

**DRAWING PROCEDURES**  
**CASH BONANZA BONUS 2<sup>ND</sup> CHANCE PROMOTION**  
**SCEL Instant Games #351**  
**VERSION 4. 1/12/10**

**OVERVIEW:** This agreement is a comprehensive guideline to conduct one CASH BONANZA BONUS Second-Chance Drawing for the South Carolina Education Lottery (SCEL) by Scientific Games International, Inc. (SGI) One hundred six (106) winners will be selected. One (1) winner will receive one million dollars (\$1,000,000), five (5) winners will receive fifty-thousand dollars (\$50,000) and one-hundred (100) winners will receive one-thousand dollars (\$1,000). This promotion is void where prohibited by law.

The following procedures will be followed by SGI. Any amendments to this agreement will be made in writing by SCEL and SGI before any change to these procedures is implemented.

**I. DRAWING DATES**

1. CASH BONANZA BONUS Promotion will be an adjunct to the CASH BONANZA BONUS instant game, (SC-351) scheduled to launch on July 7, 2009.
2. SGI shall conduct one (1) second chance drawing for SCEL. The second-chance drawing schedule for the game is as follows:

<b>DRAW#</b>	<b>ENTRY DATES Start/From Date</b>	<b>ENTRY DEADLINES Through/End Date</b>	<b>DRAWING DATE</b>
1	July 7, 2009 00:00:00	TBD 23:59:59	TBD

3. SCEL shall notify SGI of any changes to the drawing dates. Actual drawing dates are subject to change at the sole discretion of SCEL.

**II. WINNING METHODOLOGY**

One (1) second chance drawing will be conducted. A total of one-hundred six (106) prizes will be awarded.

<b>DRAW#</b>	<b>\$1,000,000 Cash Prize</b>	<b>\$50,000 Cash Prize</b>	<b>\$1,000 Cash Prize</b>
1	1	5	100
<b>Total</b>	1	5	100

**III. QUALIFIED ENTRIES**

1. Entrants must be at least eighteen (18) years old to participate.
2. Employees of SCEL; Intralot USA; Scientific Games International Inc. (SGI); and MDI are prohibited from participating in the contest.
3. A valid entry consists of one (1) non-winning SCEL CASH BONANZA BONUS (Game #351) ticket meeting the validation requirements as described below. Players may enter the drawing in one of two ways:

SGI Drawing Procedures  
SCEL CASH BONANZA BONUS 2<sup>nd</sup> Chance Promotion

- a. By mailing one (1) non-winning SCEL CASH BONANZA BONUS (Game #351) ticket with full name (first or initial and last), address, city, state, zip, and signature and printed legibly in the personal data spaces provided on the back of the ticket. Telephone numbers are requested but not required. Ticket entries must be received at the following address: SCEL CASH BONANZA BONUS PROMOTION; 1855 E Main Street, Suite 14; PMB 3; Spartanburg, SC 29307. This address is pre-printed on the back of each post card type ticket. Each entrant must place proper postage upon the ticket and mail the ticket as a post card to the proper address on the ticket back.
  - b. By accessing the SCEL's website at [www.sceducationlottery.com](http://www.sceducationlottery.com) and entering the required player information and the ten (10) digit numeric entry number from one (1) non-winning SCEL CASH BONANZA BONUS Promotion game ticket (SC-351) as described in Section III.3. Tickets electronically registered via the internet need not be retained.
4. Tickets submitted by mail are not eligible to be submitted via the Internet. Tickets submitted via the Internet are not eligible to be submitted by mail.
  5. Neither SCEL nor MDI/SGI will be responsible for data entry errors by the electronic entrants.
  6. Entries received after the entry deadline date ARE NOT eligible for future drawings and shall be destroyed upon approval of the Director of Security for SCEL.
  7. Neither SCEL nor SGI accepts responsibility for lost, late, damaged, stolen, misdirected, or incorrectly addressed entries or for any entry that does not comply with these procedures.
  8. Tickets determined to be located in a stolen inventory status or not part of a valid sold, activated SCEL inventory status will be disqualified.

