

53ER26-11 Retailer Incentive – February 23 – April 5, 2026.

(1) General Incentive Provisions.

(a) Incentive Period: February 23 – April 5, 2026, dates inclusive.

(b) Eligible Games: All Scratch-Off games. “All” Scratch-Off games include any Scratch-Off game available, or had been available, for sale during the respective timeframes, defined in subparagraph (1)(c)1., below, and PICK Daily Games™ (PICK 2™, PICK 3™, PICK 4™, and PICK 5™) with or without Fireball (hereafter, collectively “PICK”), CASH POP™, and FANTASY 5® with or without EZmatch™ (hereafter, collectively, “FANTASY 5”) Draw Games.

(c) There are two (2) comparison periods; One for Scratch-Off game sales and one for PICK, CASH POP, and FANTASY 5 Draw Game sales.

1. Scratch-Off Games: February 23 – April 5, 2026 (hereafter “2026”) to be compared with February 24 – April 6, 2025 (hereafter “2025”).

2. PICK, CASH POP, and FANTASY 5 Draw Games: March 1 - 31, 2026 (hereafter “2026”) to be compared with March 2 – April 1, 2025 (hereafter “2025”).

(d) Retailer Eligibility Requirements.

1. This Incentive is open to Florida Lottery Retailers that have been actively and continuously contracted with the Lottery, with no contractual breaches, from February 24, 2025 through and including April 5, 2026. Retailers selling draw games from their Flex terminals as of February 24, 2025 are eligible for an Incentive award for the Scratch-Off portion of this Incentive. Retailers selling draw games from their Flex terminals as of March 2, 2025 are eligible for an Incentive award in the PICK, CASH POP, and FANTASY 5 Draw Game portion of this Incentive.

2. Temporary suspensions (for other than contractual breaches) do not disqualify a Retailer location as long it has recorded sales for the 2025 and 2026 periods.

3. Ticket sales through vending machines will be counted/included. However, Retailers who sell tickets only through vending machines are excluded from participating in this Incentive.

4. If a Retailer has more than one (1) location, each location will be considered independently. Each location must meet the eligibility requirements set forth in this Emergency Rule. Retailers having a change in ownership between the 2025 periods and the 2026 periods are not eligible.

(2) Scratch-Off Game Provisions.

(a) Funds Availability. Funds available for the Scratch-Off portion of this Incentive are \$450,000. This sum will be allocated into two hundred and fifty (250) \$1,000 Incentive awards and four hundred (400) \$500 Incentive awards.

(b) Retailers’ “2026” Scratch-Off sales will be measured against their “2025” Scratch-Off sales.

(c) Scratch-Off Games Launching February 23, 2026. All four (4) Scratch-Off games launching on February 23, 2026 (Game 1624, Fast \$50’s; Game 1625, Lucky Clovers; Game 1626, Bonus Blowout, and Game 1627, 500X The Cash) ticket books must be activated between 6:00 a.m. and 11:59 p.m. (ET) on February 23, 2026. (Sales for Games 1624, 1625, 1626, and 1627 begin February 23, 2026.) A minimum of one (1) book must be activated for each of the four games. If a Retailer satisfies all other requirements set forth in this Emergency Rule and does not activate all four of the games’ ticket books as described herein, the Retailer is not eligible to receive a Scratch-Off Incentive award.

(d) Minimum Sales. A Retailer must have: A minimum of \$300 in total Scratch-Off sales for the 2025 period; a minimum of \$600 in total Scratch-Off sales for the 2026 period; and based on their assigned Tier, the minimum sales percentage increase for the 2026 period over the 2025 period, as set forth in the table in paragraph (2)(f), below. (A Retailer must have the minimum Scratch-Off sales for both the 2025 and 2026 periods to qualify for an Incentive award, irrespective of the percentage increase over the 2025 period.)

(e) Based on Scratch-Off 2025 period sales, Retailers will be placed into one of four Tiers (Tiers 1 – 4) (reference the table in paragraph (2)(f), below). The 2025 period Scratch-Off sales will be compared to the 2026 period Scratch-Off sales.

(f) Tiers, Total Scratch-Off Ticket Sales for the 2025 Period, and Minimum Sales Percentage Increase for the 2026 Period over the 2025 Period are:

SALES TIERS	TOTAL SCRATCH-OFF TICKET SALES (February 24 – April 6, 2025)	MINIMUM SALES % INCREASE REQUIREMENT FOR INCENTIVE PERIOD
TIER 1	\$150,000 or More	3%

TIER 2	\$75,000 - \$149,999	5%
TIER 3	\$36,000 - \$74,999	10%
TIER 4	\$300 - \$35,999 (Retailers with Sales Under \$300 are Not Eligible)	20%

(g) Quantities of \$1,000 and \$500 Incentive Awards by Tier:

TIER LEVEL*	\$1,000 INCENTIVE AWARD	\$500 INCENTIVE AWARD
TIER 1	85	36
TIER 2	75	84
TIER 3	65	132
TIER 4	25	148
TOTAL NUMBER OF AWARDS	250	400
TOTAL VALUE	\$250,000	\$200,000

* By Tier, the top number of performing Retailers will be awarded a \$1,000 Incentive award; the next grouping of top performing Retailers will be awarded a \$500 Incentive award. For example, for Tier 1 Retailers, the eighty-five (85) best performing Retailers will receive \$1,000; the next thirty-six (36) best performing Retailers will receive \$500.

