



February 9, 2011

Charitable Gaming
Directive No. 6.09.01

Charity Game Tickets (3 Peppers)

SUMMARY OF GAME

3 Peppers is a 500-ticket game that contains 225 hold tickets (which are identified as such) and no instant winners. 75 hold tickets contain a HOT pepper symbol and a unique bingo number (B1 through O75). There are also 75 uniquely numbered MEDIUM pepper tickets and 75 uniquely numbered MILD pepper tickets. Once all the tickets in the deal have been sold, *3 Peppers* is played along with a predetermined bingo game. Three winners of \$200, \$100, and \$75 are determined by the winning number of the corresponding bingo game.

INSTRUCTIONS

1. Players that have a hold ticket should retain that ticket until all tickets in the deal have been sold and winners have been determined.
2. Before playing the bingo game that coincides with *3 Peppers*:
 - a. An announcement must be made notifying players that *3 Peppers* will be played with this bingo game.
 - b. If played with a combination game (where players have multiple opportunities to win based on more than one pattern), announce which pattern will be played with *3 Peppers*.
 - c. All tickets in the deal must be sold before it can be played with a bingo game. (Multiple deals may be sold if they can be sold before the corresponding bingo game begins.)
 - d. Prior to the bingo game starting, a second announcement is made indicating the serial number(s) of the *3 Peppers* deal(s) that will be played.
3. During the bingo game,
 - a. Players hold their tickets until the bingo game is successfully concluded.
 - b. The winning bingo number that concludes the bingo game determines the winning number for the *3 Peppers* game.
4. For each deal being played, there will be three winners—the HOT pepper pays \$200, the MEDIUM pepper pays \$100, and the MILD pepper pays \$75. As with the bingo game, the winning tickets must contain the winning bingo number, which is the last number called.
5. Workers take each of the winning *3 Peppers* tickets—HOT, MEDIUM, and MILD—to a neutral table to verify that the serial number is correct and the last number called appears on the ticket.
6. Once the winners have been verified for a deal, other tickets with that serial number are no longer potential winners. An announcement must be made that this serial number is closed.
7. Players are paid \$200 for HOT, \$100 for MEDIUM, and \$75 for MILD.

EXAMPLE:

During a bingo game that was played with two deals of *3 Peppers*, one person called bingo and his bingo card was verified for containing a valid bingo. The last number called was N44. For each of the two deals of *3 Peppers* that were played, three tickets are winners (for a total of six winners):

N44 HOT pays	\$200
N44 MEDIUM pays	\$100
N44 MILD pays	\$75

POSTING

8. Post the date, serial number, and winning bingo number for no less than 14 days.
9. Prizes must be claimed within the time indicated in the house rules but shall be not less than 14 days from the date the last ticket in that deal was sold.

PRIZE PAYOUT

10. Each deal of *3 Peppers*...

Takes In:	\$500	(500 tickets @ \$1 each)
Pays Out:	\$375	(\$200, \$100, and \$75)
Gross Profit:	\$125	
% Payout:	75%	
% Profit (Net):	15%	

DISPUTED GAMES

11. If there are problems with the bingo balls, bingo equipment, or the operation of the bingo equipment, and it is discovered while the game is still in progress or before the start of the next game, the *3 Peppers* game is void and shall be played over during the same occasion.
12. If it is discovered that a ball was incorrectly called or improperly placed or entered into the master board, the game shall be stopped.
 - a. Upon immediate discovery, the error shall be corrected by clearly restating the incorrect call or indicating the improper placement and indicating what the correct call or placement should have been and continue the game.
 - b. If after additional balls have been called, it is determined by the chairperson that the game cannot be reconstructed, then the game shall be declared void and replayed during the same occasion.
13. In the case of a disputed game, if a prize has been paid to a player before the discovery of the error, then the prize shall remain the property of the player who was paid the prize.
14. Whenever there is a player complaint involving a game, log the issue along with the names of players involved, winning bingo number, etc. Maintain with the game records.

Signed copy available upon request

M. Scott Bowen, Lottery Commissioner

Date