

53ER24-55 PICK 2™

(1) How to Play PICK 2™.

(a) PICK 2 is a Draw lottery game (also known as an online terminal game) in which a player selects any two-digit number from 00 to 99 inclusive. The digits may be the same or different, for example, 11 and 12 are both valid selections. A player selects only one digit in a Front Number or Back Number play as further described in paragraphs (2)(d) and (e), below.

(b) Players may choose play amounts of \$.50 or \$1.00 per play, per drawing.

(c) For purposes of this rule, a “play slip” is defined as an original paper play slip issued and approved by the Florida Lottery for the PICK 2 game, or a digital play slip for the PICK 2 game generated using the Florida Lottery Mobile Convenience App (“App”). Except where necessary herein to differentiate between a paper play slip and a digital play slip, the term “play slip” shall be inclusive of both types of play slips.

(d) Players may make their PICK 2 ticket selections by: using a play slip; using a Florida Lottery vending machine (“vending machine”), if a vending machine for Draw game ticket purchases is available at the retailer location; by telling the Florida Lottery retailer their desired selections; or by requesting to use the Play it Again feature.

(e) Play Slips.

1. Paper Play Slip. There are five panels on a paper PICK 2 play slip. Each panel played prints on a separate ticket. Players electing to use a paper play slip to make their PICK 2 selections must mark one number in each column or mark the Quick Pick (QP) box located at the bottom of each panel for the terminal to randomly select one or more of the numbers for each panel played. The player may also mark the play type, draw time and play amount; however, if the play type, play amount, or draw time is not marked by the player, the terminal will default to a \$1.00 straight play for the next available draw. A “Void” box is also located at the bottom of each panel and should be marked by the player if an error was made in his or her selections in a panel. Players may choose the FIREBALL add-on feature by marking the “FIREBALL” box to create more combinations. Adding FIREBALL will apply to and double the cost of all panels played. Players may mark the \$5 “Quick Picks” box to receive five \$1.00 tickets, each with one set of two randomly selected numbers (straight play) for the next available PICK 2 drawing; or may mark the \$10 “Quick Picks” box to receive ten \$1.00 tickets, each with one set of two randomly selected numbers (straight play) for the next available PICK 2 drawing. Players may mark Quick Picks in addition to panel plays. Advance play may also be added to play future drawings as further provided in paragraph (1)(f) below. Paper play slips must be Florida Lottery approved and players must use only blue or black ink or pencil for making selections. Paper play slips may be processed through a Florida Lottery vending machine or processed by a Florida Lottery retailer to obtain a ticket.

2. Digital Play Slip. How to Create a Digital Play Slip. From the Landing Page on the App, a player should select the PICK 2 game icon and then click on “Pick Numbers.” The player may either select his or her numbers from a field of numbers described in paragraph (1)(a) or use the “Random Numbers” or “Shake to Play” feature for the App to provide the player random numbers. Up to five panels can be created on one digital PICK 2 play slip. A player must also select the play type, play amount and drawing time, which will apply to all panels played, and if more than the default of one drawing is desired, select the number of drawings. The parameters for advance play are set forth in paragraph (1)(f), below. If a player desires to add FIREBALL as described in subparagraph (1)(e)1., he or she should click the FIREBALL button so that “yes” is selected. Adding FIREBALL will apply the feature to all panels played. Players may also use the “My Favorites” feature to save the digital play slip for later use. Once a digital play slip is created and the player clicks “Create Playslip,” a barcode will be displayed. The player may present the barcode appearing on his or her mobile device to the retailer to purchase a ticket through the retailer terminal or may use the barcode to purchase a ticket through a vending machine that provides for Draw game purchases. Illustrative instructions for creating a PICK 2 digital play slip are available by clicking on the “How to Play” button on the main PICK 2 page.

(f) Advance Play. Players may play future consecutive midday, evening or both drawings within a fourteen-day period or non-consecutive drawings within a seven-day period by using the “advance play” feature. To use the advance play feature, players may either select the number of drawings and drawing time(s) on the play slip or tell the retailer the advance play selections and draw time(s) they desire. For purposes of this paragraph (1)(f), both a fourteen-day and a seven-day period begin on the date of the next available PICK 2 drawing for the draw time(s) selected and continue through the next thirteen/six consecutive days for the draw time(s) selected.