#### IV. STORAGE OF ENTRIES

1. Entries received at the original mailing address are under the supervision of the UPS Store. Employees of The UPS Store will forward mail received to SGI per the schedule outlined or instructed by SGI through a mail courier service.
  - a. **Mail-In Entries:**
    - (i) SGI shall arrange, at its expense, for entries submitted by players through the mail to be forwarded to SGI's offices in Georgia. Entries shall be stored in a secure location with card controlled access restricted to employees of SGI Drawing Services and SGI Security. Access obtained by individuals other than employees of SGI Drawing Services must be controlled and monitored in the presence of SGI employees. Entries shall be clearly segregated from other contest mail and from old mail pending destruction.
    - (ii) SGI shall store the entries in mail trays of consistent size. Entries that arrive in a mail tray may be stored in that mail tray.
    - (iii) Entries arriving in containers other than mail trays shall be transferred to mail trays, with approximately the same number of entries (approximately two thousand (2,000) in

SGI Drawing Procedures  
SCEL CASH BONANZA BONUS 2<sup>nd</sup> Chance Promotion

each tray, as determined by visual inspection of the Drawing Manager or designee, prior to storage.

- (iv) SGI shall label each tray of entries with a sequential number starting with the number one (#1).
- (v) SGI will keep SCEL informed weekly as to the number of filled mail trays.
- (vi) SGI shall certify, in writing, that the entries received have been securely stored and have not been altered or tampered with in any way to preclude or favor any entry.

**b. Internet Entries:**

- (i) Entries received via the Internet will be secured in a database maintained by Digiknow Inc. and will be accessed only by MDI/SGI or Digiknow for the purposes of conducting the drawings or obtaining information necessary to assist drawing entrants. SGI/Digiknow will provide internal security measures to ensure that on-line entries are secure. Data collected in the course of this promotion will be stored on secure servers within a guarded limited access hosting facility. Access to data will be protected by security products, including VPN secure connectivity, firewalls and systems that provide intrusion detection and prevention, spyware/adware protection, protection against buffer overflow attacks, malicious mobile code protection and operating-system integrity assurance.
- (ii) The database containing the Internet entries shall, at SGI's expense, be transmitted to SGI through an encrypted file. SGI shall securely maintain such database until the date of each second-chance drawing and transfer the data base to SCEL after final deadline date.
- (iii) Prior to the launch of the games, SGI will produce an electronic file containing all eligible Entry Code Numbers in game SC-351. An Entry Code Number (ECN) is defined as a number derived from the ten (10) digit validation number, which is converted to the Entry Code Number by means of an MD5 Algorithm. The ECN file will be securely transmitted to Digiknow, Inc. where it will become part of the Internet Entry validation system for the game.
- (iv) Each Internet entry will be validated at the time it is submitted by a player by means of electronically converting the validation number as submitted to an ECN, and matching the ECN against the file of eligible ECNs. Any entry that does not match an eligible ECN will be rejected by the system and the system will generate an error message advising the entrant to re-submit his/her entry.
- (v) Internet entries will be processed continuously, 24 hours a day and seven days a week, from the date and time that the promotion begins until the final deadline of drawing for which entries may be submitted. Each entry record will contain a time and date stamp to indicate when it was submitted by a player. For each drawing, SGI will electronically export the entry records that were submitted during the eligibility period for that drawing, by indicating the appropriate date range of records to be exported in the automated process, and by manually removing any entries that are ineligible

SGI Drawing Procedures  
SCEL CASH BONANZA BONUS 2<sup>nd</sup> Chance Promotion

because they were submitted after the entry deadline for that drawing. Internet entries submitted after the deadline will be included in the following drawing, if applicable.

