REVISION HISTORY

AMENDMENTS OF OFFICIAL CONNECTICUT CASH5 GAME RULES

*****	Changes prior to the below dates are not shown
September 29, 2017	"Lost or stolen Tickets shall not be honored or processed for payment or replacement. The CLC shall not be responsible for lost or stolen Tickets."
April 13, 2023	
June 10, 2024	Amendment of the Official Connecticut Cash5 Game Rules by incorporating the concept of iLottery and ticketless wagering.
November 3, 2026	Correction of scrivener's errors in this Revision History, Part 1(B) and Exhibit 1. Updated CLC website URL in Part III(B).

OFFICIAL GAME RULES
"Connecticut CASH5"

Please take notice that the Connecticut Lottery Corporation ("CLC") duly adopted, with the advice and consent of the Board of Directors, the following rules governing the operation of its "Connecticut CASH5" game, with such rules originally being adopted on January 16, 1992 and amended on June 24, 1992, June 29, 1994, January 24, 1996, February 16, 1996, July 1, 1996, September 20, 1996, October 30, 1997, June 25, 2009, April 13, 2023, June 10, 2024, and November 3, 2026.

PART 1 GENERAL. The "Connecticut CASH5" game described herein shall commence on the date "Connecticut CASH5" iLottery sales begin through the CLC's Online Platform and shall continue until the CLC President and CEO publicly announces a termination date.

A. The Official Game Rules applies to all purchases, claims and payments made in Connecticut. In purchasing a Ticket in Connecticut, the Purchaser agrees to comply with and be bound by all applicable Connecticut and federal laws, the Official Game Rules and the Connecticut Amendments.

B. In the event of any inconsistency among these, the following order of precedence shall prevail in resolving such inconsistency: first, the applicable provisions of the Connecticut or federal law; second, the applicable provisions of the Connecticut or federal regulations; and, third, the Official Game Rules.

PART 2 DEFINITIONS. The following words and terms, when used within this document, shall have the following meaning unless otherwise indicated:

A. "Advance Action" or "Subscription Wager" shall mean a multi-draw purchase option wherein the same set(s) of numbers may be played for a specified number of consecutive drawings. The Advanced Action or Subscription Wager shall be effective on a future date as prescribed by the governing laws, policies and rules of the CLC.

B. "Authorized Claim Center" shall mean a Retailer, High-Tier Claim Center, CLC Headquarters or other claiming location authorized by CLC where a winning Game Ticket can be validated or cashed.

C. "Board" or "Board of Directors" means the Board of Directors governing the Connecticut Lottery Corporation.

D. "Claimant" or "Winner" shall mean any natural person or legal entity submitting a winning "Connecticut Cash 5" Ticket or valid proof of a Ticketless Transaction within the required prize claim period. A Claimant may be the purchaser, a natural person or legal entity named on the back of a signed Ticket, the bearer of an unsigned Ticket, or any other natural person or legal entity that may seek entitlement to a prize payment in accordance with the CLC's constitutional provisions, statutes, regulations and rules. No Claimant may assert rights different from the rights acquired by the original purchaser at the time of purchase.

E. "Corporation" or "CLC" shall mean the Connecticut Lottery Corporation as established by Connecticut Public Act §96-212.

F. "DCP" shall mean the Department of Consumer Protection of the State of Connecticut, or its duly authorized representative as the context may require.

G. “Drawing” shall mean the formal process of selecting winning numbers which conclusively determines the number of winners for each prize level of the game.

H. "KICKER" shall mean a game enhancement that includes selection of sixth number, randomly selected during the drawing process.

I. “Online Platform” or “iLottery Platform” shall mean the platform where players can create and fund accounts, and purchase lottery wagers as Ticketless Transactions on the mobile app or a portal display.

J. “Player” or “Purchaser” shall mean a natural person(s) or legal entity who buys a Wager(s) in accordance with these Official Game Rules.

K. “Play” or “Wager” shall mean the five (5) numbers that appear on a Ticket or Ticketless Transaction as a single board.

