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RULE NO. 1 – DEFINITIONS

The following definitions are for the Tri-State Pick 3®/Pick 4® Daily Numbers Game.

- (a)** “Act” means the Tri-State Lotto Compact.
- (b)** “Commission” means the Tri-State Lotto Commission® created and established by the Act.
- (c)** “Commission” means the Tri-State Lotto Commission®.
- (d)** “Lotto” means a game of chance in which a player selects a certain field of numbers from a larger field of numbers.
- (e)** “Party States,” “Party Lottery,” or “Lottery” means the lotteries of the states of New Hampshire, Vermont, and Maine. Party states may also include other states in the event of expansion of the Tri-State Lotto Compact.

- (f)** "Director" means administrative head in charge of day-to-day operations of any party Lottery of the Tri-State Lotto Commission.
- (g)** "Agent" or "Retailer" means the licensed Lottery agent, authorized Lottery sales agent, Lottery online retail agent, or licensed sales agent, who are authorized to sell the Tri-State Pick 3/Pick 4. "iLottery" means sale of virtual or paperless lottery tickets by a Party Lottery through the use of mobile applications, by mobile devices, or over the Internet.
- (h)** "Drawing" means the process which is used to randomly select the daily three (3) digit number and the daily four (4) digit number.
- (i)** "Game Play", "Play" or "Bet" means the players selection or a computer pick of a set of 3- digit numbers, from 000 through 999; or a set of 4-digit numbers, from 0000 through 9999; or a set of 2-digit numbers, reading from left to right, from 00 through 99, either as the first two digits, middle two digits (for Pick 4) or the last two digits; or a single digit from 0 through 9 in its selected position of a winning number to be played for a specific draw.
- (j)** "Day Draw" means the Tri-State Pick 3/Pick 4 drawing that is conducted mid-day. "Eve Draw" means the Tri-State Pick 3/ Pick 4 drawing that is conducted in the evening.
- (k)** "Game Ticket(s)" or "Ticket(s)" means an authorized slip of paper (physical ticket) produced by an authorized draw terminal or a virtual ticket produced by an authorized iLottery mobile or internet platform for a certain date acknowledging the recording of a legal transaction between the Lottery and the recipient for a certain date.
- (l)** "Bet Slip" or "Play Slip" means an authorized slip of paper preprinted or Lottery authorized online form with numbered and play style blocks, completed by the player to designate the numbers and play style to be entered into a drawing. A bet slip or play slip may also be converted to a digital code scanned by a terminal and such digital code shall also be considered a form of bet slip or play slip for the purposes of these rules. A "Bet Slip" or "Play Slip" is not evidence of play.
- (m)** "Board" means that area of the bet slip which contains the designated number of squares.
- (n)** "Terminal" means a device which is authorized by the Lottery to function in draw and interactive mode with the central computer system, for the purpose of issuing Lottery tickets and entering, receiving and processing Lottery transactions, including purchases, voiding purchases, validating tickets and transmitting reports. For the purposes of this definition, the Lottery's authorized iLottery mobile or internet platform shall be considered a Terminal when used to create an iLottery ticket.
- (o)** "Winning numbers" means the 3 digit numbers from 000 through 999, or the 4 digit numbers from 0000 through 9999, randomly selected at each official drawing to determine winning plays contained on a game ticket on a specific draw date.
- (p)** "Pick 3" and "Pick 4" means Tri-State Lotto games as defined in Rule 1(c) offered for sale as ticket (s) as defined in Rule 1(e) by the Commission.
- (q)** "STRAIGHT" or "STR" means the player's bet shall match the winning number for the game played in exact order.

- (r) "BOX" means the player's bet shall match the winning numbers for the game played in any order.
- (s) "FRONT" means the first two digits of a Pick 3 or Pick 4 number in exact order.
- (t) "MIDDLE" means the center two digits of a Pick 4 number in exact order.
- (u) "BACK" means the last two digits of a Pick 3 or Pick 4 number in exact order.
- (v) "SINGLE" means one digit of a Pick 3 or Pick 4 number in its selected position.
- (w) "Easy Pick" or "Quick Pick" means a computer-generated random play to be used as a player's bet.
- (x) "Subscription", "Season Ticket", or "Auto Renewal" means a purchase option whereby a player may select to participate in a specific number of draws, or for a duration of time, or through an auto-renewal function, as permitted by the Party Lottery.
- (y) Random Number Generator (RNG) is a secured computerized system, used in place of ball draw machines, which draws unpredictable numbers within the defined matrix.

