

Queensland



Lotteries Act 1994

LOTTERIES RULE 1996

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Information about this reprint

This rule is reprinted as at 9 December 1996. The reprint shows the law as amended by all amendments that commenced on or before that day (Reprints Act 1992 s 5(c)).

The reprint includes a reference to the law by which each amendment was made—see list of legislation and list of annotations in endnotes.

This page is specific to this reprint. See previous reprints for information about earlier changes made under the Reprints Act 1992. A table of earlier reprints is included in the endnotes.

Also see endnotes for information about—

- **when provisions commenced**
- **editorial changes made in earlier reprints.**

Queensland



LOTTERIES RULE 1996

TABLE OF PROVISIONS

Section		Page
PART 1—PRELIMINARY		
1	Short title	11
2	Conduct of, and prizes in, lotteries	11
3	Definitions	11
4	Corporation acting as own agent	13
5	Entering a drawing of a lottery	13
PART 2—PLAYER REGISTRATION		
6	Players register	13
7	Application for player registration	13
8	Agent to issue registration card	14
9	Registered player may have registered numbers	14
10	Changes in information for players register	15
PART 3—PROCESSING A COUPON		
11	Processing a coupon	15
12	Subscriber may request cancellation of subscription receipt	16
13	No cash refund for cancelled subscription receipt	16
14	When subscription receipt is void	16
PART 4—ENTRY DIRECTLY WITH CORPORATION		
15	Coupon may be lodged directly with the corporation	17
16	Application for entry without coupon	17
PART 5—DRAWING A LOTTERY AND PUBLISHING RESULTS		
17	Each drawing to be numbered	18
18	Conduct of drawing to be supervised	18
19	Announcement of provisional prize pool	18

20	Drawing the numbers and winning selections	18
21	Publication of results	18

PART 6—CLAIMING A PRIZE

22	Computer system to identify prize-winning entries	19
23	Registered player as prize winner in division 1	19
24	Division 1—claim and payment	19
25	Claim and payment for prizes other than division 1 prizes	20
26	Corporation may send cheque after agency payment period	21
27	Corporation may ask for statutory declaration and proof of identity	21
28	Request to stop payment of prize	21
29	Information to be printed on prize-winning subscription receipt	22
30	Payment of prize to 2 persons registered as a registered player	23
31	Corporation not bound by agreement between members of group	23
32	Gaming terminal cannot read subscription receipt	23
33	Restriction on release of names and addresses of prize winners	24

PART 7—DISTRIBUTION OF PRIZE POOLS

34	Bonus prize reserve	24
35	Distribution of prize pools	25
37	Jackpot and bonus prize reserve funds to be division 1 prize	25

PART 8—MISCELLANEOUS

38	Closing time for a drawing of a lottery	25
39	Application of provisions of rule to instant scratch-its	25
40	Application of provisions of rule to golden casket	26

SCHEDULE 1 27

POWERBALL

PART 1—PRELIMINARY

1	Conduct of, and prizes in, powerball	27
2	Definitions	27
3	Agency payment period	27

PART 2—ENTERING A DRAWING OF POWERBALL

4	How to enter a drawing of powerball	28
5	Types of entries	28

Lotteries Rule 1996

6	Completing a coupon	28
7	Standard entry	29
8	System entry	29
9	Multiweek entry	30
10	Advance sale	30
11	Quickpick	31
12	Powerpick	31
PART 3—DRAWING POWERBALL		
13	Drawing the numbers	32
14	Winning selections for each prize division	32
15	Only 1 prize for each entry	33
PART 4—DISTRIBUTION OF PRIZE POOLS		
16	Bonus prize reserve	33
17	Distribution of net prize pool	34
18	Jackpot of division 1 prize pool	34
19	Divisions 2–6 prize pool to be added to pool for next lower division	35
20	Guaranteed minimum prize payout for division 1	35
APPENDIX 1.1 36		
EQUIVALENT NUMBER OF ENTRIES		
APPENDIX 1.2 37		
SYSTEM PRIZE COMBINATIONS		
SCHEDULE 2 38		
SUPER 66		
PART 1—PRELIMINARY		
1	Conduct of, and prizes in, super 66	38
2	Definitions	38
3	Agency payment period	38
4	Super 66 only in conjunction with another lottery	39
PART 2—ENTERING A DRAWING OF SUPER 66		
5	How to enter a drawing of super 66	39
6	Processing an entry	39

PART 3—DRAWING SUPER 66

7	Drawing the numbers	40
8	Winning selections for each prize division	40

PART 4—DISTRIBUTION OF PRIZE POOLS

9	Bonus prize reserve	41
10	Distribution of net prize pool	41
11	Jackpot of division 1 prize pool	41

SCHEDULE 3**WEDNESDAY GOLD LOTTO****PART 1—PRELIMINARY**

1	Conduct of, and prizes in, Wednesday gold lotto	43
2	Definitions	43
3	Agency payment period	43

PART 2—ENTERING A DRAWING OF WEDNESDAY GOLD LOTTO

4	How to enter a drawing of Wednesday gold lotto	44
5	Types of entries	44
6	Completing a coupon	44
7	Standard entry	45
8	System entry	45
9	With-the-field entry	46
10	Multiweek entry	47
11	Advance sale	47
12	Quickpick	47

PART 3—DRAWING WEDNESDAY GOLD LOTTO

13	Drawing the numbers	48
14	Winning selections for each prize division	48
15	Only 1 prize for each entry	49

PART 4—DISTRIBUTION OF PRIZE POOLS

16	Bonus prize reserve	49
17	Distribution of division 1 prizes	49
18	Distribution of net prize pool	50
19	Divisions 2–4 prize pool to be added to pool for next lower division	50

PART 5—TRANSITIONAL

20	Transitional provision for ending Wednesday gold lotto under Lotto (On-line) Rule 1989 and introducing Wednesday gold lotto under this rule	51
----	---	----

APPENDIX 3.1

EQUIVALENT NUMBER OF ENTRIES

APPENDIX 3.2

SYSTEM PRIZE COMBINATIONS

SCHEDULE 4

SATURDAY GOLD LOTTO

PART 1—PRELIMINARY

1	Conduct of, and prizes in, Saturday gold lotto	54
2	Definitions	54
3	Agency payment period	54

PART 2—ENTERING A DRAWING OF SATURDAY GOLD LOTTO

4	How to enter a drawing of Saturday gold lotto	55
5	Types of entries	55
6	Completing a coupon	55
7	Standard entry	56
8	System entry	56
9	With-the-field entry	57
10	Multiweek entry	58
11	Advance sale	58
12	Quickpick	58

PART 3—DRAWING SATURDAY GOLD LOTTO

13	Drawing the numbers	59
14	Winning selections for each prize division	59
15	Only 1 prize for each entry	60

PART 4—DISTRIBUTION OF PRIZE POOLS

16	Bonus prize reserve	60
17	Distribution of net prize pool	60
18	Jackpot of division 1 prize pool	61

19 Divisions 2-4 prize pool to be added to pool for next lower division 61

PART 5—TRANSITIONAL

Division 1—Saturday gold lotto after 8 December 1996

20 Transitional provision for ending Saturday gold lotto under Lotto (On-line) Rule 1989 and introducing Saturday gold lotto under this rule . . . 62

Division 2—Saturday gold lotto second draw

21 Saturday gold lotto second draw 62
22 Drawing the numbers—s 13 62
23 Winning selections for each prize division—s 14 63
24 Only one prize for each entry—s 15 63
25 Distribution of net prize pool—s 17 63
26 Jackpot of division 1 prize pool—s 18 63

APPENDIX 4.1

EQUIVALENT NUMBER OF ENTRIES

APPENDIX 4.2

SYSTEM PRIZE COMBINATIONS

SCHEDULE 5

POOLS

PART 1—PRELIMINARY

1 Conduct of, and prizes in, pools 66
2 Definitions 66
3 Agency payment period 67

PART 2—ENTERING A DRAWING OF POOLS

4 How to enter a drawing of pools 67
5 Types of entries 67
6 Completing a coupon 68
7 Standard entry 69
8 System entry 69
9 With-the-field entry 69
10 Multiweek entry 70
11 Advance sale 70
12 Quickpick 70
13 Cancellation of a drawing of pools 71

PART 3—DRAWING POOLS

14	Deciding the numbers	71
15	Void match	72
16	Ranking of matches	72
17	Winning selections for each prize division	73
18	Only 1 prize for each entry	74

PART 4—DISTRIBUTION OF PRIZE POOLS

19	Bonus prize reserve	74
20	Distribution of net prize pool	74
21	Jackpot of division 1 prize pool	75
22	Divisions 2–4 prize pool to be added to pool for next lower division	75

PART 5—TRANSITIONAL

23	Transitional provision for ending pools under Pools (On-Line) Rule 1990	76
----	--	----

APPENDIX 5.1**EQUIVALENT NUMBER OF ENTRIES****APPENDIX 5.2****SYSTEM PRIZE COMBINATIONS****SCHEDULE 6****OZ LOTTO****PART 1—PRELIMINARY**

1	Conduct of, and prizes in, oz lotto	79
2	Definitions	79
3	Agency payment period	79

PART 2—ENTERING A DRAWING OF OZ LOTTO

4	How to enter a drawing of oz lotto	80
5	Types of entries	80
6	Completing a coupon	80
7	Standard entry	81
8	System entry	81
9	With-the-field entry	82
10	Multiweek entry	82
11	Advance sale	83

12 Quickpick 83

PART 3—DRAWING OZ LOTTO

13 Drawing the numbers 84

14 Winning selections for each prize division 84

15 Only 1 prize for each entry 84

PART 4—DISTRIBUTION OF PRIZE POOLS

16 Bonus prize reserve 85

17 Distribution of net prize pool 85

18 Jackpot of division 1 prize pool 86

19 Divisions 2–4 prize pool to be added to pool for next lower division 86

20 Guaranteed minimum prize payout for division 1 86

PART 5—TRANSITIONAL

21 Transitional provision for ending oz lotto under Lotto (Oz Lotto)
Rule 1994 87

APPENDIX 6.1

EQUIVALENT NUMBER OF ENTRIES

APPENDIX 6.2

SYSTEM PRIZE COMBINATIONS

SCHEDULE 7

INSTANT SCRATCH-ITS

PART 1—PRELIMINARY

1 Conduct of, and prizes in, instant scratch-its 90

2 Definitions 90

3 Computer system 91

4 Agency payment period 91

PART 2—PRINTING OF TICKETS

5 Approval of game or type of game of instant scratch-its 91

6 Game specifications 92

7 Information to be printed on tickets 92

8 Inspection of tickets 92

PART 3—ENTERING AND DRAWING INSTANT SCRATCH-ITS

9 Entering instant scratch-its 93

10 Drawings 93

PART 4—CLAIM AND PAYMENT OF AN INSTANT PRIZE

11	Claiming an instant prize	93
12	Captions are taken to be part of symbols	94
13	Payment by agent	95
14	Agent to confirm major prize	96
15	VIR number	96
16	Winning ticket not recognised	96
17	Void tickets	96
18	Instant prizes	97

PART 5—SECONDARY DRAWING

19	Selecting the winning tickets in a secondary drawing	97
----	--	----

PART 6—PAYMENT OF PRIZES IN A SECONDARY DRAWING

20	Notice to prize winners	98
21	Payment of prizes in a secondary drawing	98

PART 7—TRANSITIONAL

22	Transitional provision for ending instant scratch-its under Instant Casket Rule 1984	98
----	---	----

SCHEDULE 8**GOLDEN CASKET****PART 1—PRELIMINARY**

1	Conduct of, and prizes in, golden casket	99
2	Definitions	99
3	Agency payment period	100

PART 2—ENTERING A DRAWING OF GOLDEN CASKET

4	Objective in entering	100
5	Completing a coupon	100
6	Standard entry	100
7	Multidraw entry	100
8	Advance sale	101
9	Gift coupon	101
10	Shares	101

PART 3—PROCESSING A COUPON

11	Processing a coupon	101
----	-------------------------------	-----

12 Same ticket number generated for more than one coupon 102

PART 4—DRAWING GOLDEN CASKET

13 Drawing the numbers 102

PART 5—DISTRIBUTION OF PRIZE POOLS

14 Bonus prize reserve 103

15 Approved schedule 103

16 Payout guaranteed 103

PART 6—TRANSITIONAL

17 Transitional provision for ending golden casket under Golden
Casket (On-Line) Rule 1990 104

ENDNOTES

1 Index to endnotes 105

2 Date to which amendments incorporated 105

3 Key 105

4 Table of earlier reprints 106

5 List of legislation 106

6 List of annotations 106

LOTTERIES RULE 1996

[as amended by all amendments that commenced on or before 9 December 1996]

PART 1—PRELIMINARY

Short title

1. This rule may be cited as the *Lotteries Rule 1996*.

Conduct of, and prizes in, lotteries

2.(1) This rule provides for the conduct of, and prizes in, the lotteries mentioned in the schedules.