L. “President and CEO” shall mean the President and CEO of the Connecticut Lottery Corporation.

M. “Quick Pick” shall mean the random selection of five (5) numbers resulting in a Wager accepted by the Retail Lottery Gaming System.

A. “Retailer” shall mean a natural person or legal entity licensed by the DCP to sell and redeem Tickets.

N. “Retail Lottery Gaming System” shall mean the wagering system utilized by the CLC for the purpose of issuing and validating Tickets, and the wagering system where all valid Ticketless Transactions must be recorded.

O. “Set Prize” shall mean a pre-determined prize payout which is paid in a single lump sum payout.

P. “Terminal” shall mean a device connected to the Retail Lottery Gaming System functioning to issue and validate lottery transactions. Some Terminals are solely operated by Retailer staff for entering Wagers and validating Tickets, while other Terminals, such as lottery vending machines, are operated by the Purchaser for the same purpose.

Q. “Ticket” shall mean an acceptable evidence of Game Play that represents a Wager accepted by the Retail Lottery Gaming System and meeting the specifications defined in these Official Game Rules.

R. “Ticketless Transaction” means any play that is not printed on paper and that meets the CLC claiming requirements. Examples of Ticketless Transactions include internet, subscription, and other types of Registered Plays. All Ticketless Transactions must be recorded on the Retail Lottery Gaming System to be valid.

S. “Top Prize” or “Jackpot” shall mean Prize Level #1 in the game.

T. "Unclaimed Prize Funds" shall mean the value of the prizes which remain unclaimed after the prize claim period expires.

U. "Winning Numbers" shall mean the five (5) numbers, from one (1) through thirty-five (35) and the Kicker number, randomly drawn at each "Connecticut CASH5" Drawing which shall be used to determine the winning "Connecticut CASH5" plays contained on a "Connecticut CASH5" Ticket or Ticketless Transaction.

V. "Winning Prize Pool" shall mean that amount allocated from "Connecticut CASH5" sales proceeds and/or the unclaimed lottery prize fund for the purpose of paying prizes.

PART III DRAWINGS.

A. A Drawing shall be conducted on a daily basis, including holidays.

B. The hour and days of the drawings shall be determined by the President and CEO and displayed on the CLC website- ctlottery.com.

C. The place of the drawings shall be determined by the President and CEO.

D. The drawings shall be open to the public and representatives of the news media subject to space limitations and contractual obligations of the Corporation and the DCP.

E. The format, equipment and methods used in conducting all drawings authorized by these Official Game Rules shall be specified by the CLC and approved by DCP. DCP shall have sole responsibility for the ultimate decision for any and all drawing problems or circumstances that may arise.

PART IV DESCRIPTION AND CHARACTERISTICS.

A. Game Design. The game is a single matrix game in which Player selects (5) numbers from one (1) through thirty-five (35), inclusive.

B. Purchases. Tickets or Ticketless Transactions must be purchased from a terminal operated by a Retailer, a lottery vending machine, a Subscription Wager (if available), through the CLC iLottery Platform, or such other means, as approved by the CLC.

1. Customer Select. Players may convey their number selections to any Retailer for a Ticket. Such number selections shall be manually entered by the Retailer.

2. Quick Pick. Quick Pick shall refer to the random selection of numbers made by the Retail Lottery Gaming System rather than by the Player. The Quick Pick option is available through Wagers placed with Retailers, on Lottery Vending Machines, and with Ticketless Transactions.

3. Player Responsibility. It shall be the sole responsibility of the player to verify the accuracy of each Wager and the other data printed on the Ticket at the time of purchase. The placing of Wagers is done at the player's own risk through the Retailer who is acting on behalf of the player in entering the play or plays, or by purchasing Tickets through lottery vending machines or through iLottery.

C. Ticket Format. Tickets shall include, but are not limited to, the player's number selections, game logo or game name, ticket cost, terminal number, barcode, quick pick (if selected), serial number and drawing date. Advance Action tickets shall visibly show the beginning and ending draw dates Tickets may also include the selling date, time stamp and any other information deemed necessary by the CLC.

