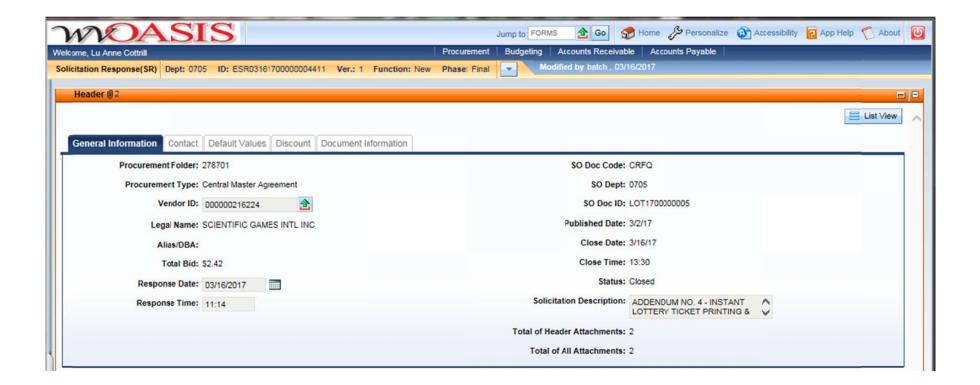


2019 Washington Street, East Charleston, WV 25305 Telephone: 304-558-2306 General Fax: 304-558-6026

Bid Fax: 304-558-3970

The following documentation is an electronically-submitted vendor response to an advertised solicitation from the *West Virginia Purchasing Bulletin* within the Vendor Self-Service portal at *wvOASIS.gov*. As part of the State of West Virginia's procurement process, and to maintain the transparency of the bid-opening process, this documentation submitted online is publicly posted by the West Virginia Purchasing Division at *WVPurchasing.gov* with any other vendor responses to this solicitation submitted to the Purchasing Division in hard copy format.





Purchasing Division 2019 Washington Street East Post Office Box 50130 Charleston, WV 25305-0130

State of West Virginia Solicitation Response

Proc Folder: 278701

Solicitation Description: ADDENDUM NO. 4 - INSTANT LOTTERY TICKET PRINTING & SERVICES

Proc Type: Central Master Agreement

Date issued	Solicitation Closes	Solicitation Response	Version
	2017-03-16 13:30:00	SR 0705 ESR03161700000004411	1

VENDOR

000000216224

SCIENTIFIC GAMES INTL INC

Solicitation Number: CRFQ 0705 LOT1700000005

Total Bid: \$2.42 **Response Date:** 2017-03-16 **Response Time:** 11:14:28

Comments: March 16, 2017 Michelle L. Childers Department of Administration Purchasing Division 2019

Washington Street East Charleston, West Virginia 25305 RE: Request for Quotation, Instant Lottery Ticket Printing and Services, CRFQ 0705 LOT1700000005 Dear Ms. Childers, Scientific Games International, Inc. (Scientific Games) is pleased to submit our response to the State of West Virginia's Request for Quotation for Instant Lottery Ticket Printing and Services. As required, our submission includes the following documents: RFQ Cover Page (Version 5), pages 1 and 2 Exhibit A: Pricing Page State of West Virginia Purchasing Division Purchasing Affidavit Addendum Acknowledgement Form Designated Contact Form including Certification and Signature Supporting Statements and Documentation Scientific Games is not applying for vendor preference and therefore

Statements and Documentation Scientific Games is not applying for vendor preference and therefore will not be submitting a Vendor Preference Certificate. Please let me know if I can provide any further details or documentation regarding Scientific Games' submission. Kindest regards, Frank

Candido Senior Director, Global Proposals Office: (770) 664-3734 Email:

frank.candido@scientificgames.com

FOR INFORMATION CONTACT THE BUYER

Michelle L Childers (304) 558-2063 michelle.l.childers@wv.gov

Signature on File FEIN # DATE

All offers subject to all terms and conditions contained in this solicitation

Page: 1 FORM ID: WV-PRC-SR-001

Line	Comm Ln Desc	Qty	Unit Issue	Unit Price	Ln Total Or Contract Amount
1	LOTTERY TICKET PRINTING & RELATED SERVICES				\$2.42

Comm Code	Manufacturer	Specification	Model #	
60141113				
Extended Descrip	otion: *MUST COMPLET	E EXHIBIT A PRICING PAGE		



March 16, 2017

Michelle L. Childers
Department of Administration
Purchasing Division
2019 Washington Street East
Charleston, West Virginia 25305

RE: Request for Quotation, Instant Lottery Ticket Printing and Services, CRFQ 0705 LOT170000005

Dear Ms. Childers,

Scientific Games International, Inc. (Scientific Games) is pleased to submit our response to the State of West Virginia's Request for Quotation for Instant Lottery Ticket Printing and Services. As required, our submission includes the following documents:

- RFQ Cover Page (Version 5), pages 1 and 2
- Exhibit A: Pricing Page
- State of West Virginia Purchasing Division Purchasing Affidavit
- Addendum Acknowledgement Form
- Designated Contact Form including Certification and Signature
- Supporting Statements and Documentation

Scientific Games is not applying for vendor preference and therefore will not be submitting a Vendor Preference Certificate.