RULE NO. 2 – TYPES OF BETS

The player shall place any or all of the following bet(s) on the number(s) selected:

- (a) All three (3) digits or four (4) digits to be drawn in exact order.
- (b) All three (3) digits or four (4) digits to be drawn in any order.
- (c) The first two or last two digits of the three (3) digit Pick 3 number in exact order.
- (d) The first two or last two digits of the four (4) digit Pick 4 number in exact order.
- (e) The two middle digits of the four (4) digit Pick 4 number in exact order.
- (f) One (1) digit of the three (3) digit Pick 3 number to be drawn in its selected position.
- (g) One (1) digit of the four (4) digit Pick 4 number to be drawn in exact order in its selected position.

RULE NO. 3 – TICKET PURCHASE; CHARACTERISTICS AND RESTRICTIONS

- (a) A Party Lottery may sell Tri-State Pick 3[®] or Tri-State Pick 4[®] tickets in either a physical form or through an authorized iLottery mobile or internet platform subject to the following restrictions. A valid Tri-State Pick 3[®] or Tri-State Pick 4[®] ticket shall contain all of the following:
 1. The caption "Pick 3[®]" or the caption "Pick 4[®]"
 2. The drawing date(s)
 3. The price for each bet
 4. The total ticket price
 5. The total number of draws

6. The draw type (Day and/or Eve)
7. The applicable validation number that corresponds to the party Lottery's computer data files
8. A terminal-printed validation bar code for physical tickets
9. A vendor security-issued number for physical tickets
10. A ticket(s) stock sequential number for physical tickets or a MUSL approved method for validation; The player's chosen bet(s) each consisting of numbers containing either four digits, three digits, two digits or one digit with "X"(s) in the unselected positions.
11. The caption "STRAIGHT", "BOX", "FRONT PAIR", "MIDDLE PAIR", "BACK PAIR", "1st DIGIT", "2nd DIGIT", "3rd DIGIT" or "4th DIGIT"
12. Retailer number for physical tickets
13. Terminal number for physical tickets
14. Time stamp
15. Text lines available for lottery messages

(b) A ticket is subject to the validation requirements of Rule 8 and a play shall be void unless the bet evidenced by the ticket, is accepted by, and is recorded by the central computer systems authorized by the Lottery.

(c) Bets shall be placed only for drawings that have not yet occurred. A bet placed for a drawing which has already occurred shall be void. The player shall be entitled to a refund from the party Lottery equal to the price of the ticket.

(d) A physical ticket may be canceled under the conditions established by the Commission in Tri-State Policy No. 9.

RULE NO. 4 - PRICE

Game plays shall sell for the amount determined by the Commission, who shall make a public announcement of the same. Game plays and tickets may be purchased only through licensed agents.

TICKET RESPONSIBILITY

RULE NO. 5 - POSSESSION

(a) With respect to physical tickets, until such time as a signature is placed upon the back portion of a ticket(s) in the area designated therefore, the ticket(s) shall be owned by the physical possessor thereof. When a signature is placed on the back of said ticket(s) in the place designated therefore, the person whose signature appears in such area shall be the owner of said ticket(s) and shall be entitled (subject to the validation requirements of Rule 8) to any prize attributable thereto. The Lottery shall not be responsible for lost, damaged or stolen ticket(s) prior to validation.

- (b) With respect to iLottery tickets, tickets shall be deemed to be owned by the registered player who purchased the ticket on the iLottery platform.

RULE NO. 6 – SIGNATURE

Notwithstanding any name or names submitted on a claim form, the Director shall make payment as directed by the person(s) whose signature(s) appear on the rear of the ticket, for physical tickets, or is the registered player for iLottery. In the event of multiple winning players on one (1) ticket, each winner shall be paid their share. In a case of disputed winners of a ticket, the Director shall await such time as a binding determination of entitlement is made.

RULE NO. 7 – LOST OR STOLEN TICKETS

The Commission shall not be responsible for lost or stolen tickets.