D. Ticket Price. The price of a "Connecticut CASH5" Wager shall be a $1. 00 per play, each play containing five (5) selected numbers from one (1) through thirty-five (35). The price of a "Connecticut CASH5" ticket may also include an additional cost of 50-cents per play for the purchase of the KICKER option. Multiple wagers can be added to a Ticket or Ticketless Transaction as determined by the CLC.

1. Promotions. The CLC may offer Wagers through promotions, including promotions that offer a discount.

2. Tickets as Prizes. The CLC may offer Wagers as a prize in any other lottery game.

3. No Ticket, Wager or Ticketless Transaction can be voided or cancelled.

E. Claims. A Ticket or Ticketless Transaction, subject to the validation requirements of the CLC, shall be the only proof of a Wager. The submission of a winning Ticket to any CLC Retailer or Authorized Claim Center shall be the sole method of claiming a prize or prizes, however iLottery wins of $599 or less will be automatically credited to player accounts without the need for making a claim. iLottery wins over $599 shall be claimed at the Connecticut Lottery Headquarters. Winners must provide two (2) valid forms of signed identification, one of which must be a government issued photo ID. In order for a claim to be processed, winners must provide a valid Social Security number. A claim based upon a lost or missing Ticket shall not be honored.

F. Limited to Highest Prize Won. In connection with the winning numbers drawn, the holder of a winning Ticket may win only one prize per Wager and shall be entitled only to the prize won by those numbers in the highest matching prize category.

G. Prize Claim Period. The prize claim period is one hundred and eighty (180) days from the date of the drawing.

H. Game Enhancement. The "Connecticut CASH5" game will include a KICKER option which may be selected by Players as a means to increase the number and amount of "Connecticut CASH5" prizes.

1. The KICKER is a game enhancement in which an additional or sixth number is generated from a field of numbers between one (1) and thirty- five (35). This sixth number will be referred to as the KICKER.

2. The KICKER will be a random computer-generated (quick pick) or customer-selected number.

3. The KICKER ACTIVE option must be selected at the time a Wager is placed.

4. Each KICKER ACTIVE option costs an additional 50-cents per play or board.

5. Each board will have a KICKER number associated with it. If the Player selects the KICKER option, a "Y" will appear next to the KICKER and the message at the bottom of the Ticket will read "KICKER ACTIVE." If the Player does not select the KICKER option, an "N" will appear next to the KICKER and the message at the bottom of the Ticket will read "KICKER NOT ACTIVE." Ticketless Transactions will indicate if the KICKER option was chosen and the KICKER number.

6. The KICKER number may be applied to EACH BOARD on the Ticket or Ticketless Transaction.

7. The KICKER ACTIVE option is available on Advance Action Wagers.

8. The KICKER must not be the same number as any of the "Connecticut CASH5" numbers.

Part V. PRIZE LIABILITY LIMITS, PRIZE PAYOUTS AND PRIZE LEVELS.

A. Prize Liability Limits. There shall be three prize level pools for the "Connecticut CASH5" game. The prizes shall be fixed payouts as long as the game liability (i.e. the total number of winning Tickets or Ticketless Transactions multiplied by the fixed payout amount(s)) is less than or equal to three hundred fifty percent (350%) of "Connecticut CASH5" sales.

1. First Prize. Winner(s) matching all five (5) of the winning numbers in any order will win a fixed payout* of $100,000. The first level prize pool is equal to 30.8% of the "Connecticut CASH5" sales for said lottery drawing and shall be funded by "Connecticut CASH5" sales proceeds and/or unclaimed lottery prizes.

2. Second Prize. Winner(s) matching four (4) of the winning numbers in any order will win a fixed payout* of $300.00. The second level prize pool is equal to 13.86% of the "Connecticut CASH5" sales for said lottery drawing and shall be funded by "Connecticut CASH5" sales proceeds and/or unclaimed lottery prizes.

3. Third Prize. Winner(s) matching three (3) of the winning numbers in any order will win a fixed payout* of $10.00. The third level prize pool is equal to 13.40% of the "Connecticut CASH5" sales for said lottery drawing and shall befunded by "Connecticut CASH5" sales proceeds and/or unclaimed lottery prizes.

