

New Mexico Lottery Authority Second-Chance Drawing Rules

SKEE-BALL® Second-Chance Promotion

THE NMLA AT ITS SOLE DISCRETION MAY END OR CANCEL THIS PROMOTION AT ANY TIME. PROMOTION AND RULES ARE SUBJECT TO CHANGE AT THE NMLA'S DISCRETION AT ANY TIME.

1. Promotion Description

- a. The New Mexico Lottery Authority (NMLA) will conduct the SKEE-BALL® Second-Chance Promotion (Promotion) according to these rules and the Second-Chance and Promotional Drawing Rules.
- b. Two (2) drawings will be conducted to award two (2) three-thousand-dollar (\$3,000) prizes.

2. Entry Periods, Deadlines, and Drawing Dates

- a. Entry eligibility will be determined by the time-date of successful submission into the entry website for the Promotion.
- b. The Entry Deadline Date and the Drawing Date for Drawing #2 will be posted on the entry website once determined. The drawing will be held on the date posted, or as soon as practicable.
- c. Drawings will be held after 10:00 AM MT or as soon as practicable.

ENTRY AND DRAW SCHEDULE

DRAW	SELECTED ENTRIES	ENTRY START DATE 12:00:00 AM MT	ENTRY DEADLINE DATE 11:59:59 PM MT	DRAWING DATE	PRIZE
Drawing #1	One (1)	Tuesday, April 15, 2025	Monday, June 30, 2025	Wednesday, July 2, 2025	\$3,000
Drawing #2	One (1)	Tuesday, July 1, 2025	TBD (based on the Last Day to Claim a Prize)	TBD (based on the Last Day to Claim a Prize)	\$3,000

3. Location of Drawings

Alchemy3
11720 Amber Park Drive
Suite 160
Alpharetta, GA 30009

or the offices of Rosenthal & Kaplin, PC
200 Ashford Center N #310
Atlanta, GA 30338

4. Eligibility Requirements

- a. Players must certify that they are at least eighteen (18) years of age.
- b. Players must create an account (register) for the Collect 'N Win (CNW) program accessed via nmlottery.com.
- c. To enter, players scan or manually enter the information required from a non-winning ticket from Game #633 SKEE-BALL®.

- i. For manual entry, enter the twelve (12) digit number located on the back of the ticket above the barcode (three (3) digits, six (6) digits, and three (3) digits separated by dashes) and the ten (10) digit number located on the front of the ticket underneath the scratch-off coating above the instructions, or
- ii. For mobile device entry, scan the square-shaped barcode located on the front of the ticket under the "SCRATCH FOR ENTRY CODE" scratch-off coating, labeled "ENTRY CODE."
- d. Each eligible ticket successfully entered in the CNW system will receive one (1) entry into next drawing and give the player one (1) opportunity to play a just-for-fun SKEE-BALL® game. Player scores from the SKEE-BALL® game will not be used for any drawing or prize award purposes.
- e. Each eligible ticket may only be entered once.
- f. Players are not required to retain tickets once successfully submitted into the CNW program.
- g. Players may enter up to fifty (50) tickets per day.
- h. Entries mailed or hand-delivered to the NMLA will be disqualified and will not be returned.

5. Prize Details

- a. One (1) entry will be selected to win three thousand dollars (\$3,000) in each drawing.

6. Drawing Procedures

- a. Alchemy3 will conduct the drawings, as indicated on the Entry and Draw Schedule, using a random number generator.
- b. One (1) entry will be selected in each drawing. Three (3) alternates will be selected in each drawing.
- c. In the event additional alternates are needed in any drawing, another set of alternates may be drawn.
- d. The odds of being selected in a drawing depend on the number of entries received.

7. Selected Entry Notification

- a. The Procedures for Notification of Selected Entries of Second-Chance or Promotional Drawings will be followed.
- b. A selected entrant will be notified using the email address on file in the CNW system. In addition to the email, the NMLA may attempt to notify a selected entrant by phone.
- c. A selected entrant must acknowledge receipt of the email or phone call and/or submit the completed NMLA Claim Form within the timeframe specified by the NMLA. Failure to acknowledge and submit the completed NMLA Claim Form in the above designated timeframe may result in disqualification, in which case the first alternate will be contacted, and the same process will be followed.
- d. The NMLA assumes no responsibility for incorrect addresses, mis-delivery, late delivery, or failure of delivery for any reason for any item(s) sent pursuant to this section by either the NMLA or the selected entrant, regardless of fault. All risk of loss remains with and is assumed by the selected entrant.

8. Miscellaneous

- a. Exceptions or modifications to these rules must be approved in writing by the NMLA CEO and the NMLA EVP for Security.
- b. Upon submitting an entry, the player(s) agree that the NMLA may use their name, voice, photograph, video, any social media postings, and/or likeness in any form for the purpose of advertising and/or publicizing the NMLA.

- c. An individual player may only have one (1) CNW account. A player is not permitted to create additional accounts in the event that email or other relevant information changes. The player may log in with existing account credentials and make any desired changes at any time. It is the player's responsibility to keep information current and correct. If it is determined that a player has more than one (1) account, a player selected as a drawing winner may be disqualified and the NMLA may delete the player's account(s) at the NMLA's sole discretion.
- d. The winners will receive an IRS Form W-2G.
- e. The NMLA is not responsible for mis-delivery, late delivery, or the failure of receipt of any required information, regardless of the cause of the failure of transmission.
- f. If more than one name appears on an entry or account, only one name will be used, and it will be chosen at the NMLA's sole discretion.
- g. Additional drawings may be added, without amending these rules.
- h. Failure to provide accurate information could cause a player selected as a drawing winner to be disqualified.
- i. The NMLA reserves the right to assign a designee(s) to perform the responsibilities of parties specifically assigned duties within these rules.
- j. Use or distribution of "auto" software programs or other similar software programs or applications to enter tickets or ticket codes into any drawing is prohibited. If discovered to be using such a program or application, a player's entries may be disqualified.
- k. Void where prohibited by law.