TICKET VALIDATION REQUIREMENTS

RULE NO. 8 – PRIZE ELIGIBILITY

To be a valid ticket and eligible to receive a prize, all of the following requirements shall be satisfied:

- (a) The ticket shall have been issued by the Commission through an authorized agent, via a terminal. The ticket(s) must have been issued by a Party Lottery through a licensed agent, via a terminal, in an authorized manner. Physical ticket(s) must be intact and must not be mutilated, altered, reconstructed, or tampered with in any manner. Virtual tickets must have been purchased in a manner consistent with all iLottery terms and conditions and shall be governed by all regulations and rules applicable to the iLottery platform within each individual Party State.
- (b) The ticket data shall have been recorded in the central computer system at least five (5) minutes prior to the drawing; even if it appears that a bet is accepted by virtue of a printed ticket, any bet placed other than at least five (5) minutes prior to the drawing, regardless of when the drawing is held, is void.
- (c) The information appearing on the ticket shall correspond precisely with the Commission's computer record.
- (d) The applicable validation number must appear in its entirety, and correspond, using a computer validation file, to the winning game play or plays printed on the ticket(s). When applicable, for physical tickets, the ticket(s) stock sequential number on the back of the ticket(s) must correspond to the party Lottery's inventory records;
- (e) Physical ticket(s) must not be defectively printed, fuzzy, produced in error, counterfeit in whole or in part, altered, unreadable, reconstructed, tampered with in any manner, stolen, blank or partially blank, misregistered or defective. Physical ticket(s) must be intact, fully legible, complete and not miscut, correspond to the art work on file at the party Lottery in every respect. All information appearing on an apparent winning ticket shall correspond to the Commission's records of winning ticket, and another ticket with identical data shall not have been paid.

- (f) The ticket shall pass all other security criteria determined by the Commission.
- (g) The ticket shall be validated in accordance with the provisions of these rules relating to the procedures for claiming prizes and for the payment thereof.
- (h) An apparent winning ticket shall be void unless the ticket is printed on a paper stock roll which was in use at the time of the bet and in a logically correct area of the paper roll that was validly issued to the agent from whom the ticket was purchased.
- (i) Ticket cancelations through iLottery will be managed according to each participating Party's iLottery rules.

RULE NO. 9 – INELIGIBLE PRIZE TICKETS

In the event that a ticket fails to pass all the criteria, the ticket shall be deemed void and ineligible for any prize and shall not be paid. In the event of a dispute or other instance of doubt, the decision of the Director shall be final and binding unless appealed to the Commission. If the Commission determines that the ticket is not eligible to receive a prize, then the Commission may, at the Commission's option, for good cause, replace an invalid, defective or otherwise erroneous ticket with a ticket of equivalent sales price from any current Lottery game.

Replacement of the ticket shall be the bearer or claimant's sole and exclusive remedy.

RULE NO. 10 – CANCELLATION OF DRAWINGS

The Commission may cancel drawings and/or sale of tickets on holidays, days of special importance, or on days when conditions make conducting the game impractical or inappropriate. The Commission is authorized to conduct drawings and make-up drawings at times, dates, and pursuant to methods determined by the Commission.

RULE NO. 11 – CLAIMS

- (a) Payment of prizes and claims processes shall be performed consistent with the established policies, procedures, rules and regulations of the individual Party State. Prizes are validated in accordance with Rule 8 of these rules, and paid in the state in which the ticket is purchased.
- (b) If there is any alteration, mutilation, tear, or other ambiguity on the ticket, then the agent is not authorized to make direct payment and a claim form shall be submitted to the Lottery.
- (c) Winners shall complete a claim form for prizes of \$600 or amount required by individual party state.
- (d) All prizes must be claimed as directed within 365 calendar days of the drawing in which the prize was won. For purposes of determining the claim period, the first (draw) day shall be excluded, and the last day included. In the event the last day falls on a Saturday, a Sunday, a legal holiday, or a day or time during which State offices are officially closed, the time to claim shall be extended to close of business on the next day thereafter when Lottery offices are open for business. Any prize not claimed within the specified period shall be forfeited.

- (e) The Commission's determination on the validity of tickets and the amounts to be paid is final.
- (f) No payments shall be made unless the player possesses the winning ticket.
- (g) The following shall be supplied by the claimant on the claim form, or must be verified through an iLottery account:
 - 1. Name
 - 2. Address
 - 3. Telephone number
 - 4. Social Security Number
 - 5. Date of birth
 - 6. For physical tickets, claimant signature and date signed
- (h) Claims submitted to the Commission shall be subject to validation.

