

**Minnesota State Lottery**  
**Official Game Rules**  
**For the Daily Number Lotto Game**  
**“Pick 3™”**

**Effective May 12, 2022; Revised March 18, 2025; July 6, 2026; July 16, 2026**

**1.1. Name of the Game**

The name of the daily number lotto game in Minnesota is “Pick 3™.”

**1.2. Definitions**

- A. “Director” means the Director of the Minnesota State Lottery.
- B. “Drawing” means the formal process of selecting Winning Numbers for the draw, which determine the number of prizewinners for each prize level of the game.
- C. “Game Ticket” or “Ticket” means an acceptable evidence of play, which is a Ticket produced by the Lottery for the Pick 3™ game.
- D. “Lottery” means the Minnesota Lottery.
- E. “Mobile App” means the Minnesota Lottery Mobile App.
- F. “Panel” means the area of a paper or Digital Play Slip that must be marked or chosen by the player to select the types of Play, the numbers to play, and the amount to be played.
- G. “Play” means the three-, two-, or one- (3-, 2-, 1-) digit number, with each digit ranging from zero (0) through nine (9), that appears on a Ticket and is played by a player in the game.
- H. “Play Slip” means a physical or Digital card (“Digital Play Slip”) used in marking a player’s game plays that contains one or more Panels.
- I. “Quick Pick” means the randomly, computer- or mobile app-generated three- (3-) digit number with each digit from zero (0) through nine (9) that appears on a Ticket and is played by a player in the game.
- J. “Retailer” means a person or entity authorized by the Lottery to sell lotto and Lottery Game Tickets.
- K. “Terminal” means a device authorized by the Lottery to function in an interactive mode with the Lottery computer system for the purpose of issuing Lottery Tickets and entering, receiving, and processing Lottery transactions, including purchases, Ticket validations, and report transmittals.
- L. “Winning Numbers” means the three (3) numbers between zero (0) and nine (9) randomly selected at each daily Drawing that are verified as official and used to determine winning Plays that have been played on game Tickets that are logged on the Lottery computer system.

## **2.1 Game Description**

The purpose of the Pick 3™ game is to determine prizewinners from Ticket holders with a Play matching a one-, two-, or three- (1-, 2-, 3-) digit computer- or mobile app-generated or player-designated number combination with a three- (3-) digit number randomly drawn at a daily Drawing. A player may elect to have their numbers computer-selected by indicating this option to a Retailer. Correctly matching one (1), two (2), or three (3) digits of the three- (3-) digit number, or a player-designated combination thereof, entitles the Ticket holder to a prize.

## **2.2 Price of Each Ticket**

- A. Pick 3™ Tickets may be purchased for \$0.50 per Ticket or in increments of \$0.50, up to \$5 per Ticket, for a single Play.
- B. A Retailer may discount the sales price of a Ticket in this game if the reduction in price is part of a store-wide discount promotion on all purchases (Lottery and non-Lottery) made by players. A price discount does not relieve a Retailer from the obligation to pay the Lottery the full price of each Ticket as stated in this section.

## **2.3 Claims**

A Ticket is the only proof of a game Play or Plays and the submission of a winning Ticket to the Lottery or an authorized Retailer is the sole method of claiming a prize or prizes. A physical or Digital Play slip has no monetary or prize value and does not constitute evidence of Ticket purchase or of numbers selected. A Terminal-produced paper receipt has no monetary or prize value and does not constitute evidence of a Ticket purchase or of numbers selected.

## **2.4 Player Responsibility**

It is the sole responsibility of the player to verify the accuracy of the game Play or Plays and other data printed on their Ticket(s). The placing or input of Plays is done at the player's own risk. The player assumes the risk in entering the Play or Plays on the Mobile App.

## **2.5 Ticket Characteristics**

- A. The Director may authorize the use of any of the bet types listed in this paragraph that allow a player to select their own three-digit number, two-digit number, or single-digit number, or to request computer-selected and generated numbers. The following bet types are allowed:
  - 1. Straight bet. A three-digit number that must exactly match in the exact order the three-digit number drawn in order to win.
  - 2. Box bet. A three-digit number that must match, in any order, the three digits of the number drawn in order to win. A "three-way box" bet is a three-digit number that has two digits that are the same number (so named because there are three different possible Winning Number combinations). A "six-way box" bet is a three-digit number with each digit

a different number (so named because there are six different possible Winning Number combinations).

