

53ER26-41 Retailer Incentive: August 10 – September 21, 2026.

(1) General Incentive Provisions.

(a) Incentive Period: August 10 – September 21, 2026, dates inclusive.

(b) Participating 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., and PICK Daily Games™ (PICK 2™, PICK 3™, PICK 4™, and PICK 5™) with/without FIREBALL, collectively PICK, and CASH POP™ Draw Games.

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

1. Scratch-Off Games: August 10 – September 20, 2026 (hereafter 2026) to be compared with August 11 – September 21, 2025 (hereafter 2025).

2. PICK and CASH POP Draw Games: August 10 – September 20, 2026 (hereafter 2026) to be compared with August 11 – September 21, 2025 (hereafter 2025).

(d) Incentive Awards Available. One thousand dollars (\$1,000) and five hundred dollars (\$500) related to the Scratch-Off portion of the Incentive. Five hundred dollars (\$500) related to the PICK and CASH POP portion of the Incentive.

(e) 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 August 11, 2025 through and including September 21, 2026. Retailers selling draw games from their sales counter/Flex terminal beginning August 11, 2025 are eligible for an Incentive award for both the Scratch-Off and PICK and CASH POP portions of this Incentive. Retailers must be active and selling for the full duration of the Incentive Period and comparable prior year period to receive an Incentive award.

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 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.

5. Retailers having a change in ownership between the 2025 periods and the 2026 periods are not eligible.

(2) Scratch-Off Game Requirements.

(a) Scratch-Off Game Book Activations.

1. Scratch-Off Games Launching August 10, 2026. All three (3) Scratch-Off games launching on August 10, 2026 (Game 1641, Power 20X; Game 1642, \$500,000 Cash Blitz; and Game 5063, Ca\$h in Hand) ticket books must be activated between 6:00 a.m. and 11:59 p.m. (ET) on August 10, 2026.

2. Scratch-Off Games Launching September 21, 2026. All five (5) Scratch-Off games launching on September 21, 2026 (Game 1643, Wild 9s; Game 1644, Money Roll; Game 1645, Black Pearls; Game 1646, \$2,000,000 Spectacular; and Game 1647, \$15,000,000 Platinum Payout) ticket books must be activated between 6:00 a.m. and 11:59 p.m. (ET) on September 21, 2026.

3. A minimum of one (1) book must be activated for each Scratch-Off game listed above. If a Retailer satisfies all other requirements set forth in this Emergency Rule and does not activate all of the games’ ticket books as described herein, the Retailer is not eligible to receive a Scratch-Off Incentive award.

(b) 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)(d). (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.)

(c) Based on Scratch-Off 2025 period sales, Retailers will be placed into one of four Tiers (Tiers 1 – 4). The 2025 period Scratch-Off sales will be compared to the 2026 period Scratch-Off sales.

(d) 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 (August 11 – September 21, 2025)	MINIMUM SALES % INCREASE REQUIREMENT FOR 2026 PERIOD OVER 2025 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%

(e) Quantities of \$1,000 and \$500 Incentive Awards by Tier for Scratch-Off Awards:

TIER*	\$1,000 INCENTIVE AWARD*	\$500 INCENTIVE AWARD*
TIER 1	50	20
TIER 2	45	35
TIER 3	40	65
TIER 4	15	80
TOTAL NUMBER OF AWARDS	150	200
TOTAL VALUE	\$150,000	\$100,000

* Example - Tier 1 Retailers meeting all requirements: The 50 best performing Retailers will receive \$1,000. The next 20 best performing Retailers will receive \$500.

(f) 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 the final results.

(3) PICK and CASH POP Draw Game Requirements.

(a) Minimum Sales. A Retailer must have a minimum of \$4,000 in combined PICK and CASH POP Draw Game sales for both the 2025 and 2026 periods.

(b) Based on their 2025 combined PICK and CASH POP Draw Game sales, Retailers will be placed into one of four Tiers (Tiers 1 – 4) (reference the table in paragraph (3)(c)). The 2025 period combined PICK and CASH POP 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. (A Retailer must have the minimum combined PICK and CASH POP Draw Game sales for both the 2025 and 2026 periods to qualify for an Incentive award, irrespective of a percentage increase over the 2025 period.)

(c) PICK and CASH POP Draw Game Sales for the 2025 period and Number of \$500 Incentive Awards by Tier:

SALES TIERS	PICK and CASH POP SALES (August 11 – September 21, 2025)	NUMBER OF \$500 INCENTIVE AWARDS BY TIER
TIER 1	\$30,000.00 or More	105
TIER 2	\$15,000 - \$29,999.50	130
TIER 3	\$8,000.00 - \$14,999.50	100
TIER 4	\$4,000.00 - \$7,999.50 (Retailers with sales under \$4,000.00 are not eligible.)	65
TOTAL NUMBER OF AWARDS		400
TOTAL VALUE		\$200,000

(d) A Retailer's percentage change for combined PICK and CASH POP Draw Games sales must exceed the state-wide combined PICK and CASH POP 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 combined PICK and CASH POP Draw Game sales, an Incentive award will be based on a Retailer's highest percentage increase of combined PICK, CASH POP, and FANTASY 5[®] with/without EZmatch[™] Draw Game sales during the 2026 Incentive Period compared to the 2025 Incentive Period. If a second tie-breaker is required, an Incentive award will be based on a Retailer's 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 2026 Incentive Period compared to the 2025 Incentive Period.

(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 8-10-2026.

The official rule for the Retailer Incentive: August 10 – September 21, 2026 can be obtained from the Florida Administrative Code at www.flrules.org on or soon after August 10, 2026. In the event of a conflict between a provision of this rule version and the official rule, the official rule shall govern.