Game Odds 12-Way Combo 1 in 833
 Base Game Odds 24-Way Combo 1 in 417

plus Fireball Odds 4-Way Combo 1 in 625
 plus Fireball Odds 6-Way Combo 1 in 417
 plus Fireball Odds 12-Way Combo 1 in 208
 plus Fireball Odds 24-Way Combo 1 in 104

Figure: 16 TAC §401.316(g)(14)

**Daily 4 Prize Chart
Front-Pair, Mid-Pair, and Back-Pair Play**

Base Play Amount	Base Game Pair Prize	Cost of Play plus Fireball	Fireball Pair Prize
\$0.50	\$25	\$1	\$7.00
\$1.00	\$50	\$2	\$14.00
\$2.00	\$100	\$4	\$28.00
\$3.00	\$150	\$6	\$42.00
\$4.00	\$200	\$8	\$56.00
\$5.00	\$250	\$10	\$70.00

Base Game Odds
1 in 100

plus Fireball Pair Odds
1 in 25