3. Straight/Box bet. A combination of a straight bet and a box bet.
4. Front Pair bet. A two-digit number that must match, in exact order, the first two digits of the three-digit number drawn in order to win.
5. Back Pair bet. A two-digit number that must match, in exact order, the last two digits of the three-digit number drawn in order to win.
6. First Digit bet. A one-digit number that must match the first number of the three-digit number drawn in order to win.

A player may select the day of their bet(s) for a single day or multiple days, up to thirteen (13) days in advance of the sale date, for a maximum total of fourteen (14) draws.

- B. A Ticket is issued by a Retailer after first entering the information required in this section via a Terminal.
- C. A Ticket may be canceled by a player as follows:
  1. Except as provided in clause 4 below, if a Ticket is purchased before or up until the day of the Drawing, the Ticket may be canceled by a player on the day of the Drawing until 6:10 p.m.
  2. Except as provided in clause 4 below, a Ticket purchased on a day of a Drawing but after the Drawing (in other words, a Ticket purchased for the next drawing) may be canceled by a player at any time before midnight on the same day the Ticket was purchased.
  3. A Ticket may be canceled under the following circumstances:
    - a. the player holds the Ticket;
    - b. the player returns the Ticket to the selling Retailer; and
    - c. no Drawing applicable to the Ticket has been held.
  4. A Ticket purchased from a player-activated Terminal or may not be canceled.
  5. A promotional Ticket marked "free" or otherwise marked not cancellable may not be canceled.
- D. The Lottery reserves the right to limit or stop play on particular combinations of numbers to protect the integrity of the prize structure of the Pick 3™ game at any time during the course of the Pick 3™ game.
- E. No Plays may be made or Tickets issued for a Drawing within fifteen (15) minutes of that Drawing.
- F. The Lottery reserves the right, at the discretion of the Director, to allow or discontinue any of the bet types listed in paragraph A, above.

## **2.6 Time, Place, and Manner of Conducting Drawings**

- A. A Pick 3™ game Drawing is held each day, including holidays, at 6:17 p.m. or as determined and publicly announced by the Lottery on [mnlottery.com](http://mnlottery.com).
- B. Each Drawing is conducted at Lottery headquarters or in a place designated by the Lottery.
- C. The objective of the Pick 3™ game Drawing is to select, at random, one (1), three- (3-) digit number. This one (1), three- (3-) digit number is used to determine Pick 3™ game prizewinners.
- D. The Director may designate, and announce through available media and on [mnlottery.com](http://mnlottery.com), special Drawings to be held in addition to those previously scheduled. In such event, a Ticket purchased for that day's Drawing is valid for the special Drawing held on the same date. Monies for the prizes to be paid to prizewinners of special Drawings are paid from funds authorized for the payment of prizes. The Director may provide for bonus payouts as part of regular or special Drawings as provided by these rules.

## **3.1 Determination of Prizewinners**

- A. The owner of a Ticket with a straight bet three- (3-) digit number appearing on the Ticket matching exactly the three- (3-) digit number drawn for the date on the Ticket is entitled to a prize of \$500 for each \$1.00 bet.
- B. The owner of a Ticket with a three- (3-) way box bet with a three- (3-) digit number appearing on the Ticket matching in any order with the three- (3-) digit number drawn for the date on the Ticket is entitled to a prize of \$160 for each \$1.00 bet.
- C. The owner of a Ticket with a six- (6-) way box bet with a three- (3-) digit number appearing on the Ticket matching in any order with the three-digit number drawn for the date on the Ticket is entitled to a prize of \$80 for each \$1.00 bet.
- D. The owner of a Ticket with a front pair bet of a two- (2-) digit number appearing on the Ticket matching exactly with the first and second digits of the three- (3-) digit number drawn for the date on the Ticket is entitled to a prize of \$50 for each \$1.00 bet.
- E. The owner of a Ticket with a back pair bet of a two- (2-) digit number appearing on the Ticket matching exactly with the second and third digits of the three- (3-) digit number drawn for the date on the Ticket is entitled to a prize of \$50 for each \$1.00 bet.
- F. The owner of a Ticket with a first digit bet of a one- (1-) digit number appearing on the Ticket matching exactly the first digit of the three- (3-) digit number drawn for the date on the Ticket is entitled to a prize of \$5 for each \$1.00 bet.
- G. At the discretion of the Director, a prize amount stated in subsections (A), (B), (C), (D), (E), and (F) may be altered temporarily for marketing or promotional purposes. Announcements of an alteration of the prize amounts by the Director

will be made through media used to advertise or promote the Pick 3™ game or through normal communications media.

