



OFFICIAL PICK 3 and PICK 3 PLUS FIREBALL® GAME RULES

EFFECTIVE ON DECEMBER 12, 2022

The Official “Pick 3” and the “Pick 3 Plus Fireball®” Game Rules are comprised of: (1) [Act 59 of 2001](#), as and if amended; (2) [S.C. Code Regs. 44-10 et seq.](#) (as amended); (3) any other matters adopted by the South Carolina Lottery Board of Commissioners; (4) the Software Functional Specifications (“game specifications”); (5) the materials presented in this document; and (6) any policies, practices or procedures utilized by the South Carolina Education Lottery (SCEL), whether written or unwritten. The items cited herein are incorporated into the Official Game Rules by reference and are binding as if printed below. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling.

Amendments to these rules may be made at any time, but must be made in writing and signed by the Executive Director of the Education Lottery, and shall only apply prospectively to games or draws made after the effective date of the change.

Drawings

1. Unless SCEL directs otherwise, a Pick 3 drawing shall be conducted each day between 6:59 p.m. and 7:00 p.m. (“Evening Draw”). Unless SCEL directs otherwise, a Pick 3 drawing shall also be conducted Monday through Saturday between 12:59 p.m. and 1:00 p.m. (“Midday Draw”) except on December 25th. The FIREBALL drawing will be conducted immediately after the Pick 3 and Pick 4 Midday and Evening drawings have concluded.
2. The winning numbers resulting from a given draw are the numbers authorized to be entered into the central gaming system by the independent auditor and are controlling as to validation of a ticket by SCEL or by an SCEL retailer. If an error occurs prior to the completion of the number entry process, SCEL may correct the error and authorize validations accordingly. To ensure the integrity of the central gaming system, once the number entry process is completed

and validations are authorized, no correction or alteration to the central gaming system may occur.

3. Unless otherwise specified by the Executive Director or his or her designee, the sale of Pick 3 and Pick 3 Plus Fireball® tickets will be suspended Monday through Saturday at 12:45 p.m. and sales will resume as soon as practicable after the Midday Draw. Unless otherwise specified by the Executive Director or his or her designee, the sale of Pick 3 and Pick 3 Plus Fireball® tickets will also be suspended each day at 6:45 p.m. and sales will resume as soon as practicable after the Evening Draw. Upon confirmation and entry of the winning numbers into the central gaming system for each draw, ticket holders may present a ticket for the current draw for validation and redemption. The time projected for beginning the redemption of winning numbers following a draw is at or around 1:15 p.m. or 7:15 p.m., respectively, but may be earlier or later as determined by the SCEL Director of Security, or a designee, in consultation with the Director of Information Technology, or a designee.

4. DRAW SELECTIONS

- a. “Draw Selection” is either the Midday or the Evening Draw, or both, which applies to the play(s) and the play option(s) selected including multi-draw and advance draw options. A draw selection or play sequence will not include a Sunday Midday Draw or a December 25th Midday Draw.
- b. “Advance Draw” or “Advance Play” is a play option selection for a draw day other than the present draw cycle and is considered a selection for another day. After Pick 3 ticket sales are resumed following a draw, the tickets are sold for the next draw or draw day. For example, at 8:00 p.m. on a Monday, a ticket is purchased for the next draw, the Tuesday Midday Draw. Advance draw or play is not necessary and should not be selected unless the person purchasing the ticket wishes to select a draw date BEYOND the current draw cycle.
- c. “Multi-draw” is a play option selection for drawings for up to twenty-eight (28) draws as authorized by the Executive Director, without amendment to the Rules. Multi-draw selections are consecutive from the draw date selected.
- d. “Price Options” are pricing selections of either fifty cents (\$0.50) or one dollar (\$1.00) except for a Straight Box or Combo play type option. If a pricing option is not selected on a play slip, the wager will default to one dollar (\$1.00) per play. Adding the FIREBALL feature doubles the cost of the Pick 3 base play.