B. PariMutuel Payouts. In the event that the total game liability (i.e. the total number of winning Tickets or Ticketless Transactions multiplied by the fixed payout amount(s)) is greater than three hundred fifty percent (350%) of "Connecticut CASH5" sales, the three prize levels will be determined pari-mutuelly and will be calculated in accordance with the mathematical formula hereto appended to these procedures.

1. First Prize. Winner(s) matching all five (5) of the winning numbers in any order will equally share the first level prize pool, after the pari-mutuel formula has been applied.

2. Second Prize. Winner(s) matching four (4) of the winning numbers in any order will equally share the second level prize pool, after the pari-mutuel formula has been applied.

3. Third Prize. Winner(s) matching three (3) of the winning numbers in any order will equally share the third level prize pool, after the pari-mutuel formula has been applied.

4. Minimum Prizes for All Prize Levels. Regardless of the number of winners and under no circumstances shall the three pari-mutuel prizes fall below the Lottery's pre-established prize payout levels:

Minimum First Prize =	$1,000.00
Minimum Second Prize =	$ 3.00
Minimum Third Prize =	$ 1.00

5. Maximum Prizes for All Prize Levels. Regardless of the number of winners and under no circumstances shall the three pari-mutuel prizes exceed the fixed payout levels:

Minimum First Prize =	$100,000.00
Minimum Second Prize =	$ 300.00
Minimum Third Prize =	$ 10.00

C. Fixed Parimutuel Winnings. No "Connecticut CASH5" prize shall be made in the form of an annuity or in installments. The first prize payment shall be paid in a lump sum, cash payment. Prizes are subject to all appropriate tax reporting and withholding requirements.

D. Rounding of Parimutuel Winnings. Pari-mutuel prize payments for the first, second and third prize pools will be rounded to the nearest dollar amount.

E. Pool Rollovers. In any drawing in which there are no winners for the first level prize pool, the second level prize pool and/or the third level prize pool, the pool value shall be added to the reserve fund. There shall be *NO ROLLOVERS* in any "Connecticut CASH5" prize level for future drawings or future prize levels.

F. Payment of Prizes. All winning Tickets or Ticketless Transactions, including the Top Prize, shall be paid in accordance with these Official Game Rules and CLC prize claiming requirements. The CLC shall withhold taxes and other required withholdings in accordance with applicable federal and state laws. To be a valid Ticket or Ticketless Transaction, and eligible to receive a prize, a winning Game Ticket shall satisfy all the requirements established for the validation of winning Tickets or Ticketless Transactions established by the CLC. The CLC shall not be responsible for Tickets or Ticketless Transactions that are altered in any manner.

G. Payments With Kicker. There shall be four prize levels for the "Connecticut CASH5" game for which the KICKER game enhancement has been selected. (The KICKER feature will not apply to the first level prize pool.)

1. Fixed Payouts. There shall be four (4) prize level pools for the "Connecticut CASH5" KICKER program. The prizes shall be fixed payouts as long as the total bet type liability (i.e. the total number of winning tickets multiplied by the fixed payout amount(s)) is less than or equal to three hundred fifty percent (350%) of KICKER sales.

    a. First Prize. The KICKER feature does not apply to the first prize pool.

    b. Second Prize. Winner(s) matching four (4) of the winning numbers in any order PLUS the KICKER number will receive a fixed payout** of$ 4,650.00 ($300.00 for the second prize plus $4,350.00 for the extra KICKER number). The second level prize pool will be equal to 13.40% of KICKER sales for said lottery drawing except when applying pari-mutuel calculation and minimum prizes.

    c. Third Prize. Winner(s) matching three (3) of the winning numbers in any order PLUS the KICKER number will receive a fixed payout** of $75.00 ($10.00 for the third prize and $65.00 for the extra KICKER number). The third level prize pool will be equal to 11.61% of KICKER sales for said lottery drawing except when applying pari-mutuel calculation and minimum prizes.

    d. Fourth Prize. Winner(s) matching two (2) of the winning numbers in any order PLUS the KICKER number will receive a fixed payout** of $5.00. The fourth level prize pool will be equal to 12. 51% of KICKER sales for said lottery drawing except when applying pari-mutuel calculation and minimum prizes.

    e. Fifth Prize. Winner(s) matching one of the winning numbers PLUS the KICKER number will receive a fixed payout** of$2.00. The fifth level prize pool will be equal to 22.51% of KICKER sales for said lottery drawing except when applying pari-

mutuel calculation and minimum prizes.

