

AMENDED: March 21, 2024

EFFECTIVE: March 21, 2024

ADDENDUM
OFFICIAL GAME RULES
QUICK DRAW PROGRESSIVE GAME RULES
BULLSEYE

The following rules have been adopted by the New Jersey State Lottery Commission pursuant to the authorization contained in N.J.S.A. 5:9-7 as an addendum to the rules governing the Quick Draw Progressive Game to govern the operation of the “BULLSEYE” Add-On.

Unless otherwise defined or the context clearly indicates otherwise, all capitalized terms used in this Addendum shall have the same meaning as defined in the Official Quick Draw Progressive Game Rules. The BULLSEYE Add-On will be administered under the Quick Draw Progressive Game Rules except as herein provided. The additional rules are as follows:

1. DEFINITIONS

BULLSEYE – means an optional Add-On that gives Players the opportunity to win bigger Prizes and get more chances to win. After the Quick Draw Progressive Drawing of twenty (20) Winning Numbers, one (1) of the twenty (20) Winning Numbers will be randomly selected and designated as the BULLSEYE number.

Quick Draw BULLSEYE Prize Pool – means the portion of BULLSEYE gross sales set aside for the payment of the Prizes. The Quick Draw BULLSEYE Prize Pool for any Drawing is expected to be 57.56% of gross sales allocated as follows: approximately 55.06% to fund the Quick Draw BULLSEYE Prize Pool and exactly 2.50% to fund the Progressive Jackpot Prize Pool.

2. GAME PLAY

- a. A BULLSEYE Add-On purchase doubles the Player’s base Wager cost, or multiples thereof in the case of a Multi-Draw Wager, at the discretion of the Player.
- b. After the Quick Draw Progressive Drawing of twenty (20) Winning Numbers, one (1) of the twenty (20) Winning Numbers will be randomly selected and designated as the BULLSEYE number, and then one (1) of the remaining nineteen (19) Winning Numbers will be randomly selected and designated as the Double BULLSEYE number. The BULLSEYE number and the Double BULLSEYE number shall not be the same number.
- c. When a Player purchases the BULLSEYE Add-On, the Wager is eligible to win a BULLSEYE Prize only if a selected Quick Draw Progressive number matches the BULLSEYE number. A BULLSEYE Add-On wager is not eligible to win a BULLSEYE or Double BULLSEYE Prize if a selected Quick Draw Progressive number matches the Double BULLSEYE number. A Double BULLSEYE Prize can only be won if a Double BULLSEYE Add-On is purchased.

- d. There are two (2) ways to win a BULLSEYE Prize:
 - i. Match a selected Quick Draw Progressive number to the BULLSEYE number drawn, with no other selected Quick Draw Progressive numbers matching any of the Winning Numbers drawn.
 - ii. Match a selected Quick Draw Progressive number to the BULLSEYE number drawn, and match additional selected Quick Draw Progressive numbers to additional Winning Numbers drawn.

3. BULLSEYE ADD-ON PRIZE STRUCTURE

- a. The Prize level within the BULLSEYE prize structure is determined by:
 - i. Number - Spot Game played (for example, a 4-Spot Game)
 - ii. Total count of selected numbers matching the Drawing Winning Numbers. The count is inclusive of the matched BULLSEYE number.
 - 1) The selected numbers matching the Drawing Winning Numbers must include a match to the BULLSEYE number.
 - 2) Highest Prize Won. In a single Drawing, excluding Quick Draw Progressive Jackpot Prizes, a Claimant shall be entitled only to the highest Prize won for the Player’s Wager for that Winning Play.
- b. Total Prize winnings for a Wager are the sum of the Quick Draw Progressive Prize (see prize structure in the Official Game Rules Quick Draw Progressive) and any Add-On Prizes (see prize structures in Quick Draw Progressive Official Game Rules Addenda for BULLSEYE, Double BULLSEYE, and Multiplier)
- c. Approximate odds of Winning with BULLSEYE, and BULLSEYE Prizes, are shown below:

10-Spot:

Pick 10 Numbers			
Match	Odds	Prize	Payout
10	17,823,422	\$200,000	1.12%
9	363,070	\$15,000	4.13%
8	18,461	\$1,200	6.50%
7	1,773	\$105	5.92%
6	290	\$15	5.17%
5	78	\$4	5.14%
4	34	\$3	8.84%
3	25	\$2	8.02%
2	34	\$2	5.91%
1	111	\$5	4.49%
Overall Odds of Winning	8.00		55.24%

9-Spot:

Pick 9 Numbers			
Match	Odds	Prize	Payout
9	3,068,195	\$40,000	1.30%
8	76,705	\$2,000	2.61%
7	4,829	\$175	3.62%
6	583	\$38	6.52%
5	123	\$15	12.23%
4	44	\$4	9.13%
3	27	\$2	7.38%
2	32	\$2	6.33%
1	91	\$5	5.52%
Overall Odds of Winning	8.89		54.64%

8-Spot:

Pick 8 Numbers			
Match	Odds	Prize	Payout
8	575,287	\$15,000	2.61%
7	17,806	\$800	4.49%
6	1,408	\$140	9.94%
5	219	\$20	9.15%
4	61	\$6	9.78%
3	31	\$2	6.44%
2	30	\$2	6.56%
1	75	\$5	6.66%
Overall Odds of Winning	10.00		55.64%

7-Spot:

Pick 7 Numbers			
Match	Odds	Prize	Payout
7	117,084	\$5,500	4.70%
6	4,553	\$200	4.39%
5	463	\$45	9.72%
4	96	\$11	11.48%
3	38	\$4	10.50%
2	31	\$2	6.53%
1	63	\$5	7.88%
Overall Odds of Winning	11.43		55.20%

6-Spot:

Pick 6 Numbers			
Match	Odds	Prize	Payout
6	25,843	\$1,500	5.80%
5	1,292	\$85	6.58%
4	175	\$18	10.27%
3	51	\$7	13.63%
2	32	\$3	9.25%
1	55	\$5	9.09%
Overall Odds of Winning	13.33		54.62%

5-Spot:

Pick 5 Numbers			
Match	Odds	Prize	Payout
5	6,202	\$450	7.26%
4	413	\$30	7.26%
3	79	\$13	16.37%
2	37	\$5	13.52%
1	49	\$5	10.14%
Overall Odds of Winning	16.00		54.54%

4-Spot:

Pick 4 Numbers			
Match	Odds	Prize	Payout
4	1,632	\$245	15.01%
3	154	\$15	9.73%
2	47	\$9	19.14%
1	46	\$5	10.82%
Overall Odds of Winning	20.00		54.70%

3-Spot:

Pick 3 Numbers			
Match	Odds	Prize	Payout
3	480	\$77	16.03%
2	72	\$16	22.20%
1	46	\$8	17.23%
Overall Odds of Winning	26.67		55.46%

2-Spot:

Pick 2 Numbers			
Match	Odds	Prize	Payout
2	166	\$45	27.06%
1	53	\$15	28.48%
Overall Odds of Winning	40.00		55.54%

1-Spot:

Pick 1 Number			
Match	Odds	Prize	Payout
1	80	\$44	55.00%
Overall Odds of Winning	80.00		55.00%

Note: All Prizes based on \$1.00 Wager. The combined Prize liability shall be limited to \$3,000,000, per Drawing, excluding Quick Draw Progressive Jackpot Prizes, when playing any 10-Spot or 9-Spot with or without Add-On(s). If the combination of the amount of match 10 of 10 Winners or 9 of 9 Winners along with their Prize values (inclusive of Add-On(s)) exceeds \$3,000,000, the Prize division shall be Pari-Mutuel.