Playing Pick 3 and Pick 3 Plus Fireball®

Pick 3

1. Pick 3 can be played with or without the addition of FIREBALL. FIREBALL cannot be played independently of a Pick 3 play.
2. A person playing Pick 3 initially should (a) select a three (3)-digit number (000-999) or select “Quick Pick” within the play panel(s) on a play slip; (b) a play amount per play; and (c) a play type. The person should make a heavy mark in the appropriate boxes on each selected play panel. Only blue or black ink or pencil should be used on the play slip. RED INK WILL NOT BE ACCEPTED OR READ BY THE TERMINAL PLAY SLIP SCANNER.
3. A person playing Pick 3 may select up to five (5) plays on a play slip (A to E) by marking the necessary information, play amount, and play type on each play panel. Use one panel for each desired play.
4. Select the draw(s) you wish to play by marking the MIDDAY (“DAY”), EVENING (“EVE”), or BOTH (“BOTH”) box in the “DRAW TIME” box at the bottom of the play slip. If no draw is selected, the next available draw will be selected by default.
5. Pick 3 wagers:

STRAIGHT – a play type option where winning is achieved only when the three (3) unique numbers shown on the ticket match, in exact order, the winning numbers drawn for the draw selected. For example, if the winning numbers are “1, 2, 3” only plays containing numbers matching “1, 2, 3” in that exact order will win. The wager or bet amount for a Straight play is a minimum of fifty cents (\$0.50).

BOX – a play type option where winning is achieved when the three (3) numbers shown on the ticket match, in any order, the winning numbers drawn for the draw selected. The wager or bet amount for a Box play is a minimum of fifty cents (\$0.50).

THREE-WAY BOX – winning is achieved only when the three (3) numbers shown on the ticket contain two (2) identical numbers with one (1) unique number and those three (3) numbers shown on the ticket are contained in the winning numbers drawn for the draw selected. For example, if the winning numbers are “1, 2, 2” only plays containing the numbers “1, 2, 2”; “2, 1, 2” and “2, 2, 1” are winners.

SIX-WAY BOX – winning is achieved only when the three numbers (3) shown on the ticket contain three (3) unique numbers and those three (3) numbers are contained in

any combination of the winning numbers drawn for the draw selected. For example, if the winning numbers are “1, 2, 3” only plays containing the numbers “1, 2, 3”; “1, 3, 2”; “2, 1, 3” “2, 3, 1”; “3, 2, 1” and “3, 1, 2” are winners.

STRAIGHT/BOX – a play type option where winning is achieved when the three (3) numbers shown on the ticket match, in exact or any order, the winning numbers drawn for the draw selected. This play type option differs from a Box described above in two (2) ways: (a) the wager or bet amount for a Straight/Box is one dollar (\$1.00) [fifty cents (\$0.50) for a Straight play and fifty cents (\$0.50) for the Box play]; and (b) the ticket holder will win both the Straight and the Box if the three (3) numbers shown on the ticket match, in exact order, the winning numbers drawn for the draw selected OR the ticket holder will win on the Box numbers alone by matching, in any order, the winning numbers drawn for the draw selected.

THREE-WAY STRAIGHT/BOX – winning is achieved only when the three (3) numbers shown on the ticket contain two (2) identical numbers with one (1) unique number and those three (3) numbers (two identical numbers and one unique number) shown on the ticket are contained in the winning numbers (two identical numbers and one unique number) drawn for the draw selected. For example, if the three (3) numbers shown on the ticket are “1, 2, 2” and the Straight/Box play type option is selected, the ticket holder will win BOTH the Straight and the Box if the winning numbers are “1, 2, 2” for the draw selected. The ticket holder will win ONLY the Box if the winning numbers are “2, 1, 2” or “2, 2, 1” for the draw selected.

SIX-WAY STRAIGHT/BOX – winning is achieved on both the Straight and Box play options when the three (3) unique numbers shown on the ticket match, in the exact order, the winning numbers drawn for the draw selected. For example, if the three (3) numbers shown on the ticket are “1, 2, 3” and the Straight/Box play type option is selected, the ticket holder will win both the Straight and Box if the winning numbers are “1, 2, 3” for the draw selected. The ticket holder will win ONLY the Box if the winning numbers are “1, 3, 2”; “2, 1, 3”; “2, 3, 1”; “3, 1, 2” or “3, 2, 1” for the draw selected.