1. Advance Play by Play Slip. Advance play selections made on a play slip are for consecutive drawings for only the selected draw time(s). The number of consecutive drawings selected will include the next available drawing for the draw time(s) selected and will apply to the panel(s) played. For paper play slips, advance play will not be applied to selections when the \$5 or \$10 Quick Picks box is marked.

- a. If the midday (MID) box is selected, the ticket will be entered into the next available midday draw and consecutive midday draws through the selected number of days.
- b. If the evening (EVE) box is selected, the ticket will be entered into the next available evening draw and consecutive evening draws through the selected number of days.
- c. If the both (BOTH) box is selected, the ticket will be entered into the next available draw and consecutive midday and evening draws through the selected number of days.
2. Advance Play by Telling the Retailer. Players shall specify to the retailer their desired selections in one of the following advance play parameters:
 - a. Any single day for the draw time(s) selected in a seven-day period;
 - b. Any two non-consecutive days for the draw time(s) selected in a seven-day period;
 - c. Any two or more consecutive days for the draw time(s) selected in a seven-day period, not including the next available drawing.
 - d. Up to fourteen consecutive days for the draw time(s) selected, including the next available drawing.
3. If a planned change in the PICK 2 game requires that the number of advance plays available for purchase be reduced to zero before implementation of the change, an advance play countdown schedule will be posted on the Florida Lottery's website.
 - (g) Vending Machine. If a vending machine is available at a retailer, the vending machine may be used by a player to make Quick Pick selections; manual selections, if the vending machine provides that option; and process both paper and digital PICK 2 play slips. Neither a retailer nor a player can process the cancellation of a PICK 2 ticket through a vending machine. At the request of a player, the retailer shall make a good faith effort to cancel PICK 2 tickets that are purchased through a vending machine by using the retailer's lottery terminal in accordance with the cancellation provisions in paragraph (5)(e).
 - (h) Telling the Retailer. Retailers also are authorized to manually enter numbers selected by a player. Players electing to make their PICK 2 ticket selections by telling the retailer must specify the play type, play amount, draw time(s), number of drawings and their desired number selections (or tell the retailer they desire to use the quick pick feature for the terminal to randomly select one or more of the numbers). Additionally, if a player desires to add FIREBALL, he or she must tell the retailer to add that option.
 - (i) Play it Again.
 1. A player may request to "Play it Again" to replay a previously purchased PICK 2 ticket. If requested, a retailer shall process the original ticket provided by the player and print a new ticket which will have the same selected numbers, play amount, play type, number of panels, and number of drawings as the original ticket. The new ticket produced will be for the next available draw irrespective of the draw time shown on the original ticket.
 2. An original ticket with advance play will be rejected and cannot be replayed if the number of drawings on the ticket exceeds the number of advance play drawings that are available at the time of requested ticket replay due to implementation of an advance play countdown for the PICK 2 game. Tickets older than sixty days cannot be replayed. Tickets purchased using the Play it Again feature have the same cancellation provisions as the original ticket.
- (2) Determination of PICK 2 Base Game Prizes. PICK 2 can be played and won as follows:
 - (a) "Straight" play. In a straight play, if a player's digits as printed on the player's ticket match, in exact order, the official PICK 2 winning numbers for the drawing, the player wins \$25 for a 50-cent play or \$50 for a \$1.00 play.
 - (b) "Box" play. A box play allows a player to win if the player's digits match, in any order, the official PICK 2 winning numbers for the drawing. A "box" play pays a winner \$12.50 for a 50-cent play or \$25 for a \$1.00 play.
 - (c) "Straight and Box" play. A straight and box play combines a 50-cent straight play and a 50-cent box play for a \$1.00 play. A "Straight and box" play pays a winner \$37.50 if a player's digits as printed on the player's ticket match, in exact order, the official PICK 2 winning numbers of the drawing, or \$12.50 if the player's digits match, in any order, the official PICK 2 winning numbers for the drawing.
 - (d) "Front Number" play. A front number play allows a player to select only one digit and pays \$2.50 for a 50-cent play or \$5.00 for a \$1.00 play if the first digit as printed on the ticket matches the first number of the official PICK 2 winning numbers for the drawing.
 - (e) "Back Number" play. A back number play allows a player to select only one digit and pays \$2.50 for a 50-cent play or \$5.00 for a \$1.00 play if the last digit as printed on the ticket matches the last number of the official PICK 2 winning numbers for the drawing.
- (3) PICK 2 Base Game Odds of Winning.
The odds of winning in PICK 2 are:

