

SCRATCH TICKET FOCUS



PINK DIANOIDS

ADD SPARKLE TO YOUR SALES

Holographic Pattern and a Large Diamond Hologram!

5 Top Prizes of \$250,000!

Over \$50 Million in Total Cash Prizes!

More than 2 Million Total Winning Tickets!

DRAW GAME FOCUS



THE BIG GAME WITH MEGA PRIZES!

Remind your players!

For only \$1 more per Play, add *Megaplier*[®] for a chance to increase non-Grand Prize winnings by 2, 3, 4 or 5 times!

Visit texaslottery.com, call 800-375-6886 or ask your lottery sales rep for more details.

RETAIL POS EXECUTION



NATEXAS	TEXAS & LOTTERY				CORT TO ST			OCTOBER 2023 – NEW SCRATCH TICKETS START						
TEX RS LOTTERY	TEXAS LOTTERY				TEXAS LOTTERY		FIREBALL	SUN	MON	TUES	WED	THUR	FRI	SAT
MON THURS	TUES FRI		MON WED SAT		Mon – Sat		MON – SAT	1	2	3	4	5	6	7
DRAW BREAK STARTS	DRAW BREAK STARTS		DRAW BREAKS START		DRAW BREAK STARTS		DRAW BREAKS START 9:50 AM 5:50 PM	8	9	10	11	12	13	14
10:02 PM	9:45 PM		9:00 PM 10:02 PM		10:02 PM		12:17 PM 10:02 PM	15	16	17	18	19	20	21
DRAW TIME 10:12 PM	DRAW TIME 10:12 PM		<u>draw time</u> 10:12 PM		<u>DRAW TIME</u> 10:12 PM		DRAW TIMES 10:00 AM 6:00 PM	22	23	24	25	26	27	28
10:12 PM	10.12 PM						12:27 PM 10:12 PM	29	30	31				
Texas Lottery' game drawings are not held on Sundays. Times listed are Central Time. Draw times listed are when drawings are broadcast in Texas.														

RETAILER CASH INCENTIVE PROGRAM (RCIP)

Ret#	Name	Lucable Saler Au	erage to Make Goal		
EP or AEP Weekly Sales Av (used to set Minimum Sales	Goar)	Weekly Sales For Min-Iman Sales Goal + 13 It is not printed on this fly Ther	erage to make occur = Weekly Spire Average to Make Goal at start of NCP. =r and it is not the same as the EP or AE Weekly Spire. Average used of sit your Writman Sajed Goal For an updateWiekly Spire Average to Male Goal, Very part terminal or USP regott after the first week at be NCP.		
(will not be less than \$95,00		CENTIVE PRO	GRAM #42		
RETAIL	ER CASH IN UGUST 6 -	DECEMBER 2,			
Incentive Sales Incl - Lotto Texas with Extrat [®] - Texas Two Step [®] - Daily 4 [®] plus FIREBALL - Pick 3 [®] plus FIREBALL	ude • All or Nothing [™] • Cash Five [®] • Lone Star Lineup [®] • All Scratch Tickets	Terminal – Select REPC Lottery Services Port or call 800-375-6886	D Track Your Progress inal-Select REPORTS then Retails' Incentive then Phil ery Services Portal (LSP) at tacksp.lotteryservices all 800-375-6886 your lottery sales representative (LSR)		
Eligibility Period (I The EP is the same time your Minimum Sales G 17-week total + \$500. MS	period last year as this oal* (MSG) is your web iG = ((EP \$avg x 17) - 0.	year's program, of recurs ekly sales average** durin 2%) + \$500 on lost wor (FPI: \$7,500 x 17	ers with sales all 17 weeks of the El g the E ^p x 17 weeks - 0.2% of that = \$127,500.		
\$127,500 - (\$127,500 x 0.00 Retailer's Weekly Sales Av	2) = 3127,243: 5127,243: erage to Make Goal = \$7,	514.41.	2023		
Retailers who do not ha weekly sales average** d MSG = ((AEP \$avg x 17	ve sales <u>all</u> 17 weeks of t uring the AEP x 17 week) - 10.2%) + \$500	s - 10.2% of that 17-week to	tal + \$500.		
Program Paymen • The Texas Lottery ba \$1,000,000 for draw • Eligible retailers will electronic funds trai	(ts*** is a limited budget for n ving prizes. be notified of final pays nsfer (EFT). Tr will occur on a differe	ment amount via letter, ter int day (usually a Friday) th	in this program of \$15,000,000 plu minal report and LSP report prior to an regular lottery bank sweep (usua Janned for February 2, 2024 .		

How We Set Your Minimum Sales Goal (MSG)

- 1. MSG is based on retailer's sales of RCIP games during EP or AEP.
- 2. State sales trends, game launches and economic factors are analyzed to project state sales growth rate (% increase/decrease) for upcoming RCIP.
- 3. Growth rate is applied to all retailers' EP or AEP sales to align with projected state sales for upcoming RCIP (benchmark). NOTE: Growth rate during RCIP #42 is projected to be less than sales during EP and AEP.
- 4. "+\$500" ensures qualifying sales are an increase over the benchmark.

The RCIP is designed to reward exceptional sales. The requirement that MSG will not be less than \$95,000 ensures rewarded sales are better than the average 17-week retailer performance.

This information provides retailers key elements of the RCIP. It is not a comprehensive description of the entire program. For complete program details, refer to the program flyer, talk to your lottery sales rep, call the Texas Lottery M–F 7 a.m. – 5:30 p.m. CT at 800-375-6886 or visit **texaslottery.com/Retailers.**

LOTTERY SERVICES PORTAL (LSP)

Looking for a way to track your RCIP payments?

The Incentive Payment History report lets you view historical RCIP payments, base and drawing, for either Primary or Secondary programs. Plus, you can view: Incentive Potential Payments, Incentive Potential Entries and Incentive Status. Register now at tx-lsp.lotteryservices.com or go to texaslottery.com and click on RETAILERS.

TEXAST	Incent	ive Paym						
Retailer Number:					Repor	ting Period:	Week Ending 06/06/202	D
Business Name:								
Bill To Business Name:								
BillTo ID:								
State Tax ID:								
Retailer Type Retailer ID	Business Name	Location City	Incentive ID	Incentive Plan Dates	Incentive Payment	Drawing Payment	Total Payment Payment	Date

FREQUENTLY ASKED QUESTIONS

Q. May I relocate the lottery equipment?

A. Never move the equipment yourself. Please contact Texas Lottery[®] Retailer Services at **800-375-6886** and our specialists will arrange to have a technician visit your retail location to move the equipment.

Q. Can I pay lottery prizes to a person under the age of 18?

A. Retailers may pay prizes only to a person 18 or older. You are not authorized to pay prizes to an adult who is presenting a prize winning ticket on behalf of a person who is under the age of 18. An adult member of the minor's family or the minor's guardian must claim the prize on the minor's behalf at a claim center. Remember, you may only conduct lottery transactions with adults.

PLAY RESPONSIBLY.



SUPPORTING TEXAS EDUCATION AND VETERANS

texaslottery.com