Please let me know if I can provide any further details or documentation regarding Scientific Games' submission.

Kindest regards,

Frank Candido

Senior Director, Global Proposals

Office: (770) 664-3734

Email: frank.candido@scientificgames.com



Purchasing Divison 2019 Washington Street East Post Office Box 50130 Charleston, WV 25305-0130 State of West Virginia Request for Quotation 34 — Service - Prof

Proc Folder: 278701

Doc Description: ADDENDUM NO. 4 - INSTANT LOTTERY TICKET PRINTING & SERVICES

Proc Type: Central Master Agreement

 Date Issued
 Solicitation Closes
 Solicitation No
 Version

 2017-03-02
 2017-03-16 13:30:00
 CRFQ
 0705 LOT1700000005
 5

BID RECEIVING LOCATION

BID CLERK

DEPARTMENT OF ADMINISTRATION

PURCHASING DIVISION

2019 WASHINGTON ST E

CHARLESTON

WV

25305

VENDOR

US

Vendor Name, Address and Telephone Number:

Scientific Games International, Inc. 1500 Bluegrass Lakes Parkway Alpharetta, Georgia 30004 770-664-3700

FOR INFORMATION CONTACT THE BUYER

Michelle L Childers (304) 558-2063

michelle.l.childers@wv.gov

Signature X

FEIN # 58-1943521

DATE March 16, 2017

All offers subject to all terms and conditions contained in this solicitation

Page: 1

FORM ID: WV-PRC-CRFQ-001

ADDITIONAL INFORMAITON:

Addendum

Addendum 4 issued to publish and distribute the attached information to the vendor community.

Request for Quotation

The West Virginia Purchasing Division is soliciting bids on behalf of the West Virginia Lottery to establish a contract for printing of, and related services for, instant lottery games.

INVOICE TO		SHIP TO	
ACCOUNTS PAYABLE		PURCHASING	
LOTTERY		LOTTERY	
PO BOX 2067		900 PENNSYLVANIA AVE	
CHARLESTON	WV25327-2067	CHARLESTON	WV 25302
us		us	

Line	Comm Ln Desc	Qty	Unit Issue	Unit Price	Total Price
1	LOTTERY TICKET PRINTING & RELATED SERVICES				

Comm Code	Manufacturer	Specification	Model #	
60141113				

Extended Description:

^{*}MUST COMPLETE EXHIBIT A PRICING PAGE



March 16, 2017

Michelle L. Childers
Department of Administration
Purchasing Division
2019 Washington Street East
Charleston, West Virginia 25305

RE: Request for Quotation, Instant Lottery Ticket Printing and Services, CRFQ 0705 LOT170000005

Dear Ms. Childers,

Scientific Games International, Inc. (Scientific Games) is pleased to submit **Exhibit A: Pricing Page** in response to the State of West Virginia's Request for Quotation for Instant Lottery Ticket Printing and Services.

Please let me know if I can provide any further details or documentation regarding Scientific Games' submission.

Kindest regards,

Frank Candido

Senior Director, Global Proposals

Office: (770) 664-3734

Email: frank.candido@scientificgames.com

EXHIBIT A - PRICING PAGE

All pricing is per square inch per thousand inch per thousand Estimated Usage Pecentage Per Square Inch