COMBINATION or “COMBO” – a play type option where a set of three (3) numbers is wagered in every possible order and winning is achieved when the three (3) numbers shown on the ticket contain the winning numbers drawn for the draw selected. The Combo play type option differs from the Straight play type option in that the wager or bet amount is EITHER three-times or six-times the base price of either fifty cents (\$0.50) or one dollar (\$1.00). The holder of the ticket will win the Straight play if the three (3) numbers shown on the ticket are drawn in any order for the draw selected.

COMBINATION THREE-WAY or THREE-WAY COMBO –winning is achieved only when the three (3) numbers shown on the ticket contain two (2) identical numbers and one (1) unique number and those three (3) numbers are contained in the winning numbers drawn for the draw selected. For example, if the numbers shown on the ticket are “1, 2, 2” and the Combo play type option is selected, the ticket holder will win a Straight play if the winning numbers drawn are “1, 2, 2” “2, 1, 2” or “2, 2, 1” for the draw selected. The Three-Way Combo is the equivalent of three Straight plays printed on a single Pick 3 ticket so the cost of the Three-Way Combo is three (3) times the base price.

COMBINATION SIX-WAY or SIX-WAY COMBO –winning is achieved when the three (3) numbers shown on the ticket contain the winning numbers drawn for the draw selected. For example, if numbers shown on the ticket are the numbers “1, 2, 3” and the Combo play type option is selected the player will win one (1) Straight play if the winning numbers drawn are “1, 2, 3”; “1, 3, 2”; “2, 1, 3”; “2, 3, 1”; “3, 2, 1” or “3, 1, 2” for the draw selected. The Six-Way Combo is the equivalent of six Straight plays printed on a single Pick 3 ticket so the cost of the Six-Way Combo is six (6) times the base price.

FRONT PAIR / BACK PAIR – a play type option where winning is achieved only when the two (2) numbers shown on the ticket match in the exact order and location as two (2) of the three (3) winning numbers drawn for the draw selected. The person selecting either the Front Pair or Back Pair play type option may select three (3) numbers, but only the two (2) numbers shown in the specified positions on a play slip (first two numbers for “Front Pair” option and last two numbers for “Back Pair” option) will be printed on the ticket. The omitted (unused) position in a Front Pair or Back Pair will display as an asterisk (“ * “) on the ticket. The asterisk is merely used to identify more clearly the front pair or back pair wager on the face of the ticket; it does not represent a number and has no significance in any wager. The wager or bet amount for a Front Pair / Back Pair play is a minimum of fifty cents (\$0.50).

FRONT PAIR – winning is achieved only when the front, or first two (2) numbers shown on the ticket, matches in exact order the first two of the three winning numbers drawn for the draw selected.

BACK PAIR –winning is achieved only when the back, or last two (2) numbers shown on the ticket, match in exact order the last two (2) of the three (3) winning numbers drawn for the draw selected.

6. If no play type option is specified on the ticket, the ticket will default to a Straight play type option.

PICK 3 PLUS FIREBALL®

(Available beginning with the Midday Draw scheduled on May 3, 2021)