(h) Scratch-Off sales will be measured based on book settlement. The Lottery reserves the right to review book settlement and return practices to ensure validity of final results.

(3) PICK, CASH POP, and FANTASY 5 Draw Game Provisions.

(a) Funds Availability. Funds available for the PICK, CASH POP, and FANTASY 5 Draw Game portion of this Incentive are \$300,000. There will be six hundred (600) \$500 Incentive awards.

(b) Retailers' "2026" PICK, CASH POP, and FANTASY 5 Draw Game sales will be measured against their "2025" PICK, CASH POP, and FANTASY 5 Draw Game sales.

(c) Minimum Sales. A Retailer must have a minimum of \$4,000, total, in PICK, CASH POP, and FANTASY 5 Draw Game sales for the 2025 period. Those retailers having the minimum sales total will be ranked into the Tiers identified in paragraph (3)(e), below.

(d) Based on their 2025 period PICK, CASH POP, and FANTASY 5 Draw Game sales, Retailers will be placed into one of four Tiers (Tiers 1 – 4) (reference the table in paragraph (3)(e), below). The 2025 period PICK, CASH POP, and FANTASY 5 Draw Game sales will be compared to the 2026 period sales. Retailers with the greatest percentage increase in 2026 period sales over their 2025 period sales may be eligible for an Incentive award.

(e) PICK, CASH POP, and FANTASY 5 Draw Game Sales for the 2025 period and Number of Incentive Awards by Tier:

SALES TIERS	PICK, CASH POP, and FANTASY 5 DRAW GAME SALES (March 2 – April 1, 2025)	NUMBER OF INCENTIVE AWARDS BY TIER
TIER 1	\$30,000.00 or More	145
TIER 2	\$15,000.00 - \$29,999.50	185
TIER 3	\$8,000.00 - \$14,999.50	160
TIER 4	\$4,000.00 - \$7,999.50 (Retailers with Sales Under \$4,000 are Not Eligible)	110
TOTAL		600

(f) A Retailer's percentage change for PICK, CASH POP, and FANTASY 5 Draw Games sales must exceed the state-wide PICK, CASH POP, and FANTASY 5 Draw Games sales percentage change (2025 period versus the 2026 period).

(4) All percentage sales changes will be calculated to two (2) decimal points. In the event of a tie for either Scratch-Off sales or PICK, CASH POP, and FANTASY 5 Draw Game sales, an Incentive award will be based on

the highest percentage increase of PICK, CASH POP, and FANTASY 5 Draw Game sales during the Incentive Period (February 23 – April 5, 2026) compared to the 2025 Incentive Period (February 24 – April 6, 2025). If a second tie-breaker is required, an Incentive award will be based on the highest percentage increase of total Lottery sales (all draw games, including those that are not part of this Incentive, plus all Scratch-Offs) during the Incentive Period (February 23 – April 5, 2026) compared to the 2025 Incentive Period (February 24 – April 6, 2025).

(5) Payment Provisions.

(a) Incentive Awards Deemed Compensation. All Incentive awards are deemed compensation and will be reported to the IRS (Internal Revenue Service).

(b) Incentive Award Payments. Retailers will be paid Incentive awards via check. For any check that has been uncashed within 90 days of issuance, and if the Retailer is in arrearage to the Florida Lottery, the funds issued for the Incentive award shall be applied to the balance owed.

(c) A Retailer must be active and in good contractual standing at the time an Incentive award is distributed to receive its Incentive award; this is irrespective of whether the Retailer would otherwise qualify.

(d) Incentive awards that are not awarded, or are unable to be awarded, for any reason will not otherwise be awarded.

(e) If there is a conflict with a provision set forth in this Emergency Rule and any flyers, brochures, promotional materials, including, but not limited to, point of sale, television, radio and print advertising, and other promotional media/materials, the terms of this Emergency Rule shall prevail.

Rulemaking Authority 24.105(9), 24.109(1), 24.112 FS. Law Implemented 24.105(9), 24.112 FS. History—New 2-23-2026.

The official rule for the Retailer Incentive – February 23 – April 5, 2026 can be obtained from the Florida Administrative Code at www.flrules.org on or soon after February 23, 2026. In the event of a conflict between a provision of this rule version and the official rule, the official rule shall govern.