Estimated Usage

Weighted Price

BASE PRINTING COST Each Vendor's base price MUST include base ticket cost with foil-less stock, one imaged play area, four-color display, four-color overprint, two color ticket back, full gloss coating, background coating, all security for full game creation and reconstruction, validation barcode on ticket front and back, UPC barcode on ticket back, all protective coatings, personnel required for contract, ticket and POS art design, and all research and development costs. \$1.466 \$1.00% \$1.466 2 MULTIPLE GAME IMAGED PLAY AREAS \$0.000 \$0.000 \$0.000 \$0.000 3 PLAYER MARKING SYSTEM FOR EXTENDED PLAY \$0.140 \$0.00 \$0.000 4 SCENES/COLOR PULSES SEQUENTIALLY WITHIN A GAME \$0.070 30% \$0.021 5 SCENE/COLOR PULSES SPLIT QUANTITES WITHIN A GAME \$0.170 30% \$0.051 6 FLOURESCENT INKS \$0.100 10% \$0.010 7 METALLIC-LIKE INKS \$0.120 10% \$0.012 8 DUAL COLOR IMAGING OF PLAY SYMBOLS \$0.610 20% \$0.122 9 MULTIPLE COLOR IMAGING OF PLAY SYMBOLS \$0.920 15% \$0.045 10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.040 12			inch per thousana	Annually	
3 PLAYER MARKING SYSTEM FOR EXTENDED PLAY \$0.140 50% \$0.070 4 SCENES/COLOR PULSES SEQUENTIALLY WITHIN A GAME \$0.070 30% \$0.021 5 SCENE/COLOR PULSES SPLIT QUANTITES WITHIN A GAME \$0.170 30% \$0.051 6 FLOURESCENT INKS \$0.100 10% \$0.010 7 METALLIC-LIKE INKS \$0.120 10% \$0.012 8 DUAL COLOR IMAGING OF PLAY SYMBOLS \$0.610 20% \$0.122 9 MULTIPLE COLOR IMAGING OF PLAY SYMBOLS \$0.920 15% \$0.138 10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.006 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.006	1	Each Vendor's base price MUST include base ticket cost with foil-less stock, one imaged play area, four-color display, four-color overprint, two color ticket back, full gloss coating, background coating, all security for full game creation and reconstruction, validation barcode on ticket front and back, UPC barcode on ticket back, all protective coatings, personnel required for contract, ticket and POS art design,	\$1.466	100%	\$1.466
4 SCENES/COLOR PULSES SEQUENTIALLY WITHIN A GAME \$0.070 30% \$0.021 5 SCENE/COLOR PULSES SPLIT QUANTITES WITHIN A GAME \$0.170 30% \$0.051 6 FLOURESCENT INKS \$0.100 10% \$0.010 7 METALLIC-LIKE INKS \$0.120 10% \$0.012 8 DUAL COLOR IMAGING OF PLAY SYMBOLS \$0.610 20% \$0.122 9 MULTIPLE COLOR IMAGING OF PLAY SYMBOLS \$0.920 15% \$0.138 10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160	2	MULTIPLE GAME IMAGED PLAY AREAS	\$0.000	50%	\$0.000
5 SCENE/COLOR PULSES SPLIT QUANTITES WITHIN A GAME \$0.170 30% \$0.051 6 FLOURESCENT INKS \$0.100 10% \$0.010 7 METALLIC-LIKE INKS \$0.120 10% \$0.012 8 DUAL COLOR IMAGING OF PLAY SYMBOLS \$0.610 20% \$0.122 9 MULTIPLE COLOR IMAGING OF PLAY SYMBOLS \$0.920 15% \$0.138 10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2%	3	PLAYER MARKING SYSTEM FOR EXTENDED PLAY	\$0.140	50%	\$0.070
6 FLOURESCENT INKS \$0.100 10% \$0.010 7 METALLIC-LIKE INKS \$0.120 10% \$0.012 8 DUAL COLOR IMAGING OF PLAY SYMBOLS \$0.610 20% \$0.122 9 MULTIPLE COLOR IMAGING OF PLAY SYMBOLS \$0.920 15% \$0.138 10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.004 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% <t< th=""><th>4</th><th>SCENES/COLOR PULSES SEQUENTIALLY WITHIN A GAME</th><th>\$0.070</th><th>30%</th><th>\$0.021</th></t<>	4	SCENES/COLOR PULSES SEQUENTIALLY WITHIN A GAME	\$0.070	30%	\$0.021
7 METALLIC-LIKE INKS \$0.120 10% \$0.012 8 DUAL COLOR IMAGING OF PLAY SYMBOLS \$0.610 20% \$0.122 9 MULTIPLE COLOR IMAGING OF PLAY SYMBOLS \$0.920 15% \$0.138 10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.000 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	5	SCENE/COLOR PULSES SPLIT QUANTITES WITHIN A GAME	\$0.170	30%	\$0.051
8 DUAL COLOR IMAGING OF PLAY SYMBOLS \$0.610 20% \$0.122 9 MULTIPLE COLOR IMAGING OF PLAY SYMBOLS \$0.920 15% \$0.138 10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	6	FLOURESCENT INKS	\$0.100	10%	\$0.010
9 MULTIPLE COLOR IMAGING OF PLAY SYMBOLS \$0.920 15% \$0.138 10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.000 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	7	METALLIC-LIKE INKS	\$0.120	10%	\$0.012
10 FOIL STOCK \$0.450 10% \$0.045 11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	8	DUAL COLOR IMAGING OF PLAY SYMBOLS	\$0.610	20%	\$0.122
11 RECYCLABLE HOLOGRAPHIC STOCK \$2.000 5% \$0.100 12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	9	MULTIPLE COLOR IMAGING OF PLAY SYMBOLS	\$0.920	15%	\$0.138
12 DIE-CUTTING OF TICKETS \$0.800 5% \$0.040 13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	10	FOIL STOCK	\$0.450	10%	\$0.045
13 MATTE COATING ON TICKET FRONT \$0.060 10% \$0.006 14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	11	RECYCLABLE HOLOGRAPHIC STOCK	\$2.000	5%	\$0.100
14 PERFORATED STUB WITH IMAGED INFORMATION \$0.160 5% \$0.008 15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	12	DIE-CUTTING OF TICKETS	\$0.800	5%	\$0.040
15 PERFORATED STUB WITHOUT IMAGED INFORMATION \$0.080 5% \$0.004 16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	13	MATTE COATING ON TICKET FRONT	\$0.060	10%	\$0.006
16 EACH ADDITIONAL SPOT DISPLAY COLOR \$0.040 10% \$0.004 17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	14	PERFORATED STUB WITH IMAGED INFORMATION	\$0.160	5%	\$0.008
17 ADDITIONAL VARIABLE BARCODE OR DATA \$0.000 10% \$0.000 18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	15	PERFORATED STUB WITHOUT IMAGED INFORMATION	\$0.080	5%	\$0.004
18 EACH ADDITIONAL SPOT OVERPRINT COLOR \$0.040 10% \$0.004 19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	16	EACH ADDITIONAL SPOT DISPLAY COLOR	\$0.040	10%	\$0.004
19 OVERSIZED / EXTENDED PLAY TICKETS \$0.160 10% \$0.016 20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	17	ADDITIONAL VARIABLE BARCODE OR DATA	\$0.000	10%	\$0.000
20 Point of Sale Piece Cards \$38.000 0.2% \$0.076	18	EACH ADDITIONAL SPOT OVERPRINT COLOR	\$0.040	10%	\$0.004
	19	OVERSIZED / EXTENDED PLAY TICKETS	\$0.160	10%	\$0.016
21 Point of Sale Piece Cards with fluorescent ink \$45,000 0.1% \$0,045	20	Point of Sale Piece Cards	\$38.000	0.2%	\$0.076
12.2.2	21	Point of Sale Piece Cards with fluorescent ink	\$45.000	0.1%	\$0.045
22 Point of Sale Piece Card with metallic-like ink \$45.000 0.1% \$0.045	22	Point of Sale Piece Card with metallic-like ink	\$45.000	0.1%	\$0.045
23 Point of Sale Piece Card with holographic stock \$81.000 0.1% \$0.081	23	Point of Sale Piece Card with holographic stock	\$81.000	0.1%	\$0.081
24 Point of Sale Piece Card with foil-lamenated stock \$63.000 0.1% \$0.063	24	Point of Sale Piece Card with foil-lamenated stock	\$63.000	0.1%	\$0.063