1. A Pick 3 ticket that has added a FIREBALL feature creates a Pick 3 Plus Fireball® play. FIREBALL is an add-on feature that can be added to any Pick 3 or Pick 4 play type. The FIREBALL feature cannot be selected and cannot be purchased independently of a Pick 3 or Pick 4 play.
2. To add FIREBALL, mark the “ADD FIREBALL” circle for each Pick 3 play. FIREBALL can be added to all panels selected on the play slip.
3. The FIREBALL number is an additional number randomly drawn from a set of numbers from zero to nine (0-9) that can be used to replace any one (1) of the three (3) Lottery-drawn Pick 3 winning numbers to make FIREBALL winning combinations.
4. The FIREBALL number does not replace selected numbers made by the player for a Pick 3 play. The FIREBALL number replaces any of the numbers drawn in the Pick 3 drawing. For example, if the drawn numbers are “1, 2, 3” and the drawn FIREBALL number is “4”, the FIREBALL number creates three new combinations of “4, 2, 3”, “1, 4, 3”, and “1, 2, 4”.
5. The FIREBALL add-on feature doubles the cost of each corresponding Pick 3 play. For instance, if a player purchases a Pick 3 play with a Straight play type for \$1.00, the Pick 3 Plus FIREBALL play will cost an additional \$1.00. If a player purchases a Pick 3 “Six-Way Combo” for \$6, the Pick 3 Plus FIREBALL play will cost an additional \$6.
6. Selecting a FIREBALL add-on feature allows for a chance to win FIREBALL prizes in addition to any base game winning prizes. When you play Pick 3 Plus Fireball®, you replace any one (1) of the Pick 3 winning numbers drawn with the FIREBALL number drawn to create FIREBALL prize winning combinations. If a player chooses to add FIREBALL and the player’s numbers on a Pick 3 ticket match any of the FIREBALL winning combinations for that drawing, the player wins the FIREBALL prize as determined in the Prize Table below. Winning is achieved by matching any one of the FIREBALL combinations created, based on the play type and play amount selected. For example, a player chooses the numbers “1, 1, 2” in a Straight play with FIREBALL on a ticket. The drawn numbers are “1, 2, 2” and the drawn FIREBALL is “1”, creating FIREBALL combinations of “1, 2, 2”, “1, 1, 2”, and “1, 2, 1”. The player has won by matching one FIREBALL combination. In certain circumstances, the multiple FIREBALL combinations may result in multiple FIREBALL wins.
7. SCEL will randomly select the additional FIREBALL number after the Pick 3 and Pick 4 drawings. ¹

¹ The FIREBALL number drawn applies to both Pick 3 and Pick 4 games when the Plus Fireball® feature is selected. Different FIREBALL numbers for Pick 3 Plus Fireball® and Pick 4 Plus Fireball® are not drawn.

8. A FIREBALL prize can be won without winning the Pick 3 base game, or by winning both the Pick 3 base game prize and the FIREBALL prize on the same play.

TICKET PURCHASE and TICKET CANCELLATION

1. A person who plays Pick 3 and/or Pick 3 Plus Fireball® may present a completed play slip and the total amount due based upon the number of plays and the bet amounts represented on the play slip to an SCEL retailer authorized to sell online tickets. A person who plays Pick 3 and/or Pick 3 Plus Fireball® may choose to have a set of numbers randomly selected by the terminal by marking the “Quick Pick” box for each play on the play slip. Incomplete play slips, for example, play slips with less than three (3) numbers selected (except for a front pair or back pair wager), may be corrected manually by the lottery retailer. The retailer may also manually enter a person’s number selections, but players are strongly encouraged to utilize a play slip. The person will receive a printed ticket or tickets with the selections chosen by the person or terminal. The person should review the instructions printed on the play slip for specific play options and draw options listed below. A single play slip is used for the Midday draw or for an Evening Draw, or both. The person using a play slip should exercise care in making the number selections and the choice of draw or draws as a ticket may only be canceled as provided in paragraphs 5 and 7 below. The instructions printed on the back of the play slip are incorporated into this document by reference.
2. All plays and play options selected on the play slip will be valid for the selected draw(s).
3. If a mistake or error is made in the number selection, the VOID box at the bottom of that play panel should be marked or the play slip should be discarded. NUMBER SELECTIONS THAT ARE ERRONEOUS SHOULD NOT BE ERASED BECAUSE AN ERASED AREA MAY STILL BE READ BY THE SCANNER. The risk of loss for any erasure or other errors rests solely with the person presenting the play slip.
4. The person submitting the Pick 3 and/or Pick 3 Plus Fireball® play slip is solely responsible for the selections on the play slip. The person is also solely responsible for verifying the accuracy of the selections printed on the ticket they receive, whether the Pick 3 and Pick 3 Plus Fireball® game play information is provided on a play slip or entered manually by the retailer. Once a Pick 3 and/or Pick 3 Plus Fireball® ticket is received from the retailer, the player is solely responsible for ensuring that the ticket accurately represents: (a) the numbers selected; (b) the play options selected; and (c) the drawing(s) the person intended to enter. The play slip is not a valid receipt nor proof of purchase. THE PRINTED TICKET IS THE ONLY VALID RECEIPT OF THE PERSON’S SELECTION(S), WAGER(S), AND THE ONLY VALID DOCUMENT FOR CLAIMING A PRIZE.