(2) The schedules provide detail about the conduct of, and prizes in, individual lotteries.

Definitions

3. In this rule—

“**advance sale**” means the sale of an entry for a drawing of a lottery other than the first drawing after the purchase of the entry.

“**agent’s payment limit**” means the amount the corporation and the agent have agreed is the maximum amount the agent may pay.

“**coupon**”, for a lottery, means a document approved by the corporation for entering a drawing of the lottery.

“**division**”, for a drawing of a lottery, means a prize level identified in the schedule for the lottery.

Example—

The prize levels for powerball range from division 1 down to division 7.

“**gold lotto**” means Wednesday gold lotto or Saturday gold lotto.

“**golden casket**” see schedule 8.

“**instant scratch-its**” see schedule 7.

“**lotto**” means Wednesday gold lotto, Saturday gold lotto or oz lotto.

“**multiweek entry**” means an entry for the next 5 or 10 drawings after the purchase of the entry.

“**oz lotto**” see schedule 6.

“**player registration number**”, for a person who becomes a registered player, means the number the corporation allocates to the person’s registration.

“**players register**” means the register established by the corporation under section 6.

“**pools**” see schedule 5.

“**powerball**” see schedule 1.

“**powerpick**” see schedule 1, section 2.

“**provisional prize pool**”, for a drawing of a lottery, means the estimated amount that, at the time of the drawing, is available to pay all winning entries in the drawing.

“**quickpick**” means a computer generated selection of numbers for an entry in a drawing of a lottery.

“**registered numbers**”, for a registered player for a lottery, means numbers registered by the player for the lottery under section 9.

“**registered player**” means a person registered with the corporation under section 7.

“**Saturday gold lotto**” see schedule 4.

“**selling point**” means a place where a person may enter a drawing of a lottery.

“**subscription receipt**” means a coupon that has printed on it the information mentioned in section 11.

“**super 66**” see schedule 2.

“**Wednesday gold lotto**” see schedule 3.

Corporation acting as own agent

4.(1) The corporation may operate a selling point as if it were an agent.

(2) A reference in this rule to an agent includes a reference to the corporation in its role as operator of a selling point.

Entering a drawing of a lottery

5. The procedure for entering a drawing of a lottery is set out in the schedule for the lottery.

PART 2—PLAYER REGISTRATION**Players register**

6.(1) The corporation must establish a register containing—

- (a) the name and address of each registered player; and
- (b) if a registered player has numbers registered for entering a drawing of a lottery—the registered numbers; and
- (c) other information the corporation considers appropriate.

(2) If a registered player asks to be told the details about the player contained in the players register, the corporation must tell the player the details.

Application for player registration

7.(1) A person may apply to be registered with the corporation by—

- (a) completing a player registration application form; and
- (b) lodging the application form at a selling point.

(2) Two persons (but not more than 2 persons) may apply jointly to be registered in the players register as a registered player.

(3) A player registration application must be accompanied by a fee of \$2.00.

Agent to issue registration card

8.(1) An agent who grants a person's application to become a registered player must give the person a player registration card.

(2) The person's registration is subject to the conditions printed on the card.

(3) Before giving the card to the person, the agent must activate the player registration card by passing it through a card reader attached to a gaming terminal.

(4) The agent must use the terminal to print on the player registration application form—

- (a) the person's player registration number; and
- (b) the time and date the card is activated.

(5) The agent must, as soon as practicable, send the completed player registration application form to the corporation for inclusion in the players register.

(6) If 2 persons apply jointly to be registered as a registered player, an agent may issue only one card for the registration.

Registered player may have registered numbers

9.(1) A registered player may have numbers (or for super 66, a number) for entering a drawing of a lottery registered, for the player, in the players register.

(2) To have numbers registered, or to change registered numbers, other than for super 66, a registered player must—

- (a) give a coupon marked with the numbers to an agent; and
- (b) ask the agent to register the numbers.

(3) To have a number registered for super 66, or to change a registered number for super 66, a registered player must ask an agent—

- (a) to use the agent's gaming terminal to randomly generate a 6-digit number; and
- (b) to register the number generated as the person's registered number for super 66.

Changes in information for players register

10. To change the information contained in the players register about a registered player, the registered player must lodge another completed player registration application form at a selling point.

PART 3—PROCESSING A COUPON**Processing a coupon**

11. An agent who processes a subscriber's coupon for entry in a drawing of a lottery must use a gaming terminal to print, on the coupon, the following information—

- (a) the number, or if it is a multiweek entry, the numbers, allocated to identify each drawing of the lottery the person is entering;
- (b) the number of the gaming terminal;
- (c) the coupon number;
- (d) the amount of the subscription;
- (e) the date and time of purchase of the entry;
- (f) the prize validation bar code;
- (g) if the subscriber is a registered player, and enters the drawing using the subscriber's registered numbers—the subscriber's player registration number;
- (h) if the entry is a multiweek entry—whether it is for 5 weeks or 10 weeks;
- (i) the numbers selected, with, if the entry is for powerball, the powerball number underlined;
- (j) whether the entry is by a quickpick, powerpick or uses the subscriber's registered numbers;
- (k) other information the corporation considers appropriate.

Subscriber may request cancellation of subscription receipt

12.(1) Neither the corporation nor an agent has an obligation to ensure that a subscription receipt is in accordance with entry details requested by or on behalf of a subscriber.

(2) However, a subscriber may ask an agent for a subscription receipt to be cancelled.

(3) If the subscriber's request is made within 10 minutes of the issue of the subscription receipt, the agent may cancel the receipt.

(4) If the subscriber's request is made on the day the receipt was issued, but more than 10 minutes after the issue, the corporation may cancel the receipt, but only if—

- (a) entries have not closed for the drawing to which the subscription receipt relates; and
- (b) an agent asks the corporation to cancel the receipt; and
- (c) the corporation is able to identify and cancel the receipt; and
- (d) the agent endorses the receipt as cancelled.

No cash refund for cancelled subscription receipt

13.(1) If a subscription receipt is cancelled, no cash refund is to be given.

(2) However, the subscription for the cancelled entry may be used for another entry.

When subscription receipt is void

14.(1) A subscription receipt is void if—

- (a) the subscription receipt is recorded in the computer system as cancelled; or
- (b) information forming part of the subscription receipt is changed other than with the authority of the corporation.

(2) A person does not have a claim against the corporation for a prize based on a void subscription receipt.

PART 4—ENTRY DIRECTLY WITH CORPORATION

Coupon may be lodged directly with the corporation

15.(1) A person may enter a drawing of a lottery by lodging a completed coupon directly with the corporation and not through an agent.

(2) The corporation need not accept a coupon if it is not—

- (a) completed in accordance with the schedule for the lottery; and
- (b) accompanied by the subscription.

(3) The person may pay the subscription to the corporation by cheque but the corporation must not process the entry until the corporation receives the proceeds of the cheque.

(4) After the corporation receives the cheque's proceeds, the entry must be processed for the next available drawing of the lottery for which it is an entry.

(5) A subscription receipt must be sent by the corporation to the person as soon as practicable after the entry has been processed.

Application for entry without coupon

16. The corporation may complete a coupon for a person if—

- (a) the person sends a written request to the corporation to enter a drawing of a lottery without enclosing a coupon; and
- (b) the corporation is satisfied the person has provided sufficient detail for the corporation to complete the coupon.

PART 5—DRAWING A LOTTERY AND PUBLISHING RESULTS

Each drawing to be numbered

17. Each drawing of a lottery is to be given a number and identified by the number.

Conduct of drawing to be supervised

18. If a lottery is conducted as a scheme under section 50B¹ of the Act, each drawing to decide prize winners is to be supervised in the way agreed by the corporation and the foreign agencies who have agreed to conduct the scheme.

Announcement of provisional prize pool

19. The amount of the provisional prize pool for a drawing of a lottery must be announced at the drawing.

Drawing the numbers and winning selections

20. The procedure for drawing the numbers and the winning selections for each prize division in a lottery are set out in the schedule for the lottery.

Publication of results

21.(1) As soon as practicable after the drawing of a lottery, the corporation must tell all agents the winning numbers.

(2) An agent must display the numbers at the agent's selling point.

(3) An agent may also display the following information—

- (a) the amount of the prize pool in each division;
- (b) the number of prize winners in each division;

¹ Section 50B (Pooling arrangements)

- (c) the provisional value of a prize in division 1 and the value of a prize in each of the other divisions.

PART 6—CLAIMING A PRIZE

Computer system to identify prize-winning entries

22.(1) The prize-winning entries for a drawing of a lottery are the entries identified by the computer system.

(2) If a person has a subscription receipt that, on the face of it, is a prize-winning entry, but the computer system does not initially identify it as a prize-winning entry, the corporation must investigate why the computer system did not identify the entry.

(3) The corporation must start its investigation as soon as practicable, and must complete it within 6 months after the drawing.

Registered player as prize winner in division 1

23. As soon as practicable after the drawing of a lottery, the corporation must use the computer system to find out whether a division 1 prize-winning entry is the entry of a registered player.

Division 1—claim and payment

24.(1) A person may claim a division 1 prize in a drawing of a lottery by presenting the subscription receipt for the prize-winning entry to the corporation.

(2) The person's name and address must be clearly written on the subscription receipt.

(3) The corporation may pay a division 1 prize to a person claiming the prize who—

- (a) presents a subscription receipt for a division 1 prize-winning entry; or

Lotteries Rule 1996

(b) is a registered player who is a subscriber for a division 1 prize-winning entry.

(4) The corporation may wait 14 days after the drawing before paying division 1 prizes but must pay the prizes as soon as practicable after that time.

Claim and payment for prizes other than division 1 prizes

25.(1) A person (“**person A**”) may claim a prize in a division for a drawing of a lottery, other than division 1, by presenting the subscription receipt for the prize-winning entry to an agent.

(2) The agent must use a gaming terminal to find out whether the subscription receipt is the receipt for a prize-winning entry in the drawing.

(3) The agent may pay the prize to person A unless—

- (a) the agent reasonably believes that person A is not the owner of the subscription receipt; or
- (b) the corporation has been asked by another person claiming to be the owner of the subscription receipt to stop payment of the prize.

(4) If the subscription receipt was issued to a registered player, the agent may pay the prize without checking whether the person claiming the prize is the registered player.

(5) If the computer system does not identify the subscription receipt as a receipt for a prize-winning entry—

- (a) the agent must not pay a prize; and
- (b) if the person nevertheless wishes to claim a prize—the person must claim the prize directly from the corporation.

(6) The person must also claim a prize from the corporation rather than the agent if—

- (a) the agency payment period for the lottery has ended; or
- (b) the amount of the prize is more than the agent’s payment limit.

(7) An agent must pay a prize claimed in a division, other than division 1, as soon as practicable after it is claimed.

Corporation may send cheque after agency payment period

26.(1) This section applies if—

- (a) the computer system indicates that the subscriber for an entry in a drawing of a lottery is a registered player; and
- (b) the entry wins a prize (other than a prize in division 1 of the drawing); and
- (c) the prize is not paid in the agency payment period for the lottery.

(2) The corporation may send a cheque for the prize to the registered player.

(3) However, the corporation need not send the cheque under subsection (2) if it appears to the corporation that the name or address in the players register for the registered player is incorrect, or is not sufficient for the safe delivery of the cheque.

Corporation may ask for statutory declaration and proof of identity

27. Before the corporation pays a prize, the corporation may ask the person claiming the prize to—

- (a) complete a statutory declaration to the effect that the person is the owner of the subscription receipt for the prize-winning entry; and
- (b) provide proof of the person's identity.