Weighted Price = Items 1 through 24 multiplied by respective Estimated Usage Percentage Per Square	
Inch Annually	\$2.427
Award will be based on lowest cost bid Weighted Price TOTAL.	
Failure to Bid on All 24 items will result in disqualification of Vendor's Bid	

STATE OF WEST VIRGINIA Purchasing Division

PURCHASING AFFIDAVIT

MANDATE: Under W. Va. Code §5A-3-10a, no contract or renewal of any contract may be awarded by the state or any of its political subdivisions to any vendor or prospective vendor when the vendor or prospective vendor or a related party to the vendor or prospective vendor is a debtor and: (1) the debt owed is an amount greater than one thousand dollars in the aggregate; or (2) the debtor is in employer default.

EXCEPTION: The prohibition listed above does not apply where a vendor has contested any tax administered pursuant to chapter eleven of the W. Va. Code, workers' compensation premium, permit fee or environmental fee or assessment and the matter has not become final or where the vendor has entered into a payment plan or agreement and the vendor is not in default of any of the provisions of such plan or agreement.

DEFINITIONS:

"Debt" means any assessment, premium, penalty, fine, tax or other amount of money owed to the state or any of its political subdivisions because of a judgment, fine, permit violation, license assessment, defaulted workers' compensation premium, penalty or other assessment presently delinquent or due and required to be paid to the state or any of its political subdivisions, including any interest or additional penalties accrued thereon.

"Employer default" means having an outstanding balance or liability to the old fund or to the uninsured employers' fund or being in policy default, as defined in W. Va. Code § 23-2c-2, failure to maintain mandatory workers' compensation coverage, or failure to fully meet its obligations as a workers' compensation self-insured employer. An employer is not in employer default if it has entered into a repayment agreement with the Insurance Commissioner and remains in compliance with the obligations under the repayment agreement.

"Related party" means a party, whether an individual, corporation, partnership, association, limited liability company or any other form or business association or other entity whatsoever, related to any vendor by blood, marriage, ownership or contract through which the party has a relationship of ownership or other interest with the vendor so that the party will actually or by effect receive or control a portion of the benefit, profit or other consideration from performance of a vendor contract with the party receiving an amount that meets or exceed five percent of the total contract amount.

AFFIRMATION: By signing this form, the vendor's authorized signer affirms and acknowledges under penalty of law for false swearing (*W. Va. Code* §61-5-3) that neither vendor nor any related party owe a debt as defined above and that neither vendor nor any related party are in employer default as defined above, unless the debt or employer default is permitted under the exception above.

WITNESS THE FOLLOWING SIGNATURE:

Vendor's Name: Scientifi	c Games International, In	nc.
Authorized Signature:	Was .	Date: March 16, 2017
State of Georgia	701	
County of Forsyth	, to-wit:	
Taken, subscribed, and sw	orn to before me this <u>/5</u> d	lay of March, 2017.
My Commission expires	3 September	, 20 <i>18</i> .
ARPIX BEAL HERE		NOTARY PUBLIC Cally Lee Thompson Parchasing Affidavit (Revised 08/01/2015)

ADDENDUM ACKNOWLEDGEMENT FORM SOLICITATION NO.: CRFQ 0705 LOT 1700000005

Instructions: Please acknowledge receipt of all addenda issued with this solicitation by completing this addendum acknowledgment form. Check the box next to each addendum received and sign below. Failure to acknowledge addenda may result in bid disqualification.

Acknowledgment: I hereby acknowledge receipt of the following addenda and have made the necessary revisions to my proposal, plans and/or specification, etc.