GENERAL

RULE NO. 12 – AGENTS

All agents shall comply with these rules as well as the published or established procedures for each game(s). License to sell tickets may be suspended or terminated by the Lottery if the agents violate these rules and regulations or the procedures for the game(s). The Commission may establish minimum sales levels which shall be met in order for the agents to maintain their license to sell tickets.

RULE NO. 13 – PLAYERS

Players shall understand and agree that by purchasing a ticket they shall abide by State law and rules of the Commission.

RULE NO. 14 – UNACCEPTED BET

If for any reason the player's bet is not accepted, then the liability of the Commission and its agent is limited to a refund of the amount wagered.

RULE NO. 15 – MINORS PURCHASING TICKETS

Minors are not permitted to purchase tickets.

RULE NO. 16 – CHANGES

The Commission has the right to change rules and regulations pursuant to State laws.

RULE NO. 17 – NUMBER OF DAYS PLAYED AND SUBSCRIPTIONS

- (a) The player shall bet from one (1) to twenty-one (21) consecutive drawing days up to forty-two (42) consecutive draws.
- (b) A Party Lottery may offer the sale of Pick 3/Pick 4 through a Subscription program that does not exceed 365 days, pursuant to the authority granted to each Party Lottery in their respective state.

RULE NO. 18 – PRIZE POOL

Players are eligible to receive, subject to the validation requirements, only the highest eligible prize for each winning game play as determined by the prize table.

Tri-State PICK 3®

The player who has made and bet on a Tri-State Pick 3® winning selection shall be paid prizes as follows:

BET	BET TYPE	HOW WON	PRIZE
(A) \$0.50	Straight	Exact match all three digits in exact order.	\$250.00
(B) \$0.50	Box (6-way)	Exact match all three unique digits any order.	\$42.00
(C) \$0.50	Box (3-way)	Exact match all three digits, two identical digits any order.	\$83.00
(D) \$1.00	Straight/Box (6-way)	Both straight and box.	\$292.00
		Box only.	\$42.00
(E) \$1.00	Straight/Box (3-way)	Both straight and box.	\$333.00
		Box only.	\$83.00
(F) \$0.50	Front Pair	Exact match first two digits in exact order.	\$25.00
(G) \$0.50	Back Pair	Exact match last two digits in exact order.	\$25.00
(H) \$0.50	Single	Exact match one digit in exact order.	\$25.00

Tri-State PICK 4®

The player who has made a bet on a Tri-State Pick 4® winning selection shall be paid prizes as follows:

BET	BET TYPE	HOW WON	PRIZE
(A) \$0.50	Straight	Exact match all four digits in exact order.	\$2500.00
(B) \$0.50	Box (24-way)	Exact match all four unique any order.	\$104.00
(C) \$0.50	Box (12-way)	Exact match all four digits same digits any order.	\$208.00
(D) \$0.50	Box (6-way)	Exact match all four digits two pairs of same digits any order.	\$417.00
(E) \$0.50	Box (4-way)	Exact match all four digits three same digits any order.	\$625.00
(F) \$1.00	Straight/Box (24-way)	Both straight and box.	\$2,604.00
		Box only.	\$104.00
(G) \$1.00	Straight/Box (12-way)	Both straight and box.	\$2,708.00
		Box only.	\$208.00
(H) \$1.00	Straight/Box (6-way)	Both straight and box.	\$2,917.00
		Box only.	\$417.00
(I) \$1.00	Straight/Box (4-way)	Both straight and box.	\$3,125.00
		Box only.	\$625.00
(J) \$1.00	Front Pair	Exact match first two digits in exact order.	\$25.00
(K) \$0.50	Middle Pair	Exact match center two digits in exact order.	\$25.00
(L) \$0.50	Back Pair	Exact match last two digits in exact order.	\$25.00
(M) \$0.50	Single	Exact match one digit in exact order.	\$2.50

RULE NO. 19 – LIABILITY

When the number of bets placed reaches a liability/limit designated by the Commission for that type of bet, the Commission may permit no more bets to be placed on that bet type. (Pick 3®- \$100,000 each state’s gaming system for a total Tri-State limit \$300,000 for physical retailers and \$300,000 for iLottery [\$600,000 total]; Pick 4® - \$200,000 for each state’s gaming system for a total Tri-State limit of \$600,000 for physical retailers and \$600,000 for iLottery [\$1.2 million total]).

