



How to Play

On a play slip at your Montana Sports Action retail location, select six eligible players from the official roster of professional football players and teams to create your ideal team. Choose from these six positions: Quarterback, Running Back, Wide Receiver, Tight End, Kicker and Defensive Unit. The first five positions (QB, RB, WR, TE, and K) are four digit numbers, the first two numbers representing the player's city code and the second two numbers representing the team's city code. The sixth selection (DEF) is a two digit number, which represents the city code.

Next choose a play amount— \$5, \$10, \$20, \$50, or \$100— which determines the shares you are eligible to win should your team have one of the three highest point totals at the end of the week. After completion of each week's professional football games, points will be assigned to players and defensive units based on their performance to determine your team's performance for the week. Both positive and negative points apply. If your team has one of the three top point totals for the week, you win!

In addition to using a play slip to choose your team, you may also use Quick Pick to have the terminal choose your team.

The Fine Print:

- The Player Roster will not be updated after it is finalized at the beginning of the season. This means that some quick pick tickets may have a player that is not eligible to play (injured, traded, etc.) for the week. No points will be awarded to that player.
- Once a ticket is printed, it cannot be canceled so be sure your play slip has the correct information for the team you choose.

How to Win!

Points Calculations

To ensure the correct point totals each week are applied to each player, the Lottery will be securing statistical services from Stats, Inc., which is one of the leading statistic firms in the United States. Depending on how well a player performs during that week's game will determine how many points each player is assigned. Players may receive negative points based on their performance. The point structure below illustrates a non-fractional point system. The point structure will be modified to include fractions of a point to minimize ties.

STATISTIC	Points	Positions Eligible	STATISTIC	Points	Positions Eligible
Passing Touchdown	4	QB, RB, WR, TE, K	Each PAT Made	1	K
Every 25 passing yards	1	QB, RB, WR, TE, K	FG Missed (any distance)	-1	K
2 pt. Passing Conversion	2	QB, RB, WR, TE, K	0 points allowed	10	DEF
Interception Thrown	-2	QB, RB, WR, TE, K	1-6 points allowed	7	DEF
Rushing Touchdown	6	QB, RB, WR, TE, K	7-13 points allowed	4	DEF
Every 10 rushing yards	1	QB, RB, WR, TE, K	14-20 points allowed	1	DEF
2 pt. Rushing Conversion	2	QB, RB, WR, TE, K	21-27 points allowed	0	DEF
Receiving Touchdown	6	QB, RB, WR, TE, K	28-34 points allowed	-1	DEF
Every 10 receiving yards	1	QB, RB, WR, TE, K	35+ points allowed	-4	DEF
2 pt. Receiving Conversion	2	QB, RB, WR, TE, K	Punt Return TD	6	DEF
Fumble Lost	-2	QB, RB, WR, TE, K	Interception Return TD	6	DEF
Offensive Fumble Return for TD	6	QB, RB, WR, TE, K	Fumble Return TD	6	DEF
FG Made (50+ yards)	5	K	Blocked Punt for TD	6	DEF
FG Made (40-49 yards)	4	K	Each Interception	2	DEF
FG Made (0-39 yards)	3	K	Each Fumble Recovered	2	DEF
			Blocked Punt, PAT or FG	2	DEF
			Each safety	2	DEF
			Each sack	1	DEF



How to Win!

Prize Pool Distribution

How much you win is determined by your team's points and your share (\$5 per share). For example, let's say your ticket is worth \$20 (four shares). So if your ticket has the highest point total for the week, and no other tickets have the same point total, you win the entire top prize pool. If, again, your ticket is worth \$20 (4 shares) and one other ticket has the same point total, but that player only bought one share (a \$5 ticket), you would win four-fifths of the pool and the other player would win one-fifth.

Let's say that sales were \$100,000 this week. By law, 74% of the sales are to be paid in prizes.

- Total sales = \$100,000
- Prize Pool (74%) = \$74,000
- Top Prize (50% of \$74,000) = \$37,000

Your ticket (four shares) is worth \$29,600 (four-fifths of \$37,000) and the other player's ticket (one share) is worth \$7,400 (one-fifth of \$37,000).

To continue this example of sales of \$100,000, tickets with the second highest point total win 30% of \$74,000, or \$22,200. Tickets with the third highest point total win 20% of \$74,000, or \$14,800.

Sale of Sports Action Tickets

Play slip and Quick Pick sales will be allowed each week of the season beginning Tuesday morning for that week's games. No advanced purchasing will be allowed.

Play slip wagers will be allowed until 30 minutes prior to the first scheduled game of the week (either Thursday, Saturday or Sunday depending on the week's schedule). From 30 minutes before the first scheduled game until 30 minutes before the start of the LAST scheduled game of the week, ONLY Quick Pick wagering will be allowed. The last scheduled game of the week is Monday night, except for week 17, when the last game is scheduled for Sunday. Quick Pick wagers will be randomly selected players from the eligible player roster finalized prior to the start of the season.

Collecting your prize

Only Montana Sports Action retailers will be able to sell and pay Sports Action tickets. Traditional Lottery retailers cannot sell or pay Montana Sports Action tickets. Payment of prizes on Montana Sports Action tickets for the prior week will be allowed after verification of winners (8:30 am on Tuesday).

Tickets up to \$599 can be paid at any Montana Sports Action retailer. Tickets winning \$600 or more must be paid by the Montana Lottery. Tickets may be presented at Lottery Headquarters, 2525 North Montana Avenue, Helena. In addition, you may mail your winning ticket to Montana Lottery, P. O. Box 6073, Helena, MT 59604-7063. Please sign your ticket and complete a Montana Lottery claim form (available on montanasportsaction.com). The Lottery recommends using certified mail to send your ticket to the Lottery.