(a) Straight	1 in 100
(b) Box	1 in 50

- (c) Straight and Box 1 in 100 and 1 in 50
 (d) Front Number 1 in 10
 (e) Back Number 1 in 10
 (4) FIREBALL.

(a) FIREBALL is an add-on play option available in association with the PICK 2 game. The FIREBALL option cannot be played independently of PICK 2 base game play. Selecting FIREBALL will double the cost of all panels played. FIREBALL is available with both 50-cent and \$1.00 play amounts.

(b) Players can use the FIREBALL number to replace one of the two official PICK 2 winning numbers for that drawing to create two new FIREBALL winning combinations. Created FIREBALL winning combinations may be duplicative of the base play winning combinations as well as duplicative of each other. If the player's numbers on his or her ticket match any of the created FIREBALL winning combinations for that drawing, the player shall be entitled to one or more FIREBALL prizes based on the play type, numbers played and play amount purchased. For front number play and back number play, there will also be two new possible winning combinations created as the FIREBALL number will be a substitute for the front or back number and for the "X" number. Examples of FIREBALL wins:

Example A Play Type: Straight Play Amount: \$1.00 Player's Numbers: 2-5 Drawing Results: 1-5 FIREBALL Number: 2 FIREBALL Winning Combinations: 2-5; 1-2 Player wins: one (1) FIREBALL prize of \$30	Example B Play Type: Front Number Play Amount: \$1.00 Player's Number: 3-X Drawing Results: 1-2 FIREBALL Number: 3 FIREBALL Winning Combinations: 3-2; 1-3 Player wins: one (1) FIREBALL prizes of \$3
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(c) The FIREBALL prizes and odds of winning are set forth in the table below.

PICK 2 with FIREBALL Prize Structure				
Play Type	FIREBALL Prize 50-cent Play	FIREBALL Prize \$1.00 Play	FIREBALL Odds of Winning 1:	Maximum Number of FIREBALL Wins
Straight	\$15	\$30	50	2
Box	\$7.50	\$15	25	2
Straight/Box		\$22.50 & \$7.50	50 & 25	3
Front Number	\$1.50	\$3	5	2
Back Number	\$1.50	\$3	5	2

(d) Players can win a FIREBALL prize with or without a winning base game prize.

(e) For all plays, if a player wins the base game prize and the FIREBALL number is the same as one or both of the PICK 2 winning numbers, the player shall be entitled to one or more FIREBALL prizes (based on the play type, numbers played, winning numbers and play amount purchased) in addition to the PICK 2 base game prize for the play amount purchased. The table above sets forth the maximum number of FIREBALL wins by play type. Examples of winning in both the base game and with FIREBALL:

Example A Play Type: Straight Play Amount: \$1.00 Player's Numbers: 1-2 Drawing Results: 1-2 FIREBALL Number: 2 FIREBALL Winning Combinations: 1-2; 2-2 Player wins: base prize of \$50 + one (1) FIREBALL prize of \$30 = \$80.	Example B Play Type: Front Number Play Amount: \$1.00 Player's Numbers: 1-X Drawing Results: 1-3 FIREBALL Number: 1 FIREBALL Winning Combinations: 1-3; 1-1 Player wins: base prize of \$5 + two (2) FIREBALL prizes of \$3 each = \$11.
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(5) On occasion, increases in the prize amounts set forth in subsection (2) will be offered for promotional

purposes. In such event, the increased prize amounts will be available at floralottery.com, Lottery district offices and retailer locations.

(6) A liability limit of \$1 million is established for PICK 2. When the play of a two-digit number for a drawing reaches the Florida Lottery's PICK 2 liability limit of \$1 million, no further ticket sales for any type of play that would involve that two-digit number will be allowed for that drawing. In addition, no Front Number or Back Number play that involves the first or last digit of the two-digit number will be allowed for that drawing.