Addendum Numbers Received:

(Check the box next to each addendum received)

[x]	Addendum No. 1	[]	Addendum No. 6
[x]	Addendum No. 2	[}	Addendum No. 7
[x]	Addendum No. 3	[]	Addendum No. 8
[x]	Addendum No. 4	[]	Addendum No. 9
[]	Addendum No. 5	[]	Addendum No. 10

I understand that failure to confirm the receipt of addenda may be cause for rejection of this bid. I further understand that any verbal representation made or assumed to be made during any oral discussion held between Vendor's representatives and any state personnel is not binding. Only the information issued in writing and added to the specifications by an official addendum is binding.

Scientific Games International, Inc.

Company

JOHN SCHULZ
Senior Vice President,
Printed Products

Authorized Signature

March 16, 2017

Date

NOTE: This addendum acknowledgement should be submitted with the bid to expedite document processing. Revised 6/8/2012

DESIGNATED CONTACT: Vendor appoints the individual identified in this Section as the Contract Administrator and the initial point of contact for matters relating to this Contract.

Carla Schaefer, Regional Vice President	
(Name, Title)	
Carla Schaefer, Regional Vice President	
(Printed Name and Title)	
1500 Bluegrass Lakes Parkway, Alpharetta, Georgia 30004	
(Address)	
512-868-0405 / 678-393-3477	
(Phone Number) / (Fax Number)	
carla.schaefer@scientificgames.com	
(email address)	

CERTIFICATION AND SIGNATURE: By signing below, or submitting documentation through wvOASIS, I certify that I have reviewed this Solicitation in its entirety; that I understand the requirements, terms and conditions, and other information contained herein; that this bid, offer or proposal constitutes an offer to the State that cannot be unilaterally withdrawn; that the product or service proposed meets the mandatory requirements contained in the Solicitation for that product or service, unless otherwise stated herein; that the Vendor accepts the terms and conditions contained in the Solicitation, unless otherwise stated herein; that I am submitting this bid, offer or proposal for review and consideration; that I am authorized by the vendor to execute and submit this bid, offer, or proposal, or any documents related thereto on vendor's behalf; that I am authorized to bind the vendor in a contractual relationship; and that to the best of my knowledge, the vendor has properly registered with any State agency that may require registration.

Scientific Games International, Inc.	
(Company)	
(Authorized Signature) (Representative Name, Title) John Schulz, Senior Vice President, Printed Products	
(Printed Name and Title of Authorized Representative) March 16, 2017	
(Date)	
770-664-3739 / 678-393-3477	
(Phone Number) (Fax Number)	



Supporting Statements and Documentation

By submitting this proposal, Scientific Games certifies its ability to meet the requirements in each of the following sections and subsections.

Section Number and Title	Meets requirement	Will comply	Relevant documentation, if required, to be provided upon award
3. QUALIFICATIONS			
3.1. Experience	✓	✓	✓
3.2. Required Staff Assignments	✓	✓	✓
3.3. Vendor Organizational Chart	✓	✓	✓
3.4. Equipment and Technology	✓	✓	✓
3.5. Disaster Recovery	✓	✓	✓
3.6. Corporate Audit Requirements	✓	✓	✓
3.6.1 Corporate financial audit	✓	✓	✓
3.6.2 SEC reports	✓	✓	✓
3.6.3 Third party auditor	✓	✓	✓
3.7. Disclosure of Litigation and Investigation	✓	✓	✓
4. MANDATORY REQUIREMENTS			
4.1. Mandatory Contract Services Requirements and Deliverables	✓	✓	✓
4.1.1. Development	✓	✓	✓
4.1.2. Process	✓	✓	✓
4.1.3. Standards	✓	✓	✓
4.1.3.1. Ticket Sizes and Orientation	✓	✓	✓
4.1.3.1.1. Size of tickets	✓	✓	✓
4.1.3.2. Ticket Numbering	✓	✓	✓
4.1.3.2.1. Instant Lottery Game Number	✓	✓	✓
4.1.3.2.2. Pack and Ticket Identification Numbers	✓	✓	✓
4.1.3.2.3. Check Digit Numbers	✓	✓	✓
4.1.3.2.4. Validation Number	✓	✓	✓
4.1.3.3. Barcodes	✓	✓	✓
4.1.3.3.1. Barcode requirements	✓	✓	✓
4.1.3.3.2. A.N.S.I. standards	✓	✓	✓
4.1.3.3.3. Full validation bar codes	✓	✓	✓
4.1.3.3.4. Secured variable data	✓	✓	✓
4.1.3.4. Uniform Product Codes	✓	✓	✓
4.1.3.4.1. Quality	✓	✓	✓
4.1.3.5. Retailer Validation Codes	✓	✓	✓
4.1.3.6. Other Markings	✓	✓	✓
4.1.3.7. Shelf Life	✓	✓	✓
4.1.4. Process Controls	✓	✓	✓
4.1.4.1. Digital Production Files	✓	✓	✓
4.1.4.1.1 Data	✓	✓	✓
4.1.4.2. Package Control Manifest	✓	✓	✓
4.1.4.3. Lottery Inspection of Production Tickets	✓	✓	✓