2. Parimutuel Winnings. In the event that the total Wager type liability (i.e. the total number of winning Tickets or Ticketless Transactions multiplied by the fixed payout amount(s)) is greater than three hundred fifty percent (350%) of KICKER sales, the four KICKER prize levels will be calculated in accordance with the mathematical formula hereto appended to these procedures.

    a. First Prize. The KICKER feature does not apply to the first prize level.

    b. Second Prize. Winner(s) matching four (4) of the winning numbers in any order PLUS the KICKER number will equally share the second level prize pool, after the formula has been applied.

    c. Third Prize. Winner(s) matching three (3) of the winning numbers in any order PLUS the KICKER number will equally share the third level prize pool, after the formula has been applied.

    d. Fourth Prize. Winner(s) matching two (2) of the winning numbers in any order PLUS the KICKER number will equally share the fourth level prize pool, after the formula has been applied.

    e. Fifth Prize. Winner(s) matching one (1) of the winning numbers PLUS the KICKER number will equally share the fifth level prize pool, after the formula has been applied.

    f. Minimum Prize Levels. Regardless of the number of winners and under no circumstances shall the four pari-mutuel prizes in the KICKER program fall below the Lottery's pre-established minimum prize payout levels:

        *Minimum Second Prize with KICKER = $1,000.00
        *Minimum Third Prize with KICKER = $ 20.00
        *Minimum Fourth Prize with KICKER = $ 2.00
        *Minimum Fifth Prize with KICKER = $ 1.00

    g. Maximum Prize Levels. Regardless of the number of winners and under no circumstances shall the four pari-mutuel prizes in the KICKER program exceed the Lottery's fixed payout levels:

        *Minimum Second Prize with KICKER = $ 4,650.00
        *Minimum Third Prize with KICKER = $ 75.00
        *Minimum Fourth Prize with KICKER = $ 5.00
        *Minimum Fifth Prize with KICKER = $ 2.00

PART VII DISPUTES. In the event a dispute between the CLC and a Ticket or Ticketless Transaction bearer occurs as to whether the Ticket or Ticketless Transaction is a winning ticket, and if the ticket prize is not paid, the CLC may, solely at its option and discretion, reimburse the Ticket or Ticketless Transaction bearer the purchase price of the ticket. This shall be the sole and exclusive remedy to the bearer of the Ticket or Ticketless Transaction.

PART VIII APPLICABILITY of STATUTES, REGULATIONS, RULES AND INSTRUCTIONS. In purchasing a “Connecticut CASH5” Ticket or Ticketless Transaction the following provisions apply:

A. In purchasing a Ticket or Ticketless Transaction the purchaser agrees to comply with and abide by all applicable laws, regulations, game rules, instructions, and final decisions of the President and CEO for control of the “Connecticut Cash 5” game.

B. The President and CEO reserves the right and has the authority to make any or all changes that are considered appropriate and necessary for the game. The President and CEO will notify the Board of Directors of said changes at the next scheduled meeting.

EXHIBIT 1

STATISTICAL INFORMATION

The following table details statistical information relevant to the game. Odds of Winning, Estimated Prize Payouts and Prize Funding as a Percentage of Sales:

The “Connecticut CASH5” offers the following chances of winning:

PRIZE% PAYOUTS	TYPE OF WINNER	FIXED PAYOUT*	CHANCE OF WINNING
30.80%	5 of 5	$ 100,000	1 in 324,632
13.86%	4 of 5	$ 300	1 in 2,164
13.40%	3 of 5	$ 10	1 in 75

OVERALL CHANCE OF WINNING: 1 in 72.1

* Prizes will be set unless and until the prize pool exceeds 350% of "Connecticut CASH5" sales for that drawing. In this case, prizes will be parimutuelly-determined in accordance with the formula appended to this document.