- (vi) Up to the deadline for a drawing, a player may delete any entry that they have submitted online. After a drawing deadline, Internet entries received during the eligibility period for that drawing are electronically locked in and cannot be deleted.
- (vii) An attempt to submit an entry that has already been submitted will generate an error message, informing the player that the entry has already been submitted and may not be resubmitted. The internet entries will be cross checked to the selected mail in winners.
- (viii) Digiknow shall attest, in writing that the database containing all Internet entries is secure, as referenced in Section IV.1.b.i Digiknow shall also document any changes made to the database by identifying the reason for the change as well as include the authorization for the change(s).
- (ix) On the drawing date, SGI shall extract, from this database, all Internet entries received in the timeframe specified in Section I.2 for that draw.
- (x) These entries shall then be divided into groups (herein referred to as "Internet trays") (approximately two thousand (2000)) in each mail-in tray.
- (xi) The Internet trays shall be virtually numbered so that the computer program will know how many entries to select from each virtual tray.
- (xii) SGI shall inform SCEL of the number of entries received via the Internet, on a weekly basis.

**V. SCEL EASY ENTRY 2<sup>nd</sup> CHANCE PROCEDURES SGI/MDI ENTRY VALIDATION VERIFICATION PROCESSES**

1. Ticket verification of Internet Entries

- a. Easy-Entry games are programmed, printed and delivered to the customer as any other instant ticket game. For the purpose of these procedures the easy entry game will be Instant Game SC-351.
- b. The 10 digit validation number is hashed using the MD5 algorithm. This effectively 'anonymizes' the validation numbers that are delivered in an electronic file from SGI to Digiknow for placement in the Internet entry verification system.
- c. Players use the Internet to enter into the 2nd Chance draw via the 10 digit validation number of their tickets. The system hashes the entry (in the same manner as b. above), and searches the file for the matching hash record. If present, the player's entry is valid and the entry is accepted. If the entry is not valid, it will not be accepted and is rejected by the system.

2. Ticket verification of Mail Entries:

SGI Drawing Procedures  
SCEL CASH BONANZA BONUS 2<sup>nd</sup> Chance Promotion

- a. For mail-in entries, a similar process is performed after the draw on the second chance winners only. A file of mail-in winners is delivered to SGI where it is hashed and looked up on the hash file. If the hashed number is present on the file, the entry is valid.
3. Non-Dual Entry Verification
- a. Following the drawing, the winning mail-in entry hash file is matched against the entry hash file of Internet entries submitted for the game to date. If no match is found, this confirms each winning mail-in entry was not submitted as an Internet entry
4. Stolen Ticket Check
- a. The SCEL Security Department will deliver to SGI a listing of all stolen tickets. SGI will create the hash data for the stolen tickets in a separate file. This stolen ticket hash data file will be compared to the complete internet entry data. If a match is found the internet entry will be identified as a stolen ticket.
  - b. SGI will generate a report that states that: (1) there are no stolen-ticket winners; or (2) the stolen-ticket winners with all pertinent information. This information will be forwarded to the SCEL Security Department.

## **VI. DRAWING REQUIREMENTS**

1. Drawing Personnel: The following personnel shall be involved in conducting the SCEL CASH BONANZA BONUS second-chance drawings:
  - a. Drawing Manager or designee – is an employee of SGI who shall supervise all activity relative to each drawing.
  - b. Drawing Assistant(s) – are individual(s) designated by the Drawing Manager who will assist with the drawings as outlined in these procedures. These individuals shall be employees of MDI or SGI unless otherwise approved by SCEL Director of Security of his designee.
  - c. Drawing Auditor – is an individual representing an independent CPA firm who shall observe all drawings. The CPA firm will report that the Drawing Requirements described in this document, specifically section titled VI. Drawing Requirements, numbers 4 through 6, as required, were followed and will note any exceptions to the specified procedures in their report. The certification will be in the form of a report provided by the firm to be sent directly to the SCEL Director of Security within ten (10) business days following the drawing. Prior to each drawing, SGI shall provide the SCEL with the name of the CPA firm selected. SGI may choose an alternative CPA firm as determined necessary, and shall notify SCEL of any changes.
  - d. SCEL Witness –SCEL reserves the right to witness any and all drawing processes related to this game.
  - e. Other Witnesses – Any individual who desires to witness a drawing shall be permitted to do so upon prior approval, in writing, by SCEL. These witnesses shall serve no official