Section Number and Title	Meets requirement	Will comply	Relevant documentation, if required, to be provided upon award
4.1.4.4. Unused Materials	✓	✓	✓
4.1.4.5. Prevent Ticket Compromise	✓	✓	✓
4.1.4.6. Non-Conforming Tickets	✓	✓	✓
4.1.4.7. Incident Reporting/Escalation	✓	✓	✓
4.1.4.8. Inspections	✓	✓	✓
4.1.4.9. Production Schedule Compliance	✓	✓	✓
4.1.5. Printing Specifications	✓	✓	✓
4.1.5.1. Industry Tolerance	✓	✓	✓
4.1.5.2. Paper/Stock/Substrate	✓	✓	✓
4.1.5.3. Colors and Ink	✓	✓	✓
4.1.5.4. Overprint	✓	✓	✓
4.1.5.4.1. Rub-off Cover Material	✓	✓	✓
4.1.5.4.2. Artistic Design	✓	✓	✓
4.1.5.4.3. Surreptitious Readout Methods	✓	✓	✓
4.1.5.4.4. Clean Border	✓	✓	✓
4.1.5.4.5. Normal Scraping Pressure	✓	✓	✓
4.1.5.4.6. Inks that Prevent Compromise	✓	✓	✓
4.1.5.4.7. Solvents	✓	✓	✓
4.1.5.5. Fonts	√	√	√
4.1.5.5.1. Game Data Fonts	√	<u>√</u>	√
4.1.5.5.2. Game Data Captions	√	<u> </u>	√
4.1.5.5.3. Clearly Readable	<u> </u>	<u> </u>	√
4.1.5.5.4. Ability to Float	√	√	√
4.1.5.5.4. Additional Fonts	√	<u> </u>	√
4.1.5.6. Game Data	√	<u> </u>	√
4.1.5.6.1. Clearly Readable Data Symbols	· ✓	<u>·</u>	· ·
4.1.5.6.2. No Obliteration	· ✓	<u>·</u>	· ·
4.1.5.6.3. Additional Variable Data	·	<u>·</u> ✓	·
4.1.5.7. Data Covering Materials	·	· ·	· ·
4.1.5.7.1. Active Play Data	·	<u> </u>	· ·
4.1.5.7.1. Active Flay Data 4.1.5.7.2. Validation Numbering and Passive Data	· ✓	<u>·</u> ✓	· ·
4.1.5.7.3. Smooth to the Touch		· ·	· ·
4.1.5.7.4. Free of Voids and Scratches	·	<u>·</u> ✓	·
4.1.5.7.5. Normal Cover Removal	·	<u>·</u> ✓	· ·
4.1.5.7.6. Normal Ticket Handling	√	→	V
4.1.5.7.6. Normal Ticket Handling 4.1.5.7.7. Readily Removable Rub-off Material	·	<u> </u>	· ·
4.1.5.7.7. Readily Removable Rub-off Material 4.1.5.7.8. Visible Show of Compromise	√	√	V ✓
	V ✓	V ✓	V ✓
4.1.5.8. Protective Coatings	V ✓	<u> </u>	V
4.1.5.8.1. All Imaged Game Data 4.1.5.8.2. Release Coat	√	<u>√</u>	V
	V ✓	<u> </u>	V /
4.1.5.8.3. Transparent, Water-Resistant Coating	v	<u> </u>	V
4.1.5.8.4. Integrity, Barrier, and Adhesion Characteristics	V ✓	<u> </u>	V
4.1.5.8.5. Play Areas	✓	<u> </u>	V
4.1.5.9. Background Coating	✓	<u> </u>	· .
4.1.5.10. Perforations	✓	✓	✓





Section Number and Title	Meets requirement	Will comply	Relevant documentation, if required, to be provided upon award
4.1.5.11. Multiple Game Imaged Play Areas and Scene/Color Pulsed Tickets	✓	✓	· 🗸
4.1.5.12. Die-cut Tickets	✓	✓	✓
4.1.5.13. Binding	✓	✓	✓
4.1.5.14. Regular Size Sample Tickets	✓	✓	✓
4.1.5.15. Retailer Point of Sale Pieces	✓	✓	✓
4.1.6 Design	✓	✓	✓
4.1.6.1. Professional Consulting Service	✓	✓	✓
4.1.6.1.1. Creative Design of Games	✓	✓	✓
4.1.6.1.2. Creative Design of Retailer Promotional Piece	✓	✓	✓
4.1.6.1.3. Development of Instant Game	✓	✓	✓
4.1.6.1.4. Produce and Print Instant Tickets	✓	✓	✓
4.1.6.1.5. Printing and Production Schedule	√	✓	✓
4.1.6.1.6. Coordination of Printing Activities	✓	✓	✓
4.1.6.1.7. Technical and Procedural Information	✓	✓	✓
4.1.6.1.8. Validation Data Files	✓	✓	✓
4.1.6.1.9. Support Personnel	✓	✓	✓
4.1.6.2. Final Artwork	✓	✓	✓
4.1.7. Working Papers Specifications	✓	✓	✓
4.1.7.1. Graphics	✓	✓	√
4.1.7.2. Prize Structure Description	✓	✓	√
4.1.7.3. Detailed Ticket Specifications	✓	✓	√
4.1.7.4. Play Spot Information	✓	✓	✓
4.1.7.5. Retailer Validation Codes	✓	✓	✓
4.1.7.6. Float	✓	✓	✓
4.1.7.7. Prize Structure Confirmation	✓	✓	✓
4.1. 7.8. Sample Tickets	✓	✓	√
4.1.7.9. Pack Labels or Inserts	✓	✓	√
4.1.7.10. Production and Delivery Schedule	✓	✓	√
4.1.7.11. Shipping	√	√	✓
4.1.7.12. Order Confirmation	√	√	✓
4.1.7.13.Copies	√	√	✓
4.1.7.14. Revisions	√	✓	✓
4.1.7.15. Final Working Papers	✓	√	√
4.1.8. Game Requirements	✓	✓	√
4.1.8.1. Trademark, Service Mark, and Intellectual Property Search	✓	✓	√
4.1.8.2. Game Rules	✓	✓	√
4.1.8.3. Prizes	√	√	✓
4.1.8.3.1. Validating Winners	✓	✓	√
4.1.8.3.2. Prize Payouts	√	√	✓
4.1.8.3.3. Structure	√	√	✓
4.1.8.3.4. Distribution	√	<u> </u>	√
4.1.8.3.5. Prize Patterns	√	<u>√</u>	✓
4.1.8.3.6. Guarantee Per Pack Prize Structure	· •	<u> </u>	· ✓
4.1.8.3.7. Warranty on High-Tier Prizes	· •	<u> </u>	· ✓
4.1.8.4. Prize Validation Number	· •	<u> </u>	· /