- H. Retailer incentive and marketing promotion programs may be implemented as part of the Pick 3™ game to be funded by the Prize Fund for the game at the discretion of the Director.

### 3.2 Probability of Winning

The following table shows the probability of winning and the probable distribution of prizewinners in and among each prize category, based on the total number of possible combinations of two (2) sets of numbers played in a field of one thousand (1,000) combinations.

| Prize Category         | Probability of Winning            | Prize Amount* |
|------------------------|-----------------------------------|---------------|
| Straight Bet           | 1:1,000                           | \$500         |
| 3-Way Box Bet          | 1:333.33                          | \$160         |
| 6-Way Box Bet          | 1:166.66                          | \$80          |
| Straight/6-Way Box Bet | 1:166.66<br>(for Box portion)     | \$290**       |
| Straight/6-Way Box Bet | 1:1,000<br>(for Straight portion) |               |
| Straight/3-Way Box Bet | 1:333.33<br>(for Box portion)     | \$330**       |
| Straight/3-Way Box Bet | 1:1,000<br>(for Straight portion) |               |
| Front Pair Bet         | 1:100                             | \$50          |
| Back Pair Bet          | 1:100                             | \$50          |
| First Digit Bet        | 1:10                              | \$5           |

\*Prize based on \$1.00 bet. \*\*Assumes Play Ticket wins both Straight and Box.

### 3.3 Prize Claim Period

Prize claims must be submitted within one (1) year of the drawing date. For prizes claimed by mail, date of claim is date of receipt by the Lottery. For prizes of \$600 or more, the claim period ends at the close of business on the last day of the claim period that Lottery offices are open. Lottery offices are closed for the holidays and events listed on mnlottery.com, and one or more Lottery offices may close unexpectedly due to weather or other unforeseen circumstances.

### 3.4 Procedure for Claiming a Prize

- A. The Lottery is not responsible for lost or stolen Tickets. The Lottery recommends that players use registered mail to send Tickets and [Ticket Claim forms](#) to the Lottery and that players keep a legible copy of the front and back of any Ticket sent.
- B. To claim a prize of less than six hundred dollars (\$600) a player must sign the back of the Ticket in the signature area and present the winning Ticket to any

Lottery Retailer to Lottery headquarters at 2635 Long Lake Rd, Roseville, MN, 55113, or mail the Ticket to the Lottery at P.O. Box 131000, Roseville, MN 55113. The Lottery Retailer or Lottery staff will verify the claim and, if valid, make payment of the amount due the player and physically void the Ticket. If a Lottery Retailer cannot verify a claim or does not have the funds on hand to pay a claim, the Lottery Retailer will provide the player with a [Ticket Claim form](#) and instruct the player on how to file a claim with the Lottery. If the claim is validated by the Lottery, a check will be forwarded to the player in the amount due. If a claim is not validated by the Lottery, the claim will be denied, and the player will be notified promptly.

- C. To claim a prize of six hundred dollars (\$600) or more, the player must sign the winning Ticket, fill out a [Ticket Claim form](#) in its entirety, and present both the Ticket and the Claim form at any Lottery office or mail both to the Minnesota State Lottery, P.O. Box 131000, Roseville, MN 55113. If the claim is validated by the Lottery, the check in the appropriate amount will be forwarded to the player less any applicable federal and state withholding tax and debt set-off under Minn. Stat. § 270A.03. If the claim is not validated by the Lottery, the claim will be denied and the player will be notified promptly. The Lottery is not responsible for lost or stolen Tickets. The Lottery recommends that players use registered mail to send Tickets and Ticket Claim forms to the Lottery and that players keep a legible copy of the front and back of any Ticket sent.

### **3.5 Prize Reserve Fund**

From time to time the Director will place up to three percent (3%) of sales from the Pick 3™ game in a Prize Reserve Fund until the Prize Reserve Fund exceeds the amount designated by the Director.

### **3.6 Prize Pool**

The prize pool for the Pick 3™ is estimated to be forty-nine percent (49%) of sales. The percentage may vary because all prize amounts are fixed as described in Section 3.0.