5. A person whose ticket is printed in error must present the ticket to the SCEL retailer where the ticket was purchased within twenty (20) minutes of the purchase, or before the next draw break, whichever should occur first, in order for the ticket to be canceled by the retailer. A retailer may not cancel a ticket sold for the current draw after the purchase of tickets has been suspended for that draw.
6. Once a ticket is canceled, the full value of the ticket purchase price must be refunded to the person presenting a ticket printed in error. The retailer may not charge any fee or retain any amount in exchange for the cancelation.
7. The time designated for the suspension of the sale of Pick 3 tickets for the current draw and the time limit for canceling a ticket shall be determined by the clock maintained within the central gaming system and connected to the terminal. After the times for the suspension of sales occur, the terminal will not authorize the cancellation of a ticket and the person presenting the ticket is not entitled to a refund.
8. The retailer may reimburse the full price paid for the ticket and the ticket may resell rather than cancel the ticket. If the retailer chooses to reimburse the full price paid, the person may keep the refund from the retailer or purchase a new ticket. The retailer may not charge any fee for refunding the purchase price of the ticket. If the ticket for which the retailer refunded the purchase price is not resold by the retailer to another customer prior to the Pick 3 and Pick 3 Plus Fireball® draw for which the ticket was issued and initially sold, the retailer is liable for the full price of the ticket.

PICK 3 AND PICK 3 PLUS FIREBALL® OPTIONS, ODDS, COST, and PRIZE TABLE

Pick 3 Base Game				Plus FIREBALL				FIREBALL Examples		
Play Type	Odds	Prize Amounts		Wins	Odds	Prize Amounts		Your Numbers	Pick 3 Numbers	Fireball Number Drawn
Straight		50¢ Play	\$1 Play			\$1 Play	\$2 Play			
3 Different Numbers	1:1,000	\$250	\$500	1 Win	1:333	\$90	\$180	123	129	3
2 Like Numbers & 1 Different Number	1:1,000	\$250	\$500	2 Wins	1:10,000	\$180	\$360	122	122	2
				1 Win	1:357	\$90	\$180		422	1
3 Like Numbers	1:1,000	\$250	\$500	3 Wins	1:10,000	\$270	\$540	111	111	1
				1 Win	1:370	\$90	\$180		131	1
Play Type	Odds	Prize Amounts		Wins	Odds	Prize Amounts		Your Numbers	Pick 3 Numbers Drawn	Fireball Number Drawn
Box		50¢ Play	\$1 Play			\$1 Play	\$2 Play			
3-Way 2 Like Numbers & 1 Different Number	1:333	\$80	\$160	3 Wins	1:10,000	\$90	\$180	122	222	1
				2 Wins	1:1,667	\$60	\$120		112	2
				1 Win	1:133	\$30	\$60		012	2
6-Way 3 Different Numbers	1:167	\$40	\$80	2 Wins	1:556	\$30	\$60	123	112	3
				1 Win	1:69	\$15	\$30		013	2
Play Type	Odds	Prize Amounts		Box	Straight	Odds	Prize Amounts	Your Numbers	Pick 3 Numbers Drawn	Fireball Number Drawn
Straight/Box		Box	Straight				\$2 Play			
3-Way 2 Like Numbers & 1 Different Number	1:333	\$80	\$330 (\$250 + \$80)	2 Wins	2 Wins	1:10,000	\$240	122	122	2
				3 Wins	1 Win	1:10,000	\$180		222	1
				2 Wins	1 Win	1:5,000	\$150		112	2
				2 Wins	0	1:3,333	\$60		211	2
				1 Win	1 Win	1:400	\$120		022	1
				1 Win	0	1:200	\$30		012	2
6-Way 3 Different Numbers	1:167	\$40	\$290 (\$250 + \$40)	2 Wins	1 Win	1:1,667	\$120	123	113	2
				1 Win	1 Win	1:417	\$105		023	1
				2 Wins	0	1:833	\$30		112	3
				1 Win	0	1:83	\$15		012	3
Play Type	Odds	Prize Amounts		Wins	Odds	Prize Amounts		Your Numbers	Pick 3 Numbers Drawn	Fireball Number Drawn
Combo		50¢ Base Play	\$1 Base Play			\$3 Play	\$6 Play			
3-Way 2 Like Numbers & 1 Different Number	1:333	\$250	\$500	3 Wins	1:10,000	\$270	\$540	122	222	1
				2 Wins	1:1,667	\$180	\$360		112	2
				1 Win	1:133	\$90	\$180		012	2
		\$3 Play	\$6 Play			\$6 Play	\$12 Play			
6-Way 3 Different Numbers	1:167	\$250	\$500	2 Wins	1:556	\$180	\$360	123	112	3
				1 Win	1:69	\$90	\$180		013	2
Play Type	Odds	Prize Amounts		Wins	Odds	Prize Amounts		Your Numbers	Pick 3 Numbers Drawn	Fireball Number Drawn
Pairs		50¢ Play	\$1 Play			\$1 Play	\$2 Play			
Front Pair & Back Pair With 2 Like Numbers	1:100	\$25	\$50	3 Wins	1:1,000	\$27	\$54	X22	222	2
				1 Win	1:37	\$9	\$18		112	2
Front Pair & Back Pair With 2 Different Numbers	1:100	\$25	\$50	2 Wins	1:500	\$18	\$36	X12	212	2
				1 Win	1:38	\$9	\$18		111	2