Section Number and Title	Meets requirement	Will comply	Relevant documentation, if required, to be provided upon award
4.1.8.5. End Of Production Prize Structure	√	√	✓
4.1.9. Shipping and Delivery	✓	✓	✓
4.1.9.1. Ticket Packaging	✓	✓	✓
4.1.9.1.1. Ticket Packs	✓	✓	✓
4.1.9.1.1.1. Visible Barcodes	✓	✓	✓
4.1.9.1.1.2. Tickets in Rows	✓	✓	✓
4.1.9.1.1.3. Consecutive Order	✓	✓	✓
4.1.9.1.1.4. Shrink Wrapped	✓	✓	✓
4.1.9.1.1.5. Minimal Amount of Foil Shavings and Perforation Dust	✓	✓	✓
4.1.9.1.1.6. Promotional Cards	✓	✓	✓
4.1.9.1.2. Omissions	✓	✓	✓
4.1.9.1.3. Packing Order	✓	✓	✓
4.1.9.1.4. Shrink Wrapping	✓	✓	✓
4.1.9.2. Shipping Cartons	✓	✓	✓
4.1.9.2.1. Box/Carton/Bundle Labels	✓	✓	✓
4.1.9.2.2. Box/Carton/Bundle Size and Strength	✓	✓	✓
4.1.9.2.3. Taping or Wrapping of Ticket Boxes/Cartons/Bundles	✓	✓	✓
4.1.9.2.4. Box/Carton/Bundle Weight	✓	✓	✓
4.1.9.2.5. Skids/Pallets	✓	✓	✓
4.1.9.3. Trailers/Trucks	✓	✓	✓
4.1.9.3.1. Skid/Pallet Arrangement	✓	✓	✓
4.1.9.3.2. Ticket Shipping Security	✓	✓	✓
4.1.9.3.3. Shipping and Delivery Requirements	✓	✓	✓
4.1.9.3.4. Delivery Tolerance	✓	✓	✓
4.1.10. Security	✓	✓	✓
4.1.10.1. Security Plan	✓	✓	✓
4.1.10.1.1. Plant Security	✓	✓	✓
4.1.10.1.2. Validation Data Security	✓	✓	✓
4.1.10.1.3. Ticket Reconstruction Security	✓	✓	✓
4.1.10.1.4. Game Design Security	✓	✓	✓
4.1.10.1.5. Other Elements of Security	✓	✓	√
4.1.10.2. Approval of Security Measures	✓	✓	✓
4.1.10.3. Ticket Security Certification	✓	✓	✓
4.1.10.4. Ticket Reconstruction	✓	✓	✓
4.1.10.5. Game Accounting and Security Review	✓	✓	✓
4.1.10.5.1. Sampling for Game Integrity	✓	✓	✓
4.1.10.5.2. Random Sampling of Finished Packs	✓	✓	✓
4.1.10.5.3. Sample of Mean and Maximum Strings	✓	✓	✓
4.1.10.6.Audit Memorandum	✓	✓	√
4.1.10.7.Certified Public Accountant's Report	✓	✓	✓
4.1.10.8.Facility Security	✓	✓	✓
4.1.10.8.1. Window or skylight	✓	√	√
4.1.10.8.2. Fire Doors	✓	√	√
4.1.10.8.3. Uniform-locking Devices	√	√	√
4.1.10.8.4. Registration Log	√	√	√



