## 1. RULES AND REGULATIONS

BCLC FOOTBALL SQUARES is governed by the Rules and Regulations Respecting Lotteries and Gaming of British Columbia Lottery Corporation ("BCLC").

## 2. DEFINED TERMS

(a) "Game" means one specific football game that corresponds to a BCLC Football Squares game.
(b) "Game Board" means the $10 \times 10$ grid board on which the BCLC Football Squares game is played.
(c) "Game Date" means the day of the Game.
(d) "Retailer" means the BCLC authorized seller of lottery products at a hospitality site, or its employees.
(e) "Square" means each of 100 spots created by a $10 \times 10$ grid on the Game Board, as defined by the intersection of each row with each column.
(f) "Tab" means the removable piece of paper on each Square. Each Tab has a unique serial number corresponding with one Square.

## 3. ISSUANCE OF SQUARES

To participate, a player must pay the purchase price for the Square(s) to the Retailer and then select their Square(s) from the Game Board by peeling off the Tab(s). Players (or Retailer) write the player's full name on the Game Board in the area of the chosen Square(s), and on the $\operatorname{Tab}(\mathrm{s})$. The player retains the $\operatorname{Tab}(\mathrm{s})$ to verify the Square they have selected and to collect the prize if they win. Squares can be purchased up to the start of the Game, but all Squares must be sold prior to the start of the football game or all players will be refunded their money. If a player is not present to receive their refund, the Retailer will continue posting the Game Board for at least seven (7) days after the Game Date. It is the player's responsibility to collect their refund within seven (7) days after the Game Date.

The correlating score for each Square (the "Grid Score") is not known until the close of sales for Squares at which time the randomly generated numbers 0-9 along each axis are revealed by the Retailer by removing the column and row heading coverings.

There is no limit to the number of Squares a player may purchase in any one BCLC Football Squares game. The price of a Square is $\$ 2.00, \$ 5.00$, or $\$ 10.00$ per Square (the "Square Price") for that BCLC Football Square game, as determined by the Retailer.

## 4. RESULTS

(a) Result means the Game score at the end of each of the first three quarters, and the final score of the Game including extra or overtime play as determined by the governing body for the Game.
(b) Results are deemed official by BCLC immediately after completion or cancellation of the Game and are not subject to review for the purposes of BCLC Football Squares games.
(c) The Result will be communicated immediately, or as soon as practicable, by the Retailer by making an announcement or other means of communication as determined by the Retailer.

## 5. WINNING SQUARES

The Result determines the Squares that will be the winning selection for each of the first three (3) quarters of the Game, and the final score prize pools. The Square with the correct outcome (matching the last digit of each team's score at the end of each of the first three (3) quarters and at the end of the Game) is the winning selection for that quarter's or final score prize pool (the "Winning Square"). The players who purchased the Winning Squares win a portion of the total prize pool as defined below in section 6 and in accordance to the terms set out below. Each Square is eligible to win any/all of the four (4) portions of the total prize pool.

Immediately following the first, second and third quarter, and at the end of the Game, the Retailer will announce the Winning Square and the name of the prize winner. Unless the Game goes into overtime, the final score prize winner will be announced immediately following the end of the fourth quarter. If the Game is tied at the end of the fourth quarter, then the final score winner will not be announced by the Retailer until after the end of Game overtime and the final score prize winning Square is determined.

## 6. PRIZE POOL

The total prize pool is determined by the Square Price multiplied by the number of Squares sold for that BCLC Football Squares game (100) less the administration fee, as summarized below. The total prize pool will be evenly divided into 4 separate prizes corresponding to the first, second and third quarters' end scores, and the final score of the Game, and will be awarded with no carryover to future BCLC Football Squares games.

| Square Price | $\mathbf{\$ 2 . 0 0}$ | $\$ 5.00$ | $\$ 10.00$ |
| :---: | :---: | :---: | :---: |
| Total Sales | $\$ 200.00$ | $\$ 500.00$ | $\$ 1,000.00$ |
| Less Administration Fee | $<\$ 20>$ | $<\$ 20>$ | $<\$ 20>$ |
| Total Possible Prize Pool | $\$ 180.00$ | $\$ 480.00$ | $\$ 980.00$ |
| $\mathbf{1}^{\text {st }}, \mathbf{2}^{\text {nd }}$, and $3^{\text {rd }}$ Quarter, | 4 prizes of | 4 prizes of | 4 prizes of |
| and Final Score Prizes | $\$ 45$ Each | $\$ 120$ Each | $\$ 245$ Each |

BCLC FOOTBALL SQUARES GAME CONDITIONS and PRIZE STRUCTURE STATEMENT

## 7. PRIZE CLAIMS

The prizes must be accepted as awarded and must be claimed according to the terms set out in these game conditions.

To claim the prize, prize winners must present their Tab corresponding to the winning Square to the Retailer. In the event that a prize winner is not present to collect their prize, the prize winner may claim their prize in accordance to the steps posted at or near the Game Board at the time of the Game. All prize claimants must complete a winner's information sheet, as provided by the Retailer, before collecting their prize from the Retailer. Neither the Retailer nor BCLC is obligated to do anything further to contact a prize winner.
8. LIMITATION

BCLC or the Retailer may, at their sole and absolute discretion, cancel any BCLC Football Squares game at any time and for any reason. In such an event, the sole remedy of the player is a refund of the Square Price for each Square the player purchased.

## 9. ODDS OF WINNING

The expected odds of purchasing a Winning Square are approximately 1 in 100.

## 10. CANCELLATION OF SQUARE

Once purchased, Squares cannot be cancelled or transferred by the player.