(7) PICK 2 Base Game Drawings.

(a) PICK 2 base game drawings are conducted twice daily by the Florida Lottery.

(b) The equipment for the PICK 2 base game drawing shall be configured so that one ball is drawn from each of two units of balls numbered zero (0) through nine (9).

(c) Two balls will be selected in the drawing, one each into two separate display devices. The numbers shown on the two balls, after certification by the Draw Manager and the Accountant, shall be the official winning PICK 2 numbers for the drawing.

(d) FIREBALL Drawings.

1. FIREBALL drawings are conducted twice daily by the Florida Lottery.

2. After all four PICK Daily Games™ (PICK 2™, PICK 3™, PICK 2™ and PICK5™) drawings have been conducted for the draw time (either mid-day or evening) and date, the FIREBALL drawing will be conducted to select the FIREBALL number. The FIREBALL number drawn shall apply to all four PICK Daily Games.

3. The equipment for the FIREBALL drawing shall be configured so that one ball is drawn from one unit of balls numbered zero (0) through nine (9).

4. In the drawing, one ball will be drawn from the single unit of balls into a single display device. The number shown on the ball after certification by the Draw Manager and the Accountant shall be the official winning FIREBALL number for that drawing.

(e) The Florida Lottery shall not be responsible for incorrect circulation, publication or broadcast of official winning numbers.

(8) PICK 2 Rules and Prohibitions.

(a) By purchasing a PICK 2 ticket the player agrees to comply with and abide by all rules and regulations of the Florida Lottery.

(b) PICK 2 prize payments shall be made in accordance with rules of the Florida Lottery governing payment of prizes. A copy of the current rule can be obtained from the Florida Lottery, Office of the General Counsel, 250 Marriott Drive, Tallahassee, Florida 32399-4011.

(c) Subject to a retailer's hours of operation and gaming system availability, PICK 2 lottery tickets are available for purchase daily between the hours of 6:00 a.m. and midnight, Eastern Time (ET).

(d) The scheduled time for the daily PICK 2 drawing is approximately 1:30 p.m. (ET) for the midday draw and approximately 9:45 p.m. (ET) for the evening draw. Ticket sales for a specific PICK 2 drawing will close approximately thirteen minutes prior to that drawing. Any ticket sold after the close of game will be printed with the next available PICK 2 draw date and draw time, unless the player specifies another PICK 2 draw date and draw time within the selection parameters.

(e) Retailer cancellations of PICK 2 tickets can only be performed by the retailer who sold the ticket, using the selling terminal's optical mark reader, and within two hours after printing, except that no PICK 2 ticket can be canceled after game close for the related drawing. The two-hour ticket cancellation period may be reduced due to the selling retailer's hours of business operation; the cut off time for daily sales (12:00 midnight (ET)); the hours of gaming system availability; or the time of the related PICK 2 close of game for the related drawing. Ticket cancellations cannot be processed through a vending machine. If a player desires to cancel a ticket purchased through a vending machine, the player must present the ticket to the retailer location where the ticket was purchased for processing within the timeframe described above.

(f) It is the player's responsibility to make sure his or her ticket(s) are printed exactly as requested before leaving the retailer, including verifying the number of ticket(s) printed, and to determine the accuracy of the selected panels of numbers, draw date(s) and times, play amount and play type on tickets. In the event that a ticket given to the player by the retailer contains selections that are not consistent with the player's selections, it shall be the responsibility of the player to immediately advise the retailer of that fact. In such event and upon request of a player, the retailer shall make a good faith effort to cancel the ticket.

(9) This emergency rule replaces Emergency Rule 53ER21-9.

(10) The effective date of this emergency rule is December 18, 2024.

Rulemaking Authority 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.109(1), 24.115(1) FS; Law Implemented 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.124 FS. History—New 12-18-2024, Replaces 53ER21-9.

The official rule for PICK 2 is effective as of December 18, 2024 and can be obtained from the Florida Administrative Code at www.flrules.org on or soon after December 18, 2024. In the event of a conflict between a provision of this rule version and the official rule, the official rule shall govern.