SGI Drawing Procedures  
SCEL CASH BONANZA BONUS 2<sup>nd</sup> Chance Promotion

purpose in a drawing. An attendance log will be kept by SGI and sent to the SCEL Director of Security.

2. Drawing Location:

- a. The second chance drawing for CASH BONANZA BONUS shall take place at the offices of SGI, located at 1500 Bluegrass Lakes Pkwy., Alpharetta, GA 30004.
- b. With the written consent of SCEL, any drawing may be held at another location mutually agreeable to SGI and SCEL.

3. Pre-Drawing Activity:

a. **Mail-In Entries:**

- (i) MDI will store entries in standard size mail trays. Entries that arrive in mail trays will be stored in that mail tray. Entries that arrive in containers other than mail trays will be transferred to mail trays, with approximately the same number of entries in each tray, approximately 2,000 as determined by visual inspection of the Drawing Manager, prior to storage.
- (ii) Mail trays shall be numbered in sequential order from 1 through the final mail tray received for that draw.

b. **Internet Entries:**

- (i) The database containing the Internet entries shall, at MDI's expense, be maintained by Digiknow, Inc. On each drawing date, MDI shall divide the eligible entries for that drawing into groups (herein "Internet trays"). For the purpose of this game the approximate number of entries will be 2,000 per tray.
- (ii) The Internet trays are virtually numbered so that the computer program will know how many entries to select from each virtual tray. The Internet trays will be sequentially numbered starting with the next sequential number of the last mail entry tray. (i.e. 51 through 100).
- (iii) Once the file of selected entries has been created it will be transmitted to SGI and used to create a label that contains the entrants a name, complete address, city, state, zip, telephone number (if entered) and the entry code number/VIRN and then placed manually on voided SCEL Cash Bonanza tickets Game #351 and mixed with mail-in entries.
- (iv) No data, demographic or otherwise, from the electronic entries or mail-in entries from this drawing will be kept or utilized by SGI or SGI for any purpose.

4. Initial Drawing Activity-Population Selection:

- a. All Drawing Activities as described herein shall be video-recorded with audio and a copy provided to the SCEL Director of Security.

SGI Drawing Procedures  
SCEL CASH BONANZA BONUS 2<sup>nd</sup> Chance Promotion

- b. The Drawing Manager shall establish a computer database consisting of a pool of numbers equal to the total number of trays for that drawing.
- c. Using a computer random selection program, the Drawing Manager shall randomly select one (1) number from the pool which represents the number assigned to an electronic tray of entries.
- d. The computer shall automatically record the number before performing another random selection from the pool.
- e. The selection process shall be repeated until the computer has randomly selected a total of two-hundred (200) numbers. This number represents the one-hundred six (106) prizes to be awarded and ninety-four (94) alternates. The ninety-four (94) alternates selected in each drawing will be drawn for use as described in Section VII below. After two-hundred (200) numbers have been randomly selected by the computer, the computer shall automatically tally the numbers in sequential order to determine how many entry selections shall be made from each designated tray.
- g. The Drawing Assistant shall then select entries from each tray in numerical order commencing with the tray labeled #1 in the quantities determined in Subsection b through d. above. For example, if the #1 is randomly drawn 2 times, 2 entries would be selected from tray #1, if the #2 is randomly drawn 5 times, 5 entries would be selected from tray #2, and so on.
  - (i) Mail-in Entries: The Drawing Manager shall ensure that the entries contained in the trays are SCEL CASH BONANZA BONUS (Game #351) post card type tickets as described in Section III, 3.a. before proceeding with the drawing. Any entries which are not shall be removed before proceeding.
  - (ii) When selecting from mail-in trays, the Drawing Assistant, while blindfolded, will randomly draw the designated number of entries from the corresponding mail-in trays. Entries failing to contain a name, complete address, and signature, (mail-in only) on the ticket back shall be disqualified and the Drawing Assistant shall randomly select a new entry from the same tray until a qualified entry is drawn. Telephone numbers are requested but not required. The selected entries shall be maintained in the drawing room until the process is completed
  - (iii) Internet Entries: When selected from the Internet trays, a computer random selection program shall pick the designated number of entries from among those in the database. A label of each selected entry will be produced and placed on a sample SCEL CASH BONANZA BONUS post card type lottery ticket and secured with the selected mail-in entries. The label will contain the person's name, complete address, city, state, zip, email address and telephone number (if entered) and the Entry Code Number.
- h. After the initial validation process as described in Section 4 herein has occurred, the two-hundred (200) entries selected in accordance with the foregoing shall be placed in a drawing device in full view of those assembled at the SGI site.

