

2020 Amendment to Clause 6.17

Historic Expired Unclaimed Prizes

Prior to Premier Lotteries Ireland (PLI) commencing operation of the National Lottery on 30 November 2014, the National Lottery was operated by An Post National Lottery Company (APNLC) under licence up to that date. As at 30 November 2014 the sum of €16,091,653 relating to expired unclaimed prizes had accumulated during the operation of the National Lottery by APNLC and these monies remained in the Fund. The National Lottery Act 2013 and the licence under which PLI operates the National Lottery did not prescribe how such monies were to be dealt with. Therefore, after a formal process of engagement between the Regulator, the State, and PLI, on 1 April 2020 it was agreed between PLI and the Regulator that the licence under which PLI operates would be amended to note that the sum of €16,091,653 had not been utilised by APNLC by 30 November 2014 and to permit the Regulator to transfer the funds pursuant to section 44(3)(e) of the Act to the Exchequer for use only by the Government as good causes in accordance with section 41 of the Act. The agreement was subsequently signed, and the funds were duly transferred by the Regulator on 17 April 2020.

The amendment made to the Licence was to insert a new Clause 6.17.1 as follows:

"Historical Expired Unclaimed Prizes" or "HEUP" means the amount of €16,091,653 held on account in the Fund in relation to the net of expired prizes/game reserves across all games which had accumulated since An Post National Lottery Company commenced trading and which had not been utilised by An Post National Lottery Company as additional prizes (through top-ups and promotions) by the end of the licence held by An Post National Lottery Company immediately prior to the Effective Date;

It is expressly agreed that, on or after the Effective Date, HEUP shall be paid by the Regulator, pursuant to section 44(3)(e) of the Act, to the Central Fund for use only by the Government for the purposes set out in section 41 of the Act."