The "Connecticut CASH5” with KICKER ACTIVE option offers the following chances of winning:

PRIZE% PAYOUTS	TYPE OF WINNER	FIXED PAYOUT*	CHANCE OF WINNING	# OF KICKER WINNERS
13.40%	4 + KICKER	$ 4,650	1 in 64,926	5
11.61%	3 + KICKER	$ 75	1 in 1,119	290
12.51%	2 + KICKER	$ 5	1 in 80	4,060
22.51%	1 + KICKER	$ 2	1 in 18	18,270

OVERALL CHANCE OF WINNING WITH THE KICKER OPTION: 1 in 12.1

**Prizes will be fixed unless and until the prize pool exceeds 350% of "Connecticut CASH5" KICKER sales for that drawing. In this case, prizes will be parimutuelly-determined in accordance with the formula hereto appended to this document.

**Rounding or Pari-mutuel prizes: Pari-mutuel prize payments for the second, third, fourth and fifth prize KICKER pools will be rounded to the nearest dollar amount.

Subject to the restrictions set forth below, the prize structure for the "Connecticut CASH5" game and the "Connecticut CASH5" game with the KICKER option shall be as follows:

"Connecticut CASH5" Without KICKER

Match 5 of 5	$ 100,000.
Match 4 of 5	$ 300.

Match 3 of 5	$ 10.

"Connecticut CASH5" With KICKER

Match 4 of 5 Plus KICKER	$ 4,350.
Match 3 of 5 Plus KICKER	$ 65.
Match 2 of 5 Plus KICKER	$ 5.
Match 1 of 5 Plus KICKER	$ 2.

"Connecticut CASH5" Without KICKER

In the event that the total value of prizes won for any "Connecticut CASH5" drawing (number of prizes won multiplied by the fixed payout amounts) exceeds three hundred fifty percent (350%) of the "Connecticut CASH5" sales, the prize amounts will be based upon the following formula:

Total Number of 5-Match Winners	X	$ 100,000.	=	A
Total Number of 4-Match Winners	X	$ 300.	=	B
Total Number of 3-Match Winners	X	$ 10.	=	C

Then A + B + C = X

A Divided by X = Proportion of Available Prize Money Allocated to 5-Match Winners
B Divided by X = Proportion of Available Prize Money Allocated to 4-Match Winners
C Divided by X = Proportion of Available Prize Money Allocated to 3-Match Winners

Winner Type	Prize Structure
5 of 5	[(3.5 x Sales) Multiplied by (A/X)] Divided by Number of Winners= Prize Per Winner
4 of 5	[(3.5 x Sales) Multiplied by (B/X)] Divided by Number of Winners= Prize Per Winner
3 of 5	[(3.5 x Sales) Multiplied by (C/X)] Divided by Number of Winners= Prize Per Winner

"Connecticut CASH5" With KICKER

In the event that the total value of prizes won for the KICKER portion of any "Connecticut CASH5" drawing (number of prizes won multiplied by the fixed payout amounts) exceeds three hundred fifty percent (350%) of the KICKER sales, the prizes amounts for the KICKER portion of the "Connecticut CASH5" game will be based upon the following

formula:

Total number of 4-match winners	+	KICKER	x	$4,350.	=	D
Total number of 3-match winners	+	KICKER	x	$ 65.	=	E
Total number of 2-match winners	+	KICKER	x	$ 5.	=	F
Total number of 1-match winners	+	KICKER	x	$ 2.	=	G

Then D + E + F + G = Y

Winner Type	Prize Structure
4 of 5 Plus KICKER	[(3.5 x KICKER Sales) Multiplied by (D/Y)] Divided by Number of Winners = Prize Per Winner
3 of 5 Plus KICKER	[(3.5 x KICKER Sales) Multiplied by (E/Y)] Divided by Number of Winners = Prize Per Winner
2 of 5 Plus KICKER	[(3.5 x KICKER Sales) Multiplied by (F/Y)] Divided by Number of Winners = Prize Per Winner
1 of 5 Plus KICKER	[(3.5 x KICKER Sales) Multiplied by G/Y)] Divided by Number of Winners = Prize Per Winner