SGI Drawing Procedures  
SCEL CASH BONANZA BONUS 2<sup>nd</sup> Chance Promotion

- i. The two-hundred (200) selected entries which consist of both mail-in and internet entries selected in accordance with the foregoing shall be placed in a drawing bin in full view of those assembled at the SGI site in clear view of the video recording device. The entries will then be mixed for at least one minute by the Drawing Manager or designee.
5. Selection of CASH BONANZA BONUS Prizes:
- a. The Drawing Assistant, while blindfolded, shall randomly select one (1) entry to be awarded the one million dollars (\$1,000,000). This entry will be labeled CBB1MIL WINNER. The Drawing Manager will announce the name and city, state of the winner. The remaining entries are to be mixed by the Drawing Manager or designee for at least thirty (30) seconds.
  - b. The Drawing Assistant, while blindfolded, shall randomly select five (5) entries to be awarded the fifty thousand dollars (\$50,000). These entries will be labeled CBB50K-01 through CBB50K-05. The Drawing Manager will announce the name and city, state of the winners. The remaining entries are to be mixed by the Drawing Manager or designee for at least thirty (30) seconds.
  - c. The Drawing Assistant, while blindfolded, shall randomly select a total of one-hundred (100) entries to be awarded the one-thousand dollars (\$1,000). These entries will be labeled CBB1K-01 through CBB1K-100. These one-hundred (100) entries will be picked in groups of twenty-five (25) at a time. The remaining entries are to be mixed by the Drawing Manager or designee for at least thirty (30) seconds between the selections of groups of twenty-five (25).
6. Selection of Alternates:
- a. After the selection of the one-hundred six (106), CASH BONANZA BONUS Prize Winners, the remaining ninety-four (94) entries shall be mixed for at least one minute by the Drawing Manager or designee and the Drawing Assistant shall, while blindfolded, randomly select the remainder of the entries to be used as alternates. The entries will be picked in three (3) groups of twenty-five and one (1) group of nineteen (19) at a time, drawn until a total of ninety-four (94) entries are selected. The remaining entries are to be mixed for at least thirty (30) seconds between the selections of groups.
  - b. Upon selection of the three (3) groups of twenty-five (25) and one (1) group of nineteen (19) entries, each alternate shall be numbered sequentially in the order of selection, beginning with "ALT-1" through "ALT-94."
  - c. Alternate entries shall be kept in a locked, secured area by the Drawing Manager and used as needed in the event of the disqualification of any of the entries or in the event any winner cannot be located or fails to claim their prize.
7. Validation
- a. Initial Validation Step
    - i. The initial validation process shall consist of the inspection of the two-hundred (200) entries selected pursuant to Section 3 (d) herein to ensure that (i) the ticket submitted is a CASH BONANZA CASH South Carolina Education Lottery instant game ticket (Game