Claims

1. A Pick 3 and Pick 3 Plus Fireball® ticket is a bearer instrument and as such, the ticket holder should treat the ticket as cash. A Pick 3 and Pick 3 Plus Fireball® TICKET HOLDER SHOULD FILL IN THE CLAIM INFORMATION IN THE SPACE PROVIDED ON THE REVERSE SIDE OF THE TICKET AND SIGN THE TICKET IMMEDIATELY AFTER PURCHASE. SCEL is not responsible for lost or stolen tickets. The person presenting a winning ticket for validation is presumed to be the owner of the ticket and SCEL assumes no liability for claims made by third parties.
2. SCEL has established an aggregate liability limit of five million dollars (\$5,000,000.00) per draw on any set of numbers regardless of the play type option(s) selected. This liability limit may be increased by the Executive Director without notice or formal amendment to these rules as authorized by the South Carolina Lottery Board of Commissioners. As provided in the Game Specifications, the selection of a given set of numbers will be closed out for the draw when it is determined the liability limit has been met for that set of numbers. When numbers are no longer available for selection in a draw cycle, the terminal will inform the retailer. SCEL will not allow a wager in excess of the loss limit.
3. A winning ticket must be validated by the central gaming system. Upon proper validation, the retailer must promptly pay a prize of five hundred dollars (\$500.00) or less. The risk of loss for a Pick 3 ticket paid prior to confirmation of validation by the central gaming system rests solely with the retailer paying the prize for that ticket. However, the ticket holder is solely responsible for ensuring that the entire prize is paid at the time the winning ticket is validated.
4. SCEL will pay a prize only upon presentation of a winning ticket as validated by the central gaming system and the retailer's account will be credited for payment of that prize. The risk of loss for a Pick 3 ticket paid prior to confirmation of validation by the central gaming system rests solely with the retailer paying the prize for that ticket.
5. A ticket must be presented for validation within one hundred eighty (180) days after the date of the drawing for the Pick 3 and/or Pick 3 Plus Fireball® game in which the prize was won. The central gaming system will not validate a ticket after one hundred eighty (180) days from the date of the draw for a Pick 3 and/or a Pick 3 Plus Fireball® game ticket and a prize will not be paid for any such ticket.
6. In the event of any unusual circumstances, the decision of the SCEL's Executive Director or his designee will be final.

General Provision Applicable to Retailers

The Executive Director, as authorized by the South Carolina Lottery Board of Commissioners, may from time to time, as he or she deems appropriate, implement a sales incentive program for licensed lottery retailers.

/s/
Hogan Brown, Executive Director

12/11/2022