### **4.1 Ticket Responsibility**

- A. A Pick 3™ prize claim is presumed to be submitted by the person whose name appears on the Ticket or, in the case of a Ticket not completed with name and address, by the person holding the Ticket at the time it is presented for payment of a prize. Removed or altered signatures void a Ticket; the Ticket will be ineligible for any prize.
- B. The Lottery is not responsible for lost or stolen Pick 3™ Tickets.
- C. The purchaser of a Pick 3™ Ticket has the sole responsibility for checking the accuracy and condition of the data printed on the Ticket.
- D. The Lottery is not responsible for Pick 3™ Tickets redeemed in error by a player from a Retailer.

## 4.2 Ticket Validation Requirements

- A. To be valid, a Pick 3™ Ticket that entitles its holder to receive a prize must meet the following conditions:
  - 1. The Ticket validation number must be present in its entirety and correspond, using the computer validation file, to the selected numbers printed on the Ticket for the date printed on the Ticket.
  - 2. The Ticket must be intact.
  - 3. The Ticket must not be mutilated, altered, reconstituted, or tampered with in any way.
  - 4. Any signature on the Ticket must not have been removed or altered in any way.
  - 5. The Ticket must not be counterfeit in any way in whole or in part or an exact duplicate of another winning Ticket.
  - 6. The Ticket must have been issued by the Lottery through a Retailer in an authorized manner.
  - 7. The Ticket must not have been stolen or canceled.
  - 8. The Ticket data must have been recorded on the Lottery central computer system before the Drawing and the Ticket data must match the computer record in every respect.
  - 9. The player-selected or computer-selected numbers, the validation number data, and the Drawing data of an apparent winning Ticket must appear on the official file of winning Tickets, and a Ticket with that exact date and validation number must not have been previously paid.
  - 10. The Ticket must not be misregistered, misdispensed, misprinted, or printed or produced in error to an extent that it cannot be processed by the Lottery.
  - 11. The Ticket must pass all other confidential security checks of the Lottery.
- B. A Ticket not passing the validation checks in subsection A will be considered invalid and any winnings will not be paid to the purchaser or holder.
  - 1. When the validity of a Ticket is in doubt, the determination of the Director of the Lottery is final and binding. The Lottery may replace an invalid Ticket with a Ticket of equivalent sale price from a current Lottery game.
  - 2. If a defective Ticket is purchased or if the Director determines that an adjustment must be made for an error, the sole and exclusive remedy will be the replacement of the defective or erroneous Ticket with a Ticket of equivalent sale price from a current Lottery game.
  - 3. If a Ticket is not paid by the Lottery and a dispute occurs as to whether the Ticket is a winning Ticket, the Lottery may replace the Ticket as provided in paragraph 2. This is the sole and exclusive remedy of the holder of the Ticket.

#### **4.3 Allowance for Delay of Payment of a Prize**

The Lottery may delay payment of the prize pending a final determination by the Director, under any of the following circumstances:

- A. if a dispute occurs, or it appears likely that a dispute may occur, regarding the prize;
- B. if there is any question regarding the identity of the claimant;
- C. if there is any question regarding the validity of the Ticket presented for payment; or
- D. if the claim is subject to any setoff for delinquent debts owned by the claimant under [Minn. Stat. § 349A.08, subd. 8.](#)

No liability for interest for any delay will accrue to the benefit of the claimant pending payment of the claim.

#### **4.4 Payment of Prizes to Persons Under Age 18**

No prize in the Pick 3™ game may be paid to a person under 18 years of age.

#### **5.1 Ticket Ownership**

- A. Until the signature area on the back of a Ticket is signed, a Ticket is considered owned by the physical possessor of said Ticket. Removed or altered signatures void a Ticket; the Ticket will be ineligible for any prize. When a Ticket is signed in the designated area, the player whose signature appears in the signature area is considered the owner of the Ticket and is entitled to any prize attributable thereto.
- B. The Lottery is not responsible for lost or stolen game Tickets.

#### **6.1 Governing Law**

In purchasing a Ticket, a player agrees to comply with, and abide by, these rules for Pick 3™; Minn. Stat. § 349A (State Lottery); Minn. R. 7857 (Lottery Prize Payments); MUSL rules; MUSL Powerball Product Group rules; and all final decisions of the Director.