SGI Drawing Procedures  
SCEL CASH BONANZA BONUS 2<sup>nd</sup> Chance Promotion

#351); (ii) the name, complete address, city, state, zip, and signature, (mail-in only) of the entrant are on the ticket. Telephone number is requested but is not required. In the event that an entry is illegible (as determined by the Drawing Manager and one or more drawing assistants) or provides insufficient information, the entry will be disqualified. Entries containing labels or handwritten with Mr. and Mrs. and a name will be considered two names and will be disqualified. Entries containing labels or hand written with two names such as John and Mary Jones will be considered two names and disqualified. Entries containing overwriting or white out will be disqualified.

ii. In the event that during the initial validation process, additional entries are needed to replace one or more of the two-hundred (200) entries selected pursuant to Section 3(d) herein, the number of additional entries to reach a total of two-hundred (200) entries shall be selected for possible entry into the drawing for the Selection of winners pursuant to Section 3 (e) herein.

8. Second Validation Step – the following shall occur as part of the validation process following selection of the winners pursuant to Section 3 (e) herein:

- i. The Lottery will provide SGI with an updated stolen pack/ticket inventory report for each drawing. At the conclusion of each drawing reconciliation and prior to submitting to the lottery, the SGI Drawing Manager or designee shall forward the stolen pack/ticket report along with the selected draw entries to Scientific Games validations group. The SGI validations group will extract from their data-base the book-ticket numbers from each valid selected entry and will cross reference those book-ticket numbers with the stolen- pack/-ticket list. SGI validations group will return the validated file to the SGI Drawing Manager and note any matches found within the stolen-pack ticket list. The SGI Drawing manager or designee will then determine if the entry should be disqualified.
- ii. For the purposes of the second chance drawing any ticket submitted over the internet or by mail shall be considered a non-winning ticket.
- iii. SGI shall forward to the South Carolina Education Lottery an Excel spreadsheet containing the mail in and internet winning information.
- iv. Any entry deemed to be invalid will be replaced with an alternate entry selected during the drawing associated with the date on which the entry was selected.
- v. SGI will check for duplicate winners after the drawing is complete. A person may only win one (1) cash prize per the entire promotion. Different individuals residing at the same address are eligible to win subject to the terms and conditions of the Rules and these Drawing Procedures.

## **VII. USE OF ALTERNATES**

1. In the event it is later determined, subsequent to initial validation as described in the aforementioned, that any of the prize winners are ineligible, his or her entry contains incomplete required information, or the person cannot be located, the ineligible winners and/or selected entries shall be replaced using the selected alternates, in sequential order. Each selected entry would move up one position in priority from the point of replacement.

**VIII. FULFILLMENT**

1. Prize awards shall be paid by SCEL.

**IX. DESTRUCTION OF MAIL IN ENTRIES AND INTERNET ENTRIES**

1. Upon the conclusion of each drawing, non-winning tickets shall be securely boxed and stored. They will be retained for a period of thirty (30) days then, upon approval of the SCEL Director of Security destroyed by shredding. All Internet-generated entries are retained in the entry data base for the duration of the promotion, regardless of whether or not they are selected in a drawing, to ensure that any entry cannot be submitted more than one time during the course of the promotion. Following the conclusion of the promotion, by mutual agreement of SGI and the Lottery, all Internet entry records will be destroyed by electronically deleting the data records from the entry record data base. SGI shall receive a statement that internet mail was destroyed by electronically deleting the data and will send a copy of the statement to the South Carolina Education Lottery.

Approvals:

s/Thomas E. Marsh  
Tom Marsh – Director of Security, SCEL

Date 1/20/10

s/Leah Kososki  
Leah Kososki, Deputy Director, Marketing and Product Development

Date

s/Mar-D Greer-Carson  
Mar-D Greer-Carson – Drawing Director, SGI

Date 1/25/10

s/Kelley W. Wallace  
Kelley Wallace – Drawing Manager, SGI

Date 1/25/10