RULE NO. 20 – DRAWINGS

Drawings shall be conducted in such manner, with such frequency, with such odds of winning, and at such times and places as the Commission may determine, from time to time, and announced to the public.

RULE NO. 21 – RETAILER CASHING BONUS

A party state may pay up to 3% retailer cashing bonus for prizes paid in Pick 3[®] and Pick 4[®], up to the prize value authorized under Pick 3[®] and Pick 4[®] Rule No. 11(A), if the party state was authorized to pay a retailer cashing bonus for the Pick 3[®] and Pick 4[®] games prior to 1995.

RULE NO. 22 – RETAILERS' CONDUCT, BULK PURCHASE RESTRICTIONS

- (a)** An agent authorized to sell tickets for draw games, or an employee of an agent, may not request, demand, or accept gratuities or additional compensation from any person, or agent thereof, in exchange for the purchase of Pick 3 or Pick 4 tickets. The conduct and payment of any iLottery retailer shall be governed by each Party Lottery's contract with their authorized iLottery platform supplier and the applicable rules, regulations and laws in the Party State.
- (b)** An agent authorized to sell tickets for draw games must make Pick 3 and Pick 4 tickets available for sale to the public during the hours that sale of Pick 3 and Pick 4 tickets are authorized to be sold while that agent's business is open to the public.
- (c)** An agent authorized to sell tickets for draw games may only sell Pick 3 and Pick 4 tickets on the premises described in the agent's contract, except as specially authorized in writing by the director of a Party Lottery. A transaction, or any part thereof, for Pick 3 and Pick 4 tickets may not be made at the general corporate office of any agent unless that office is open to the public and has contracted with a Party Lottery as a separate agent.
- (d)** An agent authorized to sell tickets for draw games may not enter into any special agreement with any person, group or persons, or agent thereof, for the purchase of over \$5,000 of Pick 3 and Pick 4 tickets for any one draw. Controls on the number of virtual tickets will be governed by the Party Lottery's iLottery platform's agreed upon sales and/or deposit limits.
- (e)** An agent authorized to sell tickets for draw games must immediately report to a Party Lottery any attempt made by one person, or group of persons, or an agent thereof, to purchase more than 50% of the number combinations for Pick 3 and Pick 4 for any one draw.
- (f)** An agent authorized to sell tickets for draw games must obtain the name and address of any person purchasing more than \$5,000 in Pick 3 or Pick 4 tickets for any one draw and report the information to the Party Lottery where the intended sales would occur before the sale.
- (g)** An offer to buy and an offer to sell a Lottery ticket in a Tri-State draw game shall be made only at a location or only by a method which is licensed, certified, or contracted by the Party Lottery.
- (h)** Plays may be entered manually using the Lottery terminal keypad or touch screen, by means of a pre-printed play slip provided by the Party Lottery, or by completion of a virtual play slip or scannable code generated by an authorized iLottery internet or mobile platform. Facsimiles of play slips, copies of play slips, or other materials which are inserted into the terminal's scanner and which are not printed or approved by the Party Lottery shall not be used to enter a play. No device shall be connected to a Lottery terminal to enter plays, except as may be approved by a Party Lottery. (Unapproved play slips or other devices may be seized by the Party Lottery. Plays generated using an unapproved play slip or device may be deemed void at the sole discretion of the Commission).
- (i)** For physical tickets, all plays made in the game shall be marked on the play slip by hand. A machine-printed Play Slip shall not be used to enter plays, other than Party Lottery approved scannable codes that function as a play slip. Machine printed play slips may be seized by a Party Lottery.
- (j)** All Lottery agents, who sell Pick 3 and Pick 4 tickets, must service all customers in a timely manner. This means that one person or one group of persons may not purchase 5,000 or more

consecutive physical tickets at one time.

(k) A Party Lottery's gaming system provider will develop and implement a protocol to monitor the gaming system of its Party Lottery for any buyout attempts. The protocol must include a notification method to its Party Lottery.

Amended Pick 3[®]/Pick 4[®] Rules adopted August 4, 2000; Amended June 1, 2001; Amended January 10, 2003; Amended May 16, 2003; Amended May 4, 2007; Amended November 6, 2009; and Amended August 19, 2024.