Request to stop payment of prize

28.(1) A person may ask the corporation to stop payment of a prize for a prize-winning entry on the basis that the subscription receipt for the entry has been lost, stolen or destroyed.

(2) The request to stop payment must—

- (a) be on the form supplied by the corporation; and
- (b) contain enough information for the corporation to properly identify the subscription receipt; and
- (c) be accompanied by a search fee of \$5.00.

(3) The corporation may stop payment of the prize.

Lotteries Rule 1996

(4) If the prize is paid before the corporation is able to stop payment, the corporation—

- (a) must tell the person who made the request that the payment has already been made; and
- (b) if the request was made on the basis that the subscription receipt has been lost or stolen—
 - (i) must help in any police investigation; and
 - (ii) if the corporation knows the name and address of the person to whom the prize was paid—may tell an investigating police officer the name and address.

(5) Subsection (4)(b)(ii) applies despite anything else in this rule.

(6) If the corporation stops payment of a prize under subsection (3), the corporation must not pay the prize until it investigates the ownership of the subscription receipt for the prize-winning entry.

Information to be printed on prize-winning subscription receipt

29.(1) If the computer system identifies a subscription receipt as the receipt for a prize-winning entry for a division, other than division 1, for a drawing of a lottery, and the agent pays the prize, the agent must use the gaming terminal to print the following information on the receipt—

- (a) the date the agent paid the prize;
- (b) the number of the drawing in which the prize was won;
- (c) the amount paid to the subscriber.

(2) The agent must keep the subscription receipt for 3 months after paying the prize.

(3) However, if the subscription receipt is for a multiweek entry that is still current for at least 1 more drawing, the agent must—

- (a) print the information mentioned in subsection (1) on the receipt; and
- (b) also print the information on a new coupon; and
- (c) return the subscription receipt to the person.

(4) If an agent prints information on a new coupon under subsection (3)(b), the agent must keep the new coupon for 3 months after paying the prize.

Payment of prize to 2 persons registered as a registered player

30.(1) If an entry from 2 persons registered as a registered player is a prize-winning entry, the prize is paid in the way directed by the 2 persons acting together, but only to 1 or both of the persons.

(2) If an agent enters a drawing of a lottery on behalf of a group of persons, and the entry is a prize-winning entry in division 1 of the lottery, the corporation may pay prize money to individual members of the group in the way directed by the agent.

Corporation not bound by agreement between members of group

31. The corporation is not bound by an agreement made between the members of a group of persons on whose behalf a subscriber enters a drawing of a lottery.

Gaming terminal cannot read subscription receipt

32.(1) This section applies if—

(a) a person presents a subscription receipt at an agent's selling point; and

(b) the gaming terminal at the selling point cannot read the receipt.

(2) If the coupon number is not legible, but the person claims a prize—

(a) the agent must not pay the prize; and

(b) the person must claim the prize directly from the corporation.

(3) If the coupon number is legible, the agent must use the keyboard attached to the gaming terminal to enter the coupon number on the computer system.

(4) If the computer system identifies the coupon number as belonging to a subscription receipt for a prize-winning entry, the agent—

(a) may pay the prize; and

- (b) if the agent pays the prize—must print the following information on a new coupon—
 - (i) the date the agent paid the prize;
 - (ii) the number of the drawing in which the prize was won;
 - (iii) the amount paid.
- (5) The agent may pay a prize under subsection (4) only if—
 - (a) the agency payment period has not ended; and
 - (b) the amount of the prize is not more than the agent's payment limit; and
 - (c) the prize is for a division other than division 1.

Restriction on release of names and addresses of prize winners

33.(1) Unless otherwise authorised under this rule, the corporation must not release the name or address of a prize winner if the person is a registered player who has placed an 'X' in the 'not for publication' (NFP) square on the person's player registration application form.

(2) However, the corporation may publish the name of the suburb or town shown in the players register as the person's address.

PART 7—DISTRIBUTION OF PRIZE POOLS

Bonus prize reserve

34. If a lottery is conducted as a scheme under section 50B² of the Act, bonus prize money accumulated as a bonus prize reserve is distributed as additional prize money in a drawing of the lottery in the way agreed between the corporation and the foreign agencies who have agreed to conduct the scheme.

² Section 50B (Pooling arrangements)

Distribution of prize pools

35. The distribution of the prize pool for a lottery is set out in the schedule for the lottery.

Jackpot and bonus prize reserve funds to be division 1 prize

37.(1) This section applies if—

- (a) a jackpot prize pool is available for a drawing of a lottery; and
- (b) the corporation is to distribute an amount from the bonus prize reserve for the division 1 prize in the same drawing.

(2) The jackpot prize pool and the amount from the bonus prize reserve are a single prize pool for the drawing and, for the purpose of making a claim, must be treated as a division 1 prize.

PART 8—MISCELLANEOUS**Closing time for a drawing of a lottery**

38. The closing time for a drawing of a lottery must be displayed at each selling point.

Application of provisions of rule to instant scratch-its

39.(1) The provisions of this rule apply to instant scratch-its only to the extent that they can be sensibly applied having regard to the provisions of schedule 7.

(2) In particular—

- (a) part 2 does not apply, as a registered player cannot use a player registration card to enter instant scratch-its; and
- (b) parts 3 and 4 do not apply, as a person who wishes to enter instant scratch-its merely asks for an entry and does not complete a coupon; and

Lotteries Rule 1996

- (c) part 6, other than sections 27 and 31, does not apply; and
- (d) there are no prize divisions or prize pools for divisions in instant scratch-its; and
- (e) section 38 does not apply.

Application of provisions of rule to golden casket

40.(1) The provisions of this rule apply to golden casket only to the extent that they can be sensibly applied having regard to the provisions of schedule 8.

(2) In particular, a reference in this rule to a division in a lottery is taken to be a reference to an equivalent prize level for golden casket.

Examples—

1. A reference to a division 1 prize is taken to be a reference to a prize in the highest category of prizes in a drawing of golden casket.
2. A reference to a division 3 prize is taken to be a reference to a prize in the third highest category of prizes in a drawing of golden casket.

SCHEDULE 1

POWERBALL

section 2(2)

PART 1—PRELIMINARY

Conduct of, and prizes in, powerball

1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as powerball.

Definitions

2. In this schedule—

“drawing equipment” means 2 electronically operated machines—

- (a) used to select, at random and one at a time, the winning numbers in a drawing of powerball; and
- (b) each containing 45 balls numbered from 1 to 45.

“net prize pool”, for a drawing of powerball, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“powerball number” see section 7.

“powerpick” means the way of entering powerball described in section 12.

“standard entry” means the type of entry explained in section 7.

“system entry” means the type of entry explained in section 8.

Agency payment period

3. The agency payment period for powerball is the first 13 weeks after a drawing.

SCHEDULE 1 (continued)

PART 2—ENTERING A DRAWING OF POWERBALL**How to enter a drawing of powerball**

- 4.** A person may enter a drawing of powerball by—
- (a) using a completed coupon; or
 - (b) asking for any type of entry by quickpick; or
 - (c) asking for the person's registered numbers to be used; or
 - (d) asking for a powerpick.

Types of entries

- 5.** A person may choose one of the following types of entries—
- (a) a standard entry;
 - (b) a system entry;
 - (c) a multiweek entry;
 - (d) a combination of paragraphs (a) and (c);
 - (e) for a system entry with no more than 15 numbers—a combination of paragraphs (b) and (c).

Completing a coupon

- 6.(1)** A coupon is completed by marking—
- (a) a selection of numbers; and
 - (b) if the entry is a system entry or multiweek entry—the type of entry.
- (2)** A coupon may be used for more than 1 type of entry.

Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.

SCHEDULE 1 (continued)

(4) Each selected square in a panel should be legibly and clearly marked with an ‘X’ within the boundaries of the square.

(5) A mark made on a coupon to enter a drawing—

- (a) must be made in dark blue or black non-erasable ink; and
- (b) must not be made by mechanical or electronic means without the approval of the corporation; and
- (c) must not be made for a purpose other than to complete the coupon.

(6) An agent may refuse to accept—

- (a) an entry that has not been made on a coupon; or
- (b) a coupon that has not been properly completed.

(7) If a coupon has not been properly completed, the agent may ask the person submitting it—

- (a) to properly complete the coupon; or
- (b) to identify the number or numbers to be added to or removed from the selection; or
- (c) to complete a new coupon.

Standard entry

7.(1) A person completes a standard entry in a drawing of powerball by selecting 5 numbers from the first panel for the entry and 1 number (the “**powerball number**”) from the second panel for the entry.

(2) However, a coupon may only be completed in multiples of 2 standard entries.

System entry

8.(1) A person completes a system entry in a drawing of powerball by—

- (a) selecting between 7 and 20 numbers (the “**system numbers**”) from the first panel for the entry and 1 number (again, the

SCHEDULE 1 (continued)

“**powerball number**”) from the second panel for the entry; and

(b) marking the system square with an ‘X’.

(2) The computer system forms all possible combinations of 5 numbers from the system numbers selected for the first panel without the person specifying the individual combinations.

(3) The equivalent number of standard entries of 5 numbers formed by a system entry is specified in appendix 1.1.

Example—

If a person selects 8 numbers in the first panel for an entry, a powerball number and the system square, the person has the equivalent of 56 standard entries.

(4) The number of times that a particular type of system entry wins a division if the winning numbers and powerball number are selected is specified in appendix 1.2.

(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.

Multiweek entry

9.(1) A person completes a multiweek entry in a drawing of powerball by—

(a) selecting numbers as for a standard or system entry; and

(b) marking the multiweek ‘5’ or ‘10’ square with an ‘X’.

(2) A multiweek entry cannot be used for a system entry with more than 15 numbers.

Advance sale

10.(1) To enter a drawing of powerball by an advance sale, a person must nominate the number of the drawing for which the entry is required and—

(a) complete a coupon; or

(b) ask for an entry by quickpick or powerpick; or

SCHEDULE 1 (continued)

(c) ask for the person's registered numbers to be used for the entry.

(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

(3) An advance sale cannot be used for a multiweek entry.

Quickpick

11.(1) To enter a drawing of powerball by a quickpick, a person—

(a) must ask for a quickpick; and

(b) must specify whether the entry required is the equivalent of a standard, system or multiweek entry; and

(c) need not complete a coupon.

(2) Subsections (3) to (5) set out the types of quickpick.

(3) A standard quickpick contains 12 entries.

(4) A super quickpick contains 18 entries.

(5) A system quickpick is a system entry by quickpick.

Powerpick

12.(1) To enter a drawing of powerball by a powerpick, a person must—

(a) ask for an entry by powerpick; and

(b) specify whether the entry required is the equivalent of a standard, system or multiweek entry; and

(c) mark with an 'X' the powerpick square on a gold lotto coupon, or ask for the person's numbers registered for lotto to be used for the entry.

(2) For a standard entry by powerpick, the computer system, from the person's numbers registered for lotto or numbers marked on the gold lotto coupon—

(a) randomly chooses 1 number as the powerball number for the second panel for the entry; and

SCHEDULE 1 (continued)

- (b) uses the remaining 5 numbers for the first panel.
- (3) For a system entry by powerpick, the computer system—
 - (a) uses the person's numbers registered for a system entry for lotto, or numbers marked on the gold lotto coupon, for the first panel for the entry; and
 - (b) randomly chooses 1 number between 1 and 45 as the powerball number for the second panel for the entry.
- (4) A powerpick may be used for a multiweek entry.

PART 3—DRAWING POWERBALL**Drawing the numbers**

13.(1) A person who conducts a drawing of powerball must, in 2 draws, cause to be drawn from the drawing equipment—

- (a) in the first draw—5 winning numbers from 1 of the 2 machines comprising the drawing equipment; and
- (b) in the second draw—1 winning number (that is, the powerball number) from the other of the 2 machines.

(2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the drawn ball display section of the drawing equipment.

Winning selections for each prize division

14.(1) There are 7 prize divisions in each drawing of powerball.

(2) The prize winners in a division are the subscribers whose selections of numbers match the winning selection for the division.

(3) The following are the winning selections for each division—

- (a) division 1—all 5 numbers in the first draw and the powerball

SCHEDULE 1 (continued)

- number;
- (b) division 2—all 5 numbers in the first draw and no powerball number;
 - (c) division 3—any 4 numbers in the first draw and the powerball number;
 - (d) division 4—any 3 numbers in the first draw and the powerball number;
 - (e) division 5—any 4 numbers in the first draw and no powerball number;
 - (f) division 6—any 2 numbers in the first draw and the powerball number;
 - (g) division 7—any 3 numbers in the first draw and no powerball number.

