

Sports Squares Game Instructions

Sports Squares offers a \$250 prize that is awarded based on the results of a sporting event. Remaining prizes are instant winners. Each ticket costs \$5.

A box (deal) of Sports Squares contains four individual games (sets). Each set in the deal is defined by its unique color (green, yellow, red, or blue) and is identified using the deal's serial number plus the letter that corresponds with the set color. (In the example, the green ticket will have a letter G after the serial number). Each of the four sets contains one hundred tickets. The sets can be sold individually, or multiple sets can be sold along with the same sporting event.

A Sports Squares ticket has two windows that are separated by a perforation. Each half contains a separate game—a squares game and a game with instant winners.





EVENT SCORE TRACKER

1. An Event Score Tracker is provided for each set. It is used to assign the set to a specific sporting event and time period (for example: 3rd quarter, final). This must be recorded prior to the tickets being sold. The chairperson verifies the information by printing their name and signing. The game score is later recorded on the Event Score Tracker along with contact information should the winner not be identified.
2. Each completed Event Score Tracker must be maintained with game records.

SQUARES GAME

3. The top half of each ticket is the portion that is played along with a team sporting event. Each ticket has a Team 1 single digit and a Team 2 single digit. Each pair of numbers is unique within the game and each single digit number represents the last digit of that team's score. The player whose ticket contains the digits that match the score for the posted event and time period wins \$250.

Event Score Tracker

License ID	<small>Complete top half prior to selling tickets. Each set in a deal must have its own Event Score Tracker unless used for the same Event/Date and Time Period.</small>
Serial No. 53-	Ticket Color--Circle color(s) sold for time period Green Red Yellow Blue
Sporting Event/Date	Time Period (example: 3rd Quarter)
Team 1 (Name)	Team 2 (Name)
Chairperson Name	Chairperson Signature and Date

Winning ticket must have the correct serial number and ticket color, and the correct last digit of the score for Team 1 and Team 2.

Complete bottom half once score is determined.

Winners must be redeemed within 14 days from game date, unless longer time posted.

Time Period Score _____ — _____ (Team 1) (Team 2)	Unclaimed Prizes Contact Person Phone Number
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Michigan Lottery—Charitable Gaming Division
Retain this document with game records.
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INSTANT WINNERS

4. The bottom half of each ticket is a chance to win an instant prize. Out of 100 tickets, 19 contain instant winners ranging from \$5 to \$25.

NOTE: The ticket is perforated so that the player can tear off the bottom portion to redeem an instant prize.

TICKET SALES

5. Charity game tickets may only be sold at the location and during the hours specified on the license under which they are sold. Annual charity game licensees may sell their tickets between 8am and 2am.
6. Each set that will be played must be assigned to a sporting event as indicated on the Event Score Tracker.
7. Prior to selling a set, the top half of the Event Score Tracker must be completed and posted. This will identify which serial number and ticket color(s) are being sold, the corresponding Sporting Event/Date, the corresponding Time Period that will be used, and each team playing (identified as Team 1 and Team 2).
8. It is important that sets are only made available for sale if there is sufficient time to sell all 100 tickets before the corresponding Time Period of the sporting event ends. The licensee redeems all winners.

Sample opened windows



GAME CONDUCT

9. Players can tear off the bottom half of their tickets and turn them in to redeem any instant winners. The top half is retained until after the game and a winner has been determined.
10. After the time period of the sporting event ends, the score for that time period must be logged on the bottom half of the form.
11. Player that has the ticket containing the winning Team 1 and Team 2 numbers for the serial number and color redeems their ticket for \$250.

PAYING THE WINNERS

12. If the winner of the squares portion of the game has not been identified, winner(s) can claim their prize in accordance with posted house rules.
13. Charity game ticket rules allow the player a minimum of 14 days from the date the last ticket in the series was sold to claim their prize. To allow for early presales (under an annual license), it is recommended the redemption period is expanded to at least 14 days after the date of the sporting event.

PRIZE PAYOUT

14. Each individual game (100 tickets) takes in \$500 and pays out \$375. The total box (deal) takes in \$2,000 and pays out \$1,500. The deal costs \$200 and the organization's profit is \$300.