Section Number and Title	Meets requirement	Will comply	Relevant documentation, if required, to be provided upon award
4.1.10.8.5. Signs in Receiving and Loading Platform Areas	✓	✓	✓
4.1.10.8.6. Surveillance of Receiving and Loading Platform Areas	✓	✓	✓
4.1.10.8.7. Clear Receiving and Loading Platform Areas	✓	✓	✓
4.1.10.8.8. Limited Access to All Production Areas	✓	✓	✓
4.1.10.8.9. Secure Doors Between Office Areas and Manufacturing Areas	✓	✓	✓
4.1.10.8.10. Continuous Video Surveillance	✓	✓	✓
4.1.10.8.11. 24-hour, On Premise Guards	✓	✓	✓
4.1.10.8.12. Maximum Security Conditions	✓	✓	✓
4.1.10.8.13. Delivery of Skids/Cartons	✓	✓	✓
4.1.10.8.14. Numbered Seals	✓	✓	✓
4.1.10.8.15. Loading Areas	✓	✓	✓
4.1.10.8.16. Accounting and Video Surveillance	✓	✓	✓
4.1.10.9. Employee Security	✓	✓	✓
4.1.10.10. Prize Restrictions	✓	✓	✓
4.1.10.11. Security Breach	✓	✓	✓
4.1.11. Marketing	✓	✓	✓
4.1.11.1. Game Introduction Plans	✓	✓	✓
4.1.11.2. Planning and Concept Testing	✓	✓	✓
4.1.11.2.1. Account Representative	✓	✓	✓
4.1.11.2.2. Web Testing	✓	✓	✓
4.1.11.2.3. Digital Mock-ups	✓	✓	✓
4.1.12. Disaster Recovery	✓	✓	✓
4.1.13. Rights to Intellectual Property	✓	✓	✓
4.1.13.1. Procure Rights	✓	✓	✓
4.1.13.2. Alternate Vendors	✓	✓	✓
4.1.13.3. Vendor of Record	✓	✓	✓
4.1.14. Ownership of Materials	✓	✓	✓
4.1.15. End of Contract Transition	✓	✓	✓
4.1.16. Record Retention (Access and Confidentiality)	✓	✓	✓
4.1.16.1. Maintain Records	✓	✓	✓
4.1.16.1.1. Access to Private and Confidential Data	✓	✓	✓
4.1.16.1.2. Maintain Technical and Logistical Records	✓	√	✓



EXHIBIT A - PRICING PAGE

All pricing is per square inch per thousand inch per thousand

Weighted Price

		men per thousand	Annually	
1	BASE PRINTING COST Each Vendor's base price MUST include base ticket cost with foil-less stock, one imaged play area, four-color display, four-color overprint, two color ticket back, full gloss coating, background coating, all security for full game creation and reconstruction, validation barcode on ticket front and back, UPC barcode on ticket back, all protective coatings, personnel required for contract, ticket and POS art design, and all research and development costs.	\$1.466	100%	\$1.466
2	MULTIPLE GAME IMAGED PLAY AREAS	\$0.000	50%	\$0.000
3	PLAYER MARKING SYSTEM FOR EXTENDED PLAY	\$0.140	50%	\$0.070
4	SCENES/COLOR PULSES SEQUENTIALLY WITHIN A GAME	\$0.070	30%	\$0.021
5	SCENE/COLOR PULSES SPLIT QUANTITES WITHIN A GAME	\$0.170	30%	\$0.051
6	FLOURESCENT INKS	\$0.100	10%	\$0.010
7	METALLIC-LIKE INKS	\$0.120	10%	\$0.012
8	DUAL COLOR IMAGING OF PLAY SYMBOLS	\$0.610	20%	\$0.122
9	MULTIPLE COLOR IMAGING OF PLAY SYMBOLS	\$0.920	15%	\$0.138
10	FOIL STOCK	\$0.450	10%	\$0.045
11	RECYCLABLE HOLOGRAPHIC STOCK	\$2.000	5%	\$0.100
12	DIE-CUTTING OF TICKETS	\$0.800	5%	\$0.040
13	MATTE COATING ON TICKET FRONT	\$0.060	10%	\$0.006
14	PERFORATED STUB WITH IMAGED INFORMATION	\$0.160	5%	\$0.008
15	PERFORATED STUB WITHOUT IMAGED INFORMATION	\$0.080	5%	\$0.004
16	EACH ADDITIONAL SPOT DISPLAY COLOR	\$0.040	10%	\$0.004
17	ADDITIONAL VARIABLE BARCODE OR DATA	\$0.000	10%	\$0.000
18	EACH ADDITIONAL SPOT OVERPRINT COLOR	\$0.040	10%	\$0.004
19	OVERSIZED / EXTENDED PLAY TICKETS	\$0.160	10%	\$0.016
20	Point of Sale Piece Cards	\$38.000	0.2%	\$0.076
21	Point of Sale Piece Cards with fluorescent ink	\$45.000	0.1%	\$0.045
22	Point of Sale Piece Card with metallic-like ink	\$45.000	0.1%	\$0.045
23	Point of Sale Piece Card with holographic stock	\$81.000	0.1%	\$0.081
24	Point of Sale Piece Card with foil-lamenated stock	\$63.000	0.1%	\$0.063

	Weighted Price = Items 1 through 24 multiplied by respective Estimated Usage Percentage Per Square	
	Inch Annually	62.427
Award will be based on lowest cost bid Weighted Price TOTAL.		\$2.427
	Failure to Bid on All 24 items will result in disqualification of Vendor's Bid	