(4) Division 1 is the highest division and division 7 is the lowest division.

Only 1 prize for each entry

15. A standard entry in a drawing of powerball cannot win a prize in more than 1 division.

Example—

If a person has the 6 (ie 5 + 1) winning numbers for division 1, the person has not won division 2 merely because 5 winning numbers needed for a division 2 prize are included in the 6 winning numbers for division 1.

PART 4—DISTRIBUTION OF PRIZE POOLS**Bonus prize reserve**

16. Not more than 2.5% of the total subscriptions for a drawing of powerball may be put aside to accumulate as part of a bonus prize reserve.

SCHEDULE 1 (continued)

Distribution of net prize pool

17.(1) The net prize pool for a drawing of powerball must be distributed as follows—

- division 1—37.5%
- division 2—14%
- division 3—6.4%
- division 4—5%
- division 5—2.8%
- division 6—12.5%
- division 7—21.8%.

(2) The prize pool for a division for a drawing must be divided in equal shares amongst the winners in the division.

(3) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5 cents.

(4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the division 1 prize pool.

Jackpot of division 1 prize pool

18.(1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.

(2) The division 1 prize pool may jackpot under subsection (1) 25 times.

(3) If there is no division 1 prize winner in the 26th drawing, the total of the jackpot prize pool and the division 1 prize payable for the 26th drawing must be added to the prize pool available for distribution to winners in division 2 in the 26th drawing.

(4) If subsection (3) applies, the prize pool must be treated as division 1 prize money for the purpose of making a claim.

SCHEDULE 1 (continued)

Divisions 2–6 prize pool to be added to pool for next lower division

19.(1) If there is no winner in division 2, 3, 4, 5 or 6 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.

(2) If there is no winner in division 7 in a drawing, the prize pool available for distribution to winners of division 7 must be added to the bonus prize reserve.

Guaranteed minimum prize payout for division 1

20.(1) This section applies if—

- (a) a minimum prize payout in division 1 in a drawing has been guaranteed; and
- (b) there is not enough money in the division 1 share of the prize pool and the bonus prize reserve for the payout.

(2) The corporation must make available the shortfall for the payout from the corporation's own funds.

(3) However, if there is no winner in division 1, the amount made available from the bonus prize reserve or by the corporation under subsection (2) must not be used to decide the amount of a jackpot prize pool for a subsequent drawing.

(4) The corporation may reimburse itself from the bonus prize reserve for money made available by it under subsection (2).

SCHEDULE 1 (continued)

APPENDIX 1.1

EQUIVALENT NUMBER OF ENTRIES

section 8(3)

Entry Type	Quickpick	Equivalent Entries
2 Panel	NO	2
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
System 7	YES	21
System 8	YES	56
System 9	YES	126
System 10	YES	252
System 11	YES	462
System 12	YES	792
System 13	YES	1287
System 14	YES	2002
System 15	YES	3003
System 16	YES	4368
System 17	YES	6188
System 18	YES	8568
System 19	YES	11628
System 20	YES	15504
* 18 Panel available only as Super Quickpick		

SCHEDULE 1 (continued)

APPENDIX 1.2

SYSTEM PRIZE COMBINATIONS

section 8(4)

		Prizes by Division for Each System Type																		
Winning Numbers	Powerball Numbers	Divisions	Systems																	
			7	8	9	10	11	12	13	14	15	16	17	18	19	20				
Five (5)	One (1)	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		3	10	15	20	25	30	35	40	45	50	55	60	65	70	75				
		4	10	30	60	100	150	210	280	360	450	550	660	780	910	1050				
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		6	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550				
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Five (5)	Zero (0)	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	10	15	20	25	30	35	40	45	50	55	60	65	70	75				
		6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		7	10	30	60	100	150	210	280	360	450	550	660	780	910	1050				
Four (4)	One (1)	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
		4	12	24	40	60	84	112	144	180	220	264	312	364	420	480				
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	6	24	60	120	210	336	504	720	990	1320	1716	2184	2730	3360				
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Three (3)	One (1)	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	6	10	15	21	28	36	45	55	66	78	91	105	120	136				
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	12	30	60	105	168	252	360	495	660	858	1092	1365	1680	2040				
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Four (4)	Zero (0)	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
		6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		7	12	24	40	60	84	112	144	180	220	264	312	364	420	480				
Two (2)	One (1)	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	10	20	35	56	84	120	165	220	286	364	455	560	680	816				
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Three (3)	Zero (0)	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		7	6	10	15	21	28	36	45	55	66	78	91	105	120	136				

SCHEDULE 2**SUPER 66**

section 2(2)

PART 1—PRELIMINARY**Conduct of, and prizes in, super 66**

1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as super 66.

Definitions

2. In this schedule—

“drawing equipment” means an electronically operated machine designed and used—

- (a) to select, at random, the winning number in a drawing of super 66; and
- (b) to display the winning number in a horizontal display section forming part of the equipment.

“multiple entry” means between 2 and 12 entries, on a single coupon, in a drawing.

“net prize pool”, for a drawing of super 66, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“single entry” means a single entry in a drawing.

Agency payment period

3. The agency payment period for super 66 is the first 13 weeks after a drawing.

SCHEDULE 2 (continued)

Super 66 only in conjunction with another lottery

4. A person may enter a drawing of super 66 only in conjunction with an entry for a drawing of gold lotto, pools or powerball.

PART 2—ENTERING A DRAWING OF SUPER 66**How to enter a drawing of super 66**

5. A person may enter a drawing of super 66 by—
- (a) entering a drawing of gold lotto, pools or powerball; and
 - (b) if the person—
 - (i) has completed a coupon—marking with an ‘X’ the super 66 square for either a single entry or a multiple entry; or
 - (ii) has not completed a coupon—asking for a super 66 entry.

Processing an entry

6.(1) If a coupon has the super 66 square for a single entry marked, the agent must use the gaming terminal to randomly generate and print a 6-digit number on the coupon.

- (2) If the square for a multiple entry is marked—
- (a) the person must tell the agent the number of entries the person requires; and
 - (b) the agent must use the gaming terminal to randomly generate and print a 6-digit number for each entry.
- (3) A multiple entry may not consist of more than 12 entries.

 SCHEDULE 2 (continued)

PART 3—DRAWING SUPER 66
Drawing the numbers

7.(1) A person who conducts a drawing of super 66 must cause to be drawn from the drawing equipment, at random, 6 single-digit numbered balls.

(2) The number formed by the numbered balls, in the horizontal display section, is the winning number for the drawing.

(3) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the horizontal display section of the drawing equipment.

Winning selections for each prize division

8.(1) There are 5 prize divisions in each drawing of super 66.

(2) The prize winners in a division are the subscribers whose selections of numbers form a number that matches the winning number for the division.

(3) The following are the winning numbers for each division—

- division 1—NNNNNN
- division 2—NNNNNn or nNNNNN
- division 3—NNNNnn or nnNNNN
- division 4—NNNnnn or nnnNNN
- division 5—NNnnnn or nnnnNN.

(4) In subsection (3)—

“**N**” means a winning number.

“**n**” means a number other than a winning number.

Example for subsections (3) and (4)—

If the winning number is 436297, a person is a winner in division 3 if the person’s number is 436266 or 896297.

SCHEDULE 2 (continued)

(5) Division 1 is the highest division and division 5 is the lowest division.

PART 4—DISTRIBUTION OF PRIZE POOLS**Bonus prize reserve**

9. Not more than 5% of the total subscriptions for a drawing of super 66 may be put aside to accumulate as part of a bonus prize reserve.

Distribution of net prize pool

10.(1) The net prize pool for a drawing of super 66 must be distributed to winners in the divisions as follows—

- division 5—\$6.60 for each winning entry
- division 4—\$66.00 for each winning entry
- division 3—\$666.00 for each winning entry
- division 2—\$6 666.00 for each winning entry
- division 1—the balance of the prize pool divided in equal shares amongst the winners.

(2) The corporation must pay the shortfall from the bonus prize reserve if the amount in the net prize pool for a drawing is not enough to pay—

- (a) the amounts specified in subsection (1) for divisions 2 to 5; and
- (b) \$16 666.00 to each winner of division 1.

Jackpot of division 1 prize pool

11.(1) If there is no division 1 prize winner in a drawing of super 66, the amount of the prize pool available for distribution to division 1 winners in the drawing jackpots by the addition of the amount to the division 1 prize pool in the next drawing.

SCHEDULE 2 (continued)

(2) The division 1 prize pool may jackpot under subsection (1) 4 times.

(3) If there is no division 1 prize winner in the fifth drawing, the total of the jackpot prize pool and the division 1 prize payable for the fifth drawing is available for distribution as additional prize money for winners in division 2 in the fifth drawing.

(4) If subsection (3) applies, the additional prize money must be—

- (a) divided equally amongst the winners in division 2; and
- (b) for the purpose of making a claim—treated as division 1 prize money.

(5) However, if there is no winner in division 2, or in divisions 2 and 3, or in divisions 2, 3 and 4, in a drawing mentioned in subsection (3), the additional prize money available under subsection (3) for distribution to winners in division 2 is available for distribution, in equal shares, to winners in the highest division in which there is a winner.

(6) If prize money is available for distribution under subsection (5) but there is no prize winner in any division, the additional prize money must be added to the bonus prize reserve.

SCHEDULE 3**WEDNESDAY GOLD LOTTO**

section 2(2)

PART 1—PRELIMINARY**Conduct of, and prizes in, Wednesday gold lotto**

1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as Wednesday gold lotto.

Definitions

2. In this schedule—

“drawing equipment” means an electronically operated machine, containing 45 balls numbered from 1 to 45, designed and used—

- (a) to select, at random and one at a time, the winning numbers in a drawing of Wednesday gold lotto; and
- (b) to display the winning numbers in a horizontal display section forming part of the equipment.

“net prize pool”, for a drawing of Wednesday gold lotto, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“standard entry” means the type of entry explained in section 7.

“system entry” means the type of entry explained in section 8.

“with-the-field entry” means the type of entry explained in section 9.

Agency payment period

3. The agency payment period for Wednesday gold lotto is the first 13 weeks after a drawing.

SCHEDULE 3 (continued)

PART 2—ENTERING A DRAWING OF WEDNESDAY GOLD LOTTO**How to enter a drawing of Wednesday gold lotto**

- 4.** A person may enter a drawing of Wednesday gold lotto by—
- (a) using a completed coupon; or
 - (b) asking for any type of entry by quickpick; or
 - (c) asking for the person's registered numbers to be used.

Types of entries

- 5.** A person may choose one of the following types of entries—
- (a) a standard entry;
 - (b) a system entry;
 - (c) a multiweek entry;
 - (d) a with-the-field entry;
 - (e) a combination of paragraphs (a) and (c), (b) and (c), or (c) and (d).

Completing a coupon

- 6.(1)** A coupon is completed by marking—
- (a) a selection of numbers; and
 - (b) if the entry is a system, multiweek or with-the-field entry—the type of entry.
- (2)** A coupon may be used for more than 1 type of entry.

Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.

- (4)** Each selected square in a panel should be legibly and clearly marked

SCHEDULE 3 (continued)

with an 'X' within the boundaries of the square.

(5) A mark made on a coupon to enter a drawing—

- (a) must be made in dark blue or black non-erasable ink; and
- (b) must not be made by mechanical or electronic means without the approval of the corporation; and
- (c) must not be made for a purpose other than to complete the coupon.

(6) An agent may refuse to accept—

- (a) an entry that has not been made on a coupon; or
- (b) a coupon that has not been properly completed.

(7) If a coupon has not been properly completed, the agent may ask the person submitting it—

- (a) to properly complete the coupon; or
- (b) to identify the number or numbers to be added to or removed from the selection; or
- (c) to complete a new coupon.

Standard entry

7.(1) A person completes a standard entry in a drawing of Wednesday gold lotto by selecting 6 numbers from one of the panels.

(2) However, a coupon may only be completed in multiples of 2 standard entries.

System entry

8.(1) A person completes a system entry in a drawing of Wednesday gold lotto by—

- (a) selecting between 7 and 20 numbers (the “**system numbers**”) from at least one of the panels; and
- (b) marking the system square with an 'X'.

SCHEDULE 3 (continued)

(2) The computer system forms all possible combinations of 6 numbers from the system numbers selected without the person specifying the individual combinations.

(3) The equivalent number of standard entries of 6 numbers formed by a system entry is specified in appendix 3.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

(4) The number of times that a particular type of system entry wins a division if the winning and supplementary numbers are selected is specified in appendix 3.2.

(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.

With-the-field entry

9.(1) A person completes a with-the-field entry in a drawing of Wednesday gold lotto by—

- (a) selecting 4 or 5 numbers from at least one of the panels; and
- (b) marking the with-the-field '4' or '5' square with an 'X'.

(2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.

(3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is specified in appendix 3.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 40 standard entries.

(4) The number of times that a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is specified in appendix 3.2.

SCHEDULE 3 (continued)

Multiweek entry

10.(1) A person completes a multiweek entry in a drawing of Wednesday gold lotto by—

- (a) selecting numbers as for a standard, system or with-the-field entry; and
- (b) marking the multiweek '5' or '10' square with an 'X'.

(2) A multiweek entry cannot be used for a system entry with more than 15 numbers.

Advance sale

11.(1) To enter a drawing of Wednesday gold lotto by an advance sale, a person must nominate the number of the drawing for which the entry is required and—

- (a) complete a coupon; or
- (b) ask for an entry by quickpick; or
- (c) ask for the person's registered numbers to be used for the entry.

(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

(3) An advance sale cannot be used for a multiweek entry.

Quickpick

12.(1) To enter a drawing of Wednesday gold lotto by a quickpick, a person—

- (a) must ask for a quickpick; and
- (b) must specify whether the entry required is the equivalent of a standard, system or multiweek entry; and
- (c) need not complete a coupon.

(2) Subsections (3) to (6) set out the types of quickpick.

(3) A standard quickpick contains 12 entries.

SCHEDULE 3 (continued)

- (4) A super quickpick contains 18 entries.
- (5) A system quickpick is a system entry by quickpick.
- (6) A twinpick contains an entry in the next drawing of Wednesday gold lotto and the next drawing of Saturday gold lotto.
- (7) The minimum number of entries for which a coupon may be completed for a system 7 entry by quickpick is 2.

PART 3—DRAWING WEDNESDAY GOLD LOTTO**Drawing the numbers**

13.(1) A person who conducts a drawing of Wednesday gold lotto must cause to be drawn from the drawing equipment 8 numbered balls consisting of—

- (a) the first 6 balls—the winning numbers; and
- (b) the other 2 balls—the supplementary numbers.

(2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the horizontal display section of the drawing equipment.

Winning selections for each prize division

14.(1) There are 5 prize divisions in each drawing of Wednesday gold lotto.

(2) The prize winners in a division are the subscribers whose selections of numbers match the winning selection for the division.

(3) The following are the winning selections for each division—

- (a) division 1—all 6 winning numbers;
- (b) division 2—any 5 winning numbers and 1 supplementary number;

SCHEDULE 3 (continued)

- (c) division 3—any 5 winning numbers;
- (d) division 4—any 4 winning numbers;
- (e) division 5—any 3 winning numbers and 1 supplementary number.

(4) Division 1 is the highest division and division 5 is the lowest division.

Only 1 prize for each entry

15. A standard entry in a drawing of Wednesday gold lotto cannot win a prize in more than 1 division.

Example—

If a person has the 6 winning numbers for division 1, the person has not won division 3 merely because 5 winning numbers needed for a division 3 prize are included in the 6 winning numbers for division 1.

PART 4—DISTRIBUTION OF PRIZE POOLS**Bonus prize reserve**

16. Not more than 50% of the total subscriptions for a drawing of Wednesday gold lotto may be put aside to accumulate as part of a bonus prize reserve.

Distribution of division 1 prizes

17.(1) The corporation must pay from the bonus prize reserve³—

- (a) if there are no more than 3 division 1 winners—\$1 000 000 to

³ Because the division 1 prize money is paid from the bonus prize reserve and not from the net prize pool, the net prize pool does not contain any money to jackpot if there is no division 1 prize winner.

SCHEDULE 3 (continued)

each division 1 winner; or

- (b) if there are more than 3 division 1 winners—\$3 000 000 divided equally amongst the division 1 winners.

(2) If there is not enough money in the bonus prize reserve to pay the prizes mentioned in subsection (1), the corporation must make available the shortfall in prize money from the corporation's own funds.

(3) The corporation may reimburse itself from the bonus prize reserve for money made available by it under subsection (2).

Distribution of net prize pool

18.(1) The net prize pool for a drawing of Wednesday gold lotto must be distributed as follows—

- division 2—10%
- division 3—18%
- division 4—32%
- division 5—40%.

(2) The prize pool for a division of a drawing, other than division 1, must be divided in equal shares amongst the winners in the division.

(3) Despite subsection (1), the amount of a prize distributed may be rounded to the nearest sum consisting of a multiple of 5 cents.

(4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the bonus prize reserve.

Divisions 2–4 prize pool to be added to pool for next lower division

19.(1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.

(2) If there is no winner in division 5 in a drawing, the prize pool

SCHEDULE 3 (continued)

available for distribution to winners of division 5 must be added to the bonus prize reserve.

PART 5—TRANSITIONAL**Transitional provision for ending Wednesday gold lotto under Lotto (On-line) Rule 1989 and introducing Wednesday gold lotto under this rule**

20. An entry purchased under the *Lotto (On-line) Rule 1989* before 8 December 1996 for a drawing of Wednesday gold lotto happening after 8 December 1996 is taken to be an entry purchased under this rule for a drawing of Wednesday gold lotto under this rule for the drawing date for which the entry was purchased.

SCHEDULE 3 (continued)

APPENDIX 3.1

EQUIVALENT NUMBER OF ENTRIES

sections 8(3) and 9(3)

WEDNESDAY GOLD LOTTO

EQUIVALENT NUMBER OF ENTRIES

Entry Type	Quickpick	Equivalent Entries
2 Panel	NO	2
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
5 With the Field	YES	40
4 With the Field	YES	820
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		

SCHEDULE 4**SATURDAY GOLD LOTTO**

section 2(2)

PART 1—PRELIMINARY**Conduct of, and prizes in, Saturday gold lotto**

1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as Saturday gold lotto.

Definitions

2. In this schedule—

“drawing equipment” means an electronically operated machine, containing 45 balls numbered from 1 to 45, designed and used—

- (a) to select, at random and one at a time, the winning numbers in a drawing of Saturday gold lotto; and
- (b) to display the winning numbers in a horizontal display section forming part of the equipment.

“net prize pool”, for a drawing of Saturday gold lotto, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“standard entry” means the type of entry explained in section 7.

“system entry” means the type of entry explained in section 8.

“with-the-field entry” means the type of entry explained in section 9.

Agency payment period

3. The agency payment period for Saturday gold lotto is the first 13 weeks after a drawing.

SCHEDULE 4 (continued)

**PART 2—ENTERING A DRAWING OF SATURDAY
GOLD LOTTO****How to enter a drawing of Saturday gold lotto**

- 4.** A person may enter a drawing of Saturday gold lotto by—
- (a) using a completed coupon; or
 - (b) asking for any type of entry by quickpick; or
 - (c) asking for the person's registered numbers to be used.

Types of entries

- 5.** A person may choose one of the following types of entries—
- (a) a standard entry;
 - (b) a system entry;
 - (c) a multiweek entry;
 - (d) a with-the-field entry;
 - (e) a combination of paragraphs (a) and (c), (b) and (c), or (c) and (d).

Completing a coupon

- 6.(1)** A coupon is completed by marking—
- (a) a selection of numbers; and
 - (b) if the entry is a system, multiweek or with-the-field entry—the type of entry.
- (2)** A coupon may be used for more than 1 type of entry.

Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.

- (4)** Each selected square in a panel should be legibly and clearly marked

SCHEDULE 4 (continued)

with an 'X' within the boundaries of the square.

(5) A mark made on a coupon to enter a drawing—

- (a) must be made in dark blue or black non-erasable ink; and
- (b) must not be made by mechanical or electronic means without the approval of the corporation; and
- (c) must not be made for a purpose other than to complete the coupon.

(6) An agent may refuse to accept—

- (a) an entry that has not been made on a coupon; or
- (b) a coupon that has not been properly completed.

(7) If a coupon has not been properly completed, the agent may ask the person submitting it—

- (a) to properly complete the coupon; or
- (b) to identify the number or numbers to be added to or removed from the selection; or
- (c) to complete a new coupon.

Standard entry

7.(1) A person completes a standard entry in a drawing of Saturday gold lotto by selecting 6 numbers from one of the panels.

(2) However, a coupon may only be completed in multiples of 2 standard entries, but with a minimum of 4 standard entries.

System entry

8.(1) A person completes a system entry in a drawing of Saturday gold lotto by—

- (a) selecting between 7 and 20 numbers (the “**system numbers**”) from at least one of the panels; and
- (b) marking the system square with an 'X'.

SCHEDULE 4 (continued)

(2) The computer system forms all possible combinations of 6 numbers from the system numbers selected without the person specifying the individual combinations.

(3) The equivalent number of standard entries of 6 numbers formed by a system entry is specified in appendix 4.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

(4) The number of times that a particular type of system entry wins a division if the winning and supplementary numbers are selected is specified in appendix 4.2.

(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.

With-the-field entry

9.(1) A person completes a with-the-field entry in a drawing of Saturday gold lotto by—

- (a) selecting 4 or 5 numbers from at least one of the panels; and
- (b) marking the with-the-field '4' or '5' square with an 'X'.

(2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.

(3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is specified in appendix 4.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 40 standard entries.

(4) The number of times that a particular type of with-the-field entry

SCHEDULE 4 (continued)

wins a division if the winning and supplementary numbers are selected is specified in appendix 4.2.

Multiweek entry

10.(1) A person completes a multiweek entry in a drawing of Saturday gold lotto by—

- (a) selecting numbers as for a standard, system or with-the-field entry; and
- (b) marking the multiweek '5' or '10' square with an 'X'.

(2) A multiweek entry cannot be used for a system entry with more than 15 numbers.

Advance sale

11.(1) To enter a drawing of Saturday gold lotto by an advance sale, a person must nominate the number of the drawing for which the entry is required and—

- (a) complete a coupon; or
- (b) ask for an entry by quickpick; or
- (c) ask for the person's registered numbers to be used for the entry.

(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

(3) An advance sale cannot be used for a multiweek entry.

Quickpick

12.(1) To enter a drawing of Saturday gold lotto by a quickpick, a person—

- (a) must ask for a quickpick; and
- (b) must specify whether the entry required is the equivalent of a standard, system or multiweek entry; and

SCHEDULE 4 (continued)

- (c) need not complete a coupon.
- (2) Subsections (3) to (6) set out the types of quickpick.
- (3) A standard quickpick contains 12 entries.
- (4) A super quickpick contains 18 entries.
- (5) A system quickpick is a system entry by quickpick.
- (6) A twinpick contains an entry in the next drawing of Saturday gold lotto and the next drawing of Wednesday gold lotto.
- (7) The minimum number of entries for which a coupon may be completed for a system 7 entry by quickpick is 2.

PART 3—DRAWING SATURDAY GOLD LOTTO**Drawing the numbers**

13.(1) A person who conducts a drawing of Saturday gold lotto must cause to be drawn from the drawing equipment 8 numbered balls consisting of—

- (a) the first 6 balls—the winning numbers; and
- (b) the other 2 balls—the supplementary numbers.

(2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the horizontal display section of the drawing equipment.

Winning selections for each prize division

- 14.(1)** There are 5 prize divisions in each drawing of Saturday gold lotto.
- (2) The prize winners in a division are the subscribers whose selections of numbers match the winning selection for the division.
 - (3) The following are the winning selections for each division—

SCHEDULE 4 (continued)

- (a) division 1—all 6 winning numbers;
- (b) division 2—any 5 winning numbers and 1 supplementary number;
- (c) division 3—any 5 winning numbers;
- (d) division 4—any 4 winning numbers;
- (e) division 5—any 3 winning numbers and 1 supplementary number.

(4) Division 1 is the highest division and division 5 is the lowest division.

Only 1 prize for each entry

15. A standard entry in a drawing of Saturday gold lotto cannot win a prize in more than 1 division.

Example—

If a person has the 6 winning numbers for division 1, the person has not won division 3 merely because 5 winning numbers needed for a division 3 prize are included in the 6 winning numbers for division 1.

PART 4—DISTRIBUTION OF PRIZE POOLS**Bonus prize reserve**

16. Not more than 5% of the total subscriptions for a drawing of Saturday gold lotto may be put aside to accumulate as part of a bonus prize reserve.

Distribution of net prize pool

17.(1) The net prize pool for a drawing of Saturday gold lotto must be distributed as follows—

SCHEDULE 4 (continued)

- division 1—26.2%
- division 2—6.7%
- division 3—12.4%
- division 4—21.1%
- division 5—33.6%.

(2) The prize pool for a division of a drawing must be divided in equal shares amongst the winners in the division.

(3) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5 cents.

(4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the division 1 prize pool.

Jackpot of division 1 prize pool

18.(1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.

(2) The division 1 prize pool in a drawing may jackpot under subsection (1) 4 times.

(3) If there is no division 1 prize winner in the 5th drawing, the total of the jackpot prize pool and the division 1 prize payable for the 5th drawing must be added to the prize pool available for distribution to winners in division 2 in the 5th drawing.

(4) If subsection (3) applies, the prize pool must be treated as division 1 prize money for the purpose of making a claim.

Divisions 2–4 prize pool to be added to pool for next lower division

19.(1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower

SCHEDULE 4 (continued)

division.

(2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

PART 5—TRANSITIONAL*Division 1—Saturday gold lotto after 8 December 1996***Transitional provision for ending Saturday gold lotto under Lotto (On-line) Rule 1989 and introducing Saturday gold lotto under this rule**

20. An entry purchased under the *Lotto (On-line) Rule 1989* before 8 December 1996 for a drawing of Saturday gold lotto happening after 8 December 1996 is taken to be an entry purchased under this rule for a drawing of Saturday gold lotto under this rule for the drawing date for which the entry was purchased.

*Division 2—Saturday gold lotto second draw***Saturday gold lotto second draw**

21.(1) Until 25 January 1997, there is a second draw for Saturday gold lotto.

(2) This division provides details about the way in which the drawing of, and the distribution of the prize pool for, the 2 draws differs from the drawing and distribution for the single draw provided for in parts 3 and 4.

Drawing the numbers—s 13

22. A person who conducts the second draw in a drawing of Saturday

SCHEDULE 4 (continued)

gold lotto must cause to be drawn from the drawing equipment 6 numbered balls that are the winning numbers for the draw.

Winning selections for each prize division—s 14

23. In the second draw of a drawing of Saturday gold lotto—

- (a) division 1 is the only prize division; and
- (b) the winning selection for division 1 is all 6 winning numbers.

Only one prize for each entry—s 15

24. Despite section 15, a single entry may win a prize in both the first draw and the second draw of a drawing of Saturday gold lotto.

Distribution of net prize pool—s 17

25. Until 25 January 1997, the net prize pool for a drawing of Saturday gold lotto must be distributed as follows—

- division 1—22.5% for both the first draw and the second draw
- division 2—5.5%
- division 3—10%
- division 4—17.5%
- division 5—22%.

Jackpot of division 1 prize pool—s 18

26.(1) There is no limit to the number of times the division 1 prize pool for the second draw in a drawing may jackpot under section 18(1).

(2) However, if there is no prize winner for the division 1 prize pool for the second draw of Saturday gold lotto on 25 January 1997, the amount of the prize pool available for distribution must be added to the prize pool available for distribution to winners in division 1 in the next drawing of Saturday gold lotto.

SCHEDULE 4 (continued)

APPENDIX 4.1**EQUIVALENT NUMBER OF ENTRIES**

sections 8(3) and 9(3)

SATURDAY GOLD LOTTO**EQUIVALENT NUMBER OF ENTRIES**

Entry Type	Quickpick	Equivalent Entries
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
5 With the Field	YES	40
4 With the Field	YES	820
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		

SCHEDULE 5**POOLS**

section 2(2)

PART 1—PRELIMINARY**Conduct of, and prizes in, pools**

1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as pools.

Definitions

2. In this schedule—

“**away win**” means the result for a match in which the team whose name is printed in the right hand column on the match list scores, or is taken to score, more goals than the team whose name is printed opposite in the left hand column.

“**drawing**” of pools means the publication of the 6 winning numbers and the supplementary number.

“**home win**” means the result for a match in which the team whose name is printed in the left hand column on the match list scores, or is taken to score, more goals than the team whose name is printed opposite in the right hand column.

“**match**” means a soccer match.

“**match list**”, for a drawing of pools, means the list of at least 38 sequentially numbered matches, used for the drawing by the corporation and the foreign agencies who have agreed to conduct the drawing.

“**match number**” means the number of the match on the match list.

“**net prize pool**”, for a drawing of pools, means 50% of the total

SCHEDULE 5 (continued)

subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“standard entry” means the type of entry explained in section 7.

“system entry” means the type of entry explained in section 8.

“total number of goals” means the total number of goals scored by both teams.

“void match” is a match declared void, for the purposes of the match list, by the corporation and the foreign agencies conducting the drawing.

“with-the-field entry” means the type of entry explained in section 9.

Agency payment period

3. The agency payment period for pools is the first 13 weeks after a drawing.

PART 2—ENTERING A DRAWING OF POOLS**How to enter a drawing of pools**

- 4.** A person may enter a drawing of pools by—
- (a) using a completed coupon; or
 - (b) asking for any type of entry by quickpick; or
 - (c) asking for the person’s registered numbers to be used.

Types of entries

- 5.** A person may choose one of the following types of entries—
- (a) a standard entry;
 - (b) a system entry;
 - (c) a multiweek entry;

SCHEDULE 5 (continued)

- (d) a with-the-field entry;
- (e) a combination of paragraphs (a) and (c), (b) and (c), or (c) and (d).

Completing a coupon

6.(1) A coupon is completed by marking—

- (a) a selection of numbers; and
- (b) if the entry is a system, multiweek or with-the-field entry—the type of entry.

(2) A coupon may be used for more than 1 type of entry.

Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.

(3) Each selected square in a panel should be legibly and clearly marked with an 'X' within the boundaries of the square.

(4) A mark made on a coupon to enter a drawing—

- (a) must be made in dark blue or black non-erasable ink; and
- (b) must not be made by mechanical or electronic means without the approval of the corporation; and
- (c) must not be made for a purpose other than to complete the coupon.

(5) An agent may refuse to accept—

- (a) an entry that has not been made on a coupon; or
- (b) a coupon that has not been properly completed.

(6) If a coupon has not been properly completed, the agent may ask the person submitting it—

- (a) to properly complete the coupon; or
- (b) to identify the number or numbers to be added to or removed from the selection; or
- (c) to complete a new coupon.

SCHEDULE 5 (continued)**Standard entry**

7.(1) A person completes a standard entry in a drawing of pools by selecting 6 numbers from one of the panels.

(2) However, a coupon may only be completed in multiples of 2 standard entries.

System entry

8.(1) A person completes a system entry in a drawing of pools by—

- (a) selecting between 7 and 20 numbers (the “**system numbers**”) from at least one of the panels; and
- (b) marking the system square with an ‘X’.

(2) The computer system forms all possible combinations of 6 numbers from the system numbers selected without the person specifying the individual combinations.

(3) The equivalent number of standard entries of 6 numbers formed by a system entry is specified in appendix 5.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

(4) The number of times that a particular type of system entry wins a division if the winning and supplementary numbers are selected is specified in appendix 5.2.

(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.

With-the-field entry

9.(1) A person completes a with-the-field entry in a drawing of pools by—

- (a) selecting 4 or 5 numbers from at least one of the panels; and
- (b) marking the with-the-field ‘4’ or ‘5’ square with an ‘X’.

(2) The 4 or 5 numbers selected combine with the remaining numbers in

SCHEDULE 5 (continued)

the panel to form combinations of 6 numbers.

(3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is specified in appendix 5.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 33 standard entries.

(4) The number of times that a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is specified in appendix 5.2.

Multiweek entry

10.(1) A person completes a multiweek entry in a drawing of pools by—

- (a) selecting numbers as for a standard, system or with-the-field entry; and
- (b) marking the multiweek ‘5’ or ‘10’ square with an ‘X’.

(2) A multiweek entry cannot be used for a system entry with more than 15 numbers.

Advance sale

11.(1) To enter a drawing of pools by an advance sale, a person must nominate the number of the drawing for which the entry is required and—

- (a) complete a coupon; or
- (b) ask for an entry by quickpick; or
- (c) ask for the person’s registered numbers to be used for the entry.

(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

(3) An advance sale cannot be used for a multiweek entry.

Quickpick

12.(1) To enter a drawing of pools by a quickpick, a person—

SCHEDULE 5 (continued)

- (a) must ask for a quickpick; and
 - (b) must specify whether the entry required is the equivalent of a standard, system or multiweek entry; and
 - (c) need not complete a coupon.
- (2) Subsections (3) to (5) set out the types of quickpick.
- (3) A standard quickpick contains 12 entries.
- (4) A super quickpick contains 18 entries.
- (5) A system quickpick is a system entry by quickpick.
- (6) The minimum number of entries for which a coupon may be completed for a system 7 entry by quickpick is 2.

Cancellation of a drawing of pools

13.(1) If a drawing of pools is cancelled, all entries in the drawing are taken to be entries in the next drawing of pools.

- (2) A drawing of pools is cancelled if—
- (a) the match list is for Australian matches; and
 - (b) a result is decided for fewer than 38 matches on the match list.

PART 3—DRAWING POOLS**Deciding the numbers**

14.(1) Six winning numbers and a supplementary number are decided by ranking the matches numbered between 1 and 38 on the match list in order of their results from the highest ranked match to the lowest ranked match.

(2) The match numbers for the 6 highest ranked matches are the 6 winning numbers.

(3) The match number for the 7th highest ranked match is the

SCHEDULE 5 (continued)

supplementary number.

(4) This section is subject to section 15.

Void match

15.(1) If a match that is numbered between 1 and 38 on the match list is a void match, the result of the next numbered match on the match list, after number 38 (that is not a void match), is taken to be the result of the void match.

Example—

If match number 33 is a void match, the result of match number 39 is taken to be the result for match number 33. However, if match number 39 is also a void match, the result of match number 40 is taken to be the result for match number 33.

(2) However, if the match list relates to the English soccer season, the result, for the purposes of ranking the match, is taken to be—

- (a) for a score draw—a goal score of 1–1; and
- (b) for an away win—a goal score of 0–2; and
- (c) for a home win—a goal score of 2–0.

Ranking of matches

16.(1) Results of matches are ranked into categories in the following descending order—

- (a) score draws;
- (b) nil score draws;
- (c) away wins;
- (d) home wins.

(2) A score draw with a greater total number of goals ranks higher than a score draw with a smaller total number of goals.

(3) All nil score draws (score draws in which no goals are scored) are ranked equally.

(4) For away wins—

SCHEDULE 5 (continued)

- (a) an away win with the smallest goal difference ranks highest; and
- (b) if 2 or more away wins have the same goal difference—an away win with a greater total number of goals ranks higher than an away win with a smaller total number of goals.

(5) For home wins—

- (a) a home win with the smallest goal difference ranks highest; and
- (b) if 2 or more home wins have the same goal difference—a home win with a greater total number of goals ranks higher than a home win with a smaller total number of goals.

(6) If 2 or more matches are ranked equally under subsection (2), (3), (4) or (5), the match with the highest match number is ranked highest.

Example—

If match number 12 and match number 16 each have a score of 2–2, they would rank equally under subsection (2). However, under subsection 6, match number 16 is ranked higher than match number 12.

Winning selections for each prize division

17.(1) There are 5 prize divisions in each drawing of pools.

(2) The prize winners in a division are the subscribers whose selections of numbers match the winning selection for the division.

(3) The following are the winning selections for each division—

- (a) division 1—all 6 winning numbers;
- (b) division 2—any 5 winning numbers and the supplementary number;
- (c) division 3—any 5 winning numbers;
- (d) division 4—any 4 winning numbers;
- (e) division 5—any 3 winning numbers and the supplementary number.

(4) Division 1 is the highest division and division 5 is the lowest division.

SCHEDULE 5 (continued)**Only 1 prize for each entry**

18. A standard entry in a drawing of pools cannot win a prize in more than 1 division.

Example—

If a person has the 6 winning numbers for division 1, the person has not won division 3 merely because 5 winning numbers needed for a division 3 prize are included in the 6 winning numbers for division 1.

PART 4—DISTRIBUTION OF PRIZE POOLS**Bonus prize reserve**

19. Not more than 2% of the total subscriptions for a drawing of pools may be put aside to accumulate as part of a bonus prize reserve.

Distribution of net prize pool

20.(1) The net prize pool for a drawing of pools must be distributed as follows—

- division 1—65%
- division 2—2%
- division 3—6%
- division 4—15%
- division 5—12%.

(2) The prize pool for a division for a drawing must be divided in equal shares amongst the winners in the division.

(3) However, if the amount payable to a winner in a division (“**division A**”) is less than the amount payable to a winner in a lower division, the amount of the prize pool available for distribution to winners of division A and all lower divisions is to be combined and divided in equal shares amongst the winners of division A and all lower divisions.

SCHEDULE 5 (continued)

(4) If the amount payable to a winner under subsections (1) to (3) is less than \$1.00, the corporation must make available the shortfall from the bonus prize reserve for a payout of at least \$1.00 to each winner.

(5) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5 cents.

(6) Amounts deducted from, or added to, prizes in rounding under subsection (5) must be added to, or deducted from, the division 1 prize pool.

Jackpot of division 1 prize pool

21.(1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.

(2) There is no limit to the number of times the division 1 prize pool may jackpot under subsection (1).

Divisions 2–4 prize pool to be added to pool for next lower division

22.(1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.

(2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

SCHEDULE 5 (continued)**PART 5—TRANSITIONAL****Transitional provision for ending pools under Pools (On-Line)
Rule 1990**

23. An entry purchased under the *Pools (On-Line) Rule 1990* before the commencement for a drawing of pools happening after the commencement is taken to be an entry purchased under this rule for a drawing of pools under this rule for the drawing date for which the entry was purchased.

 SCHEDULE 5 (continued)
APPENDIX 5.1**EQUIVALENT NUMBER OF ENTRIES**

sections 8(3) and 9(3)

THE POOLS**EQUIVALENT NUMBER OF ENTRIES**

Entry Type	Quickpick	Equivalent Entries
2 Panel	NO	2
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
4 With The Field	YES	561
5 With The Field	YES	33
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		

SCHEDULE 6

OZ LOTTO

section 2(2)

PART 1—PRELIMINARY

Conduct of, and prizes in, oz lotto

1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as oz lotto.

Definitions

2. In this schedule—

“drawing equipment” means an electronically operated machine, containing 45 balls numbered from 1 to 45, designed and used—

- (a) to select, at random and one at a time, the winning numbers in a drawing of oz lotto; and
- (b) to display the winning numbers in a horizontal display section forming part of the equipment.

“net prize pool”, for a drawing of oz lotto, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“standard entry” means the type of entry explained in section 7.

“system entry” means the type of entry explained in section 8.

“with-the-field entry” means the type of entry explained in section 9.

Agency payment period

3. The agency payment period for oz lotto is the first 13 weeks after a drawing.

SCHEDULE 6 (continued)**PART 2—ENTERING A DRAWING OF OZ LOTTO****How to enter a drawing of oz lotto**

- 4.** A person may enter a drawing of oz lotto by—
- (a) using a completed coupon; or
 - (b) asking for any type of entry by quickpick; or
 - (c) asking for the person’s registered numbers to be used.

Types of entries

- 5.** A person may choose one of the following types of entries—
- (a) a standard entry;
 - (b) a system entry;
 - (c) a multiweek entry;
 - (d) a with-the-field entry;
 - (e) a combination of paragraphs (a) and (c), (b) and (c), or (c) and (d).

Completing a coupon

- 6.(1)** A coupon is completed by marking—
- (a) a selection of numbers; and
 - (b) if the entry is a system, multiweek or with-the-field entry—the type of entry.
- (2)** A coupon may be used for more than 1 type of entry.

Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.

(3) Each selected square in a panel should be legibly and clearly marked with an ‘X’ within the boundaries of the square.

SCHEDULE 6 (continued)

- (4) A mark made on a coupon to enter a drawing—
- (a) must be made in dark blue or black non-erasable ink; and
 - (b) must not be made by mechanical or electronic means without the approval of the corporation; and
 - (c) must not be made for a purpose other than to complete the coupon.
- (5) An agent may refuse to accept—
- (a) an entry that has not been made on a coupon; or
 - (b) a coupon that has not been properly completed.
- (6) If a coupon has not been properly completed, the agent may ask the person submitting it—
- (a) to properly complete the coupon; or
 - (b) to identify the number or numbers to be added to or removed from the selection; or
 - (c) to complete a new coupon.

Standard entry

7. A person completes a standard entry in a drawing of oz lotto by selecting 6 numbers from one of the panels.

System entry

- 8.(1) A person completes a system entry in a drawing of oz lotto by—
- (a) selecting between 7 and 20 numbers (the “**system numbers**”) from at least one of the panels; and
 - (b) marking the system square with an ‘X’.
- (2) The computer system forms all possible combinations of 6 numbers from the system numbers selected without the person specifying the individual combinations.
- (3) The equivalent number of standard entries of 6 numbers formed by a system entry is specified in appendix 6.1.

SCHEDULE 6 (continued)

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

(4) The number of times that a particular type of system entry wins a division if the winning and supplementary numbers are selected is specified in appendix 6.2.

(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.

With-the-field entry

9.(1) A person completes a with-the-field entry in a drawing of oz lotto by—

- (a) selecting 4 or 5 numbers from at least one of the panels; and
- (b) marking the with-the-field ‘4’ or ‘5’ square with an ‘X’.

(2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.

(3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is specified in appendix 6.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 40 standard entries.

(4) The number of times that a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is specified in appendix 6.2.

Multiweek entry

10.(1) A person completes a multiweek entry in a drawing of oz lotto by—

- (a) selecting numbers as for a standard, system or with-the-field entry; and
- (b) marking the multiweek ‘5’ or ‘10’ square with an ‘X’.

SCHEDULE 6 (continued)

(2) A multiweek entry cannot be used for a system entry with more than 15 numbers.

Advance sale

11.(1) To enter a drawing of oz lotto by an advance sale, a person must nominate the number of the drawing for which the entry is required and—

- (a) complete a coupon; or
- (b) ask for an entry by quickpick; or
- (c) ask for the person's registered numbers to be used for the entry.

(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

(3) An advance sale cannot be used for a multiweek entry.

Quickpick

12.(1) To enter a drawing of oz lotto by a quickpick, a person—

- (a) must ask for a quickpick; and
- (b) must specify whether the entry required is the equivalent of a standard, system or multiweek entry; and
- (c) need not complete a coupon.

(2) Subsections (3) to (6) set out the types of quickpick.

(3) A mini quickpick contains 6 entries.

(4) A standard quickpick contains 12 entries.

(5) A super quickpick contains 18 entries.

(6) A system quickpick is a system entry by quickpick.

(7) The minimum number of entries for which a coupon may be completed for a system 7 entry by quickpick is 2.

SCHEDULE 6 (continued)

PART 3—DRAWING OZ LOTTO**Drawing the numbers**

13.(1) A person who conducts a drawing of oz lotto must cause to be drawn from the drawing equipment 8 numbered balls consisting of—

- (a) the first 6 balls—the winning numbers; and
- (b) the other 2 balls—the supplementary numbers.

(2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the horizontal display section of the drawing equipment.

Winning selections for each prize division

14.(1) There are 5 prize divisions in each drawing of oz lotto.

(2) The prize winners in a division are the subscribers whose selections of numbers match the winning selection for the division.

(3) The following are the winning selections for each division—

- (a) division 1—all 6 winning numbers;
- (b) division 2—any 5 winning numbers and 1 supplementary number;
- (c) division 3—any 5 winning numbers;
- (d) division 4—any 4 winning numbers;
- (e) division 5—any 3 winning numbers and 1 supplementary number.

(4) Division 1 is the highest division and division 5 is the lowest division.

Only 1 prize for each entry

15. A standard entry in a drawing of oz lotto cannot win a prize in more than 1 division.

SCHEDULE 6 (continued)

Example—

If a person has the 6 winning numbers for division 1, the person has not won division 3 merely because 5 winning numbers needed for a division 3 prize are included in the 6 winning numbers for division 1.

PART 4—DISTRIBUTION OF PRIZE POOLS

Bonus prize reserve

16. Not more than 3.5% of the total subscriptions for a drawing of oz lotto may be put aside to accumulate as part of a bonus prize reserve.

Distribution of net prize pool

17.(1) The net prize pool for a drawing of oz lotto must be distributed as follows—

- division 1—40%
- division 2—6%
- division 3—11%
- division 4—19%
- division 5—24%.

(2) The prize pool for a division of a drawing must be divided in equal shares amongst the winners in the division.

(3) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5 cents.

(4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the division 1 prize pool.

(5) Despite subsection (1), the corporation may guarantee a minimum prize payout for division 1 in a drawing.

SCHEDULE 6 (continued)**Jackpot of division 1 prize pool**

18.(1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.

(2) The division 1 prize pool in a drawing may jackpot under subsection (1) 24 times.

(3) If there is no division 1 prize winner in the 25th drawing, the total of the jackpot prize pool and the division 1 prize payable for the 25th drawing must be added to the prize pool available for distribution to winners in division 2 in the 25th drawing.

(4) If subsection (3) applies, the prize pool must be treated as division 1 prize money for the purpose of making a claim.

Divisions 2–4 prize pool to be added to pool for next lower division

19.(1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.

(2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

Guaranteed minimum prize payout for division 1

20.(1) This section applies if—

- (a) a minimum prize payout in division 1 in a drawing has been guaranteed; and
- (b) there is not enough money in the division 1 share of the prize pool and the bonus prize reserve for the payout.

(2) The corporation must make available the shortfall for the payout from the corporation's own funds.

(3) However, if there is no winner in division 1, the amount made available from the bonus prize reserve or by the corporation under

SCHEDULE 6 (continued)

subsection (2) must not be used to decide the amount of a jackpot prize pool for a subsequent drawing.

(4) The corporation may reimburse itself from the bonus prize reserve for money made available by it under subsection (2).

PART 5—TRANSITIONAL**Transitional provision for ending oz lotto under Lotto (Oz Lotto)
Rule 1994**

21. An entry purchased under the *Lotto (Oz Lotto) Rule 1994* before the commencement for a drawing of oz lotto happening after the commencement is taken to be an entry purchased under this rule for a drawing of oz lotto under this rule for the drawing date for which the entry was purchased.

 SCHEDULE 6 (continued)
APPENDIX 6.1**EQUIVALENT NUMBER OF ENTRIES**

sections 8(3) and 9(3)

OZ LOTTO**EQUIVALENT NUMBER OF ENTRIES**

Entry Type	Quickpick	Equivalent Entries
1 Panel	NO	1
2 Panel	NO	2
3 Panel	NO	3
4 Panel	NO	4
5 Panel	NO	5
6 Panel	YES	6
7 Panel	NO	7
8 Panel	NO	8
9 Panel	NO	9
10 Panel	NO	10
11 Panel	NO	11
12 Panel	YES	12
18 Panel	YES*	18
5 With the Field	YES	40
4 With the Field	YES	820
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760

* 18 Panel available only as Super Quickpick

SCHEDULE 7**INSTANT SCRATCH-ITS**

section 2(2)

PART 1—PRELIMINARY**Conduct of, and prizes in, instant scratch-its**

1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as instant scratch-its.

Definitions

2. In this schedule—

“**advertised**” means advertised by notice published in a newspaper circulating generally in the State.

“**game specifications**” means matters approved by the Minister under section 5(2) and matters approved by the corporation under section 5(3).

“**instant drawing**” means a drawing described in section 10(1).

“**instant prize**” means a prize that is known to be won when the matter printed in a game panel or panels on the ticket is exposed.

“**instant scratch-its**” means a lottery in which—

- (a) instant prizes are decided; and
- (b) additional prizes may be decided in a secondary drawing or in another way decided by the Minister.

“**major prize**” is a prize of a value equal to or greater than the amount stated in the game specifications to be a major prize.

“**secondary drawing**”, for a game, means a drawing—

- (a) that uses tickets or parts of tickets from the instant drawing for

SCHEDULE 7 (continued)

the game; and

(b) for which a ticket holder in the instant drawing becomes eligible.

“ticket” means a ticket that is an entry in instant scratch-its.

“VIR number” is the number that is exposed on a ticket when the panel marked ‘VOID IF REMOVED’ is scratched.

Computer system

3. The computer system may be used to confirm that the VIR number on a ticket that appears to be a winning ticket is the VIR number for a winning ticket for the prize claimed.

Agency payment period

4. The agency payment period for an instant prize is 1 year after closure of the instant scratch-its.

PART 2—PRINTING OF TICKETS**Approval of game or type of game of instant scratch-its**

5.(1) The Minister may approve a game or type of game of instant scratch-its.

(2) The Minister’s approval may include the following—

- (a) the number of tickets to be printed;
- (b) the selling price of the tickets;
- (c) the number and value of cash prizes that may be won;
- (d) the number and type of other prizes that may be won;
- (e) whether the game or type of game includes a secondary drawing or another means of deciding prize winners.

SCHEDULE 7 (continued)

- (3)** Additionally, the corporation may approve—
- (a) the number of winning tickets to be printed; and
 - (b) the value of a major prize; and
 - (c) the security codes for the tickets.

Game specifications

6. The corporation may enter into an agreement with a ticket printer for the printing of tickets for a game according to the game specifications.

Information to be printed on tickets

- 7.(1)** The following information must be printed on each ticket—
- (a) the VIR number for the ticket;
 - (b) the selling price of the ticket;
 - (c) the way in which a ticket holder may decide whether an instant prize has been won.

(2) Additionally, the following information may be printed on each ticket—

- (a) the procedure for claiming an instant prize;
- (b) the value of instant prizes that may be paid by an agent;
- (c) if the game includes a secondary drawing—the way in which the ticket holder becomes eligible for the secondary drawing.

(3) A ticket must be printed so that it is not possible to decide whether a prize has been won until the matter printed in a game panel or panels on the ticket is exposed.

Inspection of tickets

8. The corporation must ensure that every contract for printing tickets for instant scratch-its provides that the corporation and the auditor-general may, at any reasonable time—

SCHEDULE 7 (continued)

- (a) inspect any tickets printed; or
- (b) inspect and test procedures, including security procedures, devices or aids used for printing tickets.

PART 3—ENTERING AND DRAWING INSTANT SCRATCH-ITS**Entering instant scratch-its**

9.(1) A person enters instant scratch-its by asking for a ticket.

(2) An entry in instant scratch-its is subject to the conditions printed on the ticket.

Drawings

10.(1) An instant drawing for a game of instant scratch-its happens when the tickets for the game are printed in accordance with the game specifications.

(2) If there is a secondary drawing for the game, the drawing takes place after the instant drawing and in accordance with the game specifications.

PART 4—CLAIM AND PAYMENT OF AN INSTANT PRIZE**Claiming an instant prize**

11.(1) A person claims an instant prize by—

- (a) writing the person's name and address and any other information required and signing in the space provided on the back of a

SCHEDULE 7 (continued)

winning ticket; and

(b) presenting the ticket to an agent.

(2) A person claiming an instant prize must not write more than one name on the ticket.

(3) If there is no name and address on a ticket presented to an agent to claim an instant prize, the person who presented the ticket cannot become eligible to be considered for a prize other than the instant prize.

Captions are taken to be part of symbols

12. For deciding whether a ticket is a winning ticket, a caption to a symbol is taken to be part of the symbol and not a separate symbol.

Example of winning ticket—

1. Statement on ticket—

SCRATCH THE PANEL. FIND 3 IDENTICAL NUMERICAL SYMBOLS
AND WIN THE PRIZE.

2. Panel on ticket—

7	1
SEVEN	ONE
3	7
THREE	SEVEN
4	7
FOUR	SEVEN

The ticket is a winning ticket because, and only because, the numerical symbol ‘7’ appears on the panel 3 times, and not because the caption ‘SEVEN’ appears on the panel.

 SCHEDULE 7 (continued)

Example of non-winning ticket—

1. Statement on ticket—

SCRATCH THE PANEL. FIND 3 IDENTICAL NUMERICAL SYMBOLS
AND WIN THE PRIZE.

2. Panel on ticket—

7	1
SEVEN	ONE
3	6
THREE	SIX
4	6
FOUR	SIX

The caption 'SIX' merely provides confirmation of the numerical symbol appearing immediately above it. The caption is taken to be part of the representation of the numerical symbol '6'. The ticket is not a winning ticket because '6' appears only twice, rather than the 3 times necessary to make the ticket a winning ticket.

Payment by agent

13. An agent may pay a prize for a winning ticket only if the amount of the prize is—

- (a) not more than the agent's payment limit; and
- (b) if the amount payable at an agency is stated on the back of the ticket—not more than the amount stated.

Agent to confirm major prize

14. An agent must not pay a major prize unless the agent has confirmed with the corporation that the ticket is a winning ticket and the value of the prize won.

VIR number

15.(1) The corporation may use the VIR number to find out if a ticket is a winning ticket and the value of the prize won.

SCHEDULE 7 (continued)

(2) The corporation must use the VIR number to find out if a ticket is a major prize winning ticket.

Winning ticket not recognised

16.(1) If a person claiming a prize has a ticket that, on the face of it, is a winning ticket but the computer system does not initially recognise it as a winning ticket, the corporation must investigate why the computer system did not identify the ticket.

(2) The corporation must start its investigation as soon as practicable and must complete it within 6 months after the claim.

Void tickets

17.(1) A ticket is void and no prize is payable—

- (a) if the ticket is stolen, unissued, defective, altered or damaged, produced in error or is a duplicate of a ticket already produced, or if any part of the matter printed in the 'VOID IF REMOVED' panel on the ticket is exposed; or
- (b) in any other circumstances printed on the ticket or advertised by the corporation.

(2) Despite subsection (1), a prize may be paid if the corporation, having regard to all the circumstances, is satisfied that it is reasonable and appropriate to pay.

Instant prizes

18.(1) An instant prize may be 1 or more of the following—

- (a) cash;
- (b) a thing of value awarded as a prize;
- (c) an instant scratch-its ticket;
- (d) an entry in another lottery;
- (e) the right to be considered for another cash prize or thing of value

SCHEDULE 7 (continued)

awarded as a prize.

(2) A person with the right mentioned in subsection (1)(e) is entitled to be included in either—

- (a) a secondary drawing; or
- (b) another means of deciding prizewinners, approved by the Minister.

PART 5—SECONDARY DRAWING**Selecting the winning tickets in a secondary drawing**

19.(1) A person who conducts a secondary drawing must select the winning tickets at random.

(2) The selection method may consist of or include the use of mechanical, electronic or other types of devices or aids.

PART 6—PAYMENT OF PRIZES IN A SECONDARY DRAWING**Notice to prize winners**

20.(1) The corporation must give written notice to the person whose name and address are written on a winning ticket.

(2) The notice may require the person to complete a claim form to claim the prize.

Payment of prizes in a secondary drawing

21.(1) The corporation may send a cheque for a prize in a secondary

SCHEDULE 7 (continued)

drawing to the address shown on the winning ticket or the claim form for the winning ticket.

(2) A cheque drawn in payment of a prize may be made payable only to the person whose name is written on the ticket.

(3) The corporation may wait 14 days after the secondary drawing before paying prizes but must pay the prizes as soon as practicable after that time.

PART 7—TRANSITIONAL**Transitional provision for ending instant scratch-its under Instant Casket Rule 1984**

22. An entry purchased under the *Instant Casket Rule 1984* before the commencement for an instant prize decided or a secondary drawing happening after the commencement is, after the commencement, taken to be an entry purchased under this rule for an instant prize decided or a secondary drawing under this rule.

SCHEDULE 8**GOLDEN CASKET**

section 2(2)

PART 1—PRELIMINARY**Conduct of, and prizes in, golden casket**

1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as golden casket.

Definitions

2. In this schedule—

“approved schedule” means the schedule approved by the Minister under section 15.

“drawing equipment” means the electronically operated machine designed and used to select, at random and one at a time, the winning numbers in a drawing of golden casket.

“gift coupon” means a coupon that allows for a prize to be claimed by a person other than the person who entered the drawing.

“multidraw entry” means an entry for 2 or more consecutive drawings starting with the next drawing after the purchase of the entry.

“net prize pool”, for a drawing of golden casket, means 65% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“share” means one of at least 2 parts into which a ticket may be divided.

“standard entry” means the type of entry explained in section 6.

“ticket” means a ticket that is an entry in golden casket.

SCHEDULE 8 (continued)

“**ticket number**” means the number generated and printed in accordance with section 11(1)(b).

Agency payment period

3. The agency payment period for golden casket is the first 8 weeks after a drawing.

PART 2—ENTERING A DRAWING OF GOLDEN CASKET**Objective in entering**

4. The objective in entering a drawing of golden casket is to match the ticket number on the person’s subscription receipt with a winning number generated by the drawing equipment.

Completing a coupon

5. A mark made on a coupon to enter a drawing must be made in dark blue or black non-erasable ink.

Standard entry

6. A person completes a standard entry in a drawing of golden casket by asking for an entry.

Multidraw entry

7. A person completes a multidraw entry in a drawing of golden casket by asking for a multidraw entry for a specified number of drawings.

SCHEDULE 8 (continued)**Advance sale**

8.(1) To enter a drawing of golden casket by an advance sale, a person must nominate the number of the drawing for which the entry is required.

(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

(3) An advance sale cannot be used for a multidraw entry.

Gift coupon

9.(1) A person completes a gift coupon for an entry in golden casket by marking the gift purchase square on the coupon with an 'X'.

(2) A person who completes a gift coupon for an entry must pay the gift coupon fee, of not more than 50 cents, decided by the corporation.

(3) A player registration card cannot be used to enter a drawing by completing a gift coupon.

Shares

10.(1) The corporation may decide the number of shares into which a ticket may be divided.

(2) A person may enter a drawing of golden casket by purchasing a full ticket or a share in a ticket.

PART 3—PROCESSING A COUPON**Processing a coupon**

11.(1) An agent who processes a subscriber's coupon for an entry in a drawing of golden casket must use a gaming terminal to—

(a) print, on the coupon, the following information—

(i) the prize structure for the drawing;

SCHEDULE 8 (continued)

- (ii) if the entry is not for a full ticket—the share; and
 - (b) generate and print a number on the coupon.
- (2) A person who enters a drawing of golden casket may choose whether the ticket number generated in accordance with subsection (1)(b) is—
- (a) the next available ticket number for the drawing; or
 - (b) a number chosen by the person from the numbers available for the drawing.
- (3) The information required under subsection (1) is in addition to the information required under section 11 of the rule to be printed on the coupon.

Same ticket number generated for more than one coupon

- 12.(1) If a particular ticket number is generated for more than one coupon in a drawing, the corporation must—
- (a) cancel the ticket number for each coupon other than the first coupon processed; and
 - (b) generate, by using a gaming terminal, a replacement ticket number, for the same drawing or a future drawing, for each coupon for which the ticket number has been cancelled.
- (2) If the corporation is unable to advise the ticket holder of the cancellation and replacement ticket number, the corporation must still generate the replacement ticket number and hold it for the ticket holder.

PART 4—DRAWING GOLDEN CASKET**Drawing the numbers**

13. A person who conducts a drawing of golden casket must cause the drawing equipment to generate the winning numbers required for the approved schedule for the drawing.

SCHEDULE 8 (continued)

PART 5—DISTRIBUTION OF PRIZE POOLS**Bonus prize reserve**

14. Not more than 5% of the total subscriptions for a drawing of golden casket may be put aside to accumulate as part of a bonus prize reserve.

Approved schedule

15.(1) The Minister may approve a schedule of prizes for a drawing.

(2) The schedule may explain the following—

- (a) how a prize that is a free entry in a future drawing of golden casket can be won;
- (b) if a jackpot is available for the drawing—
 - (i) how the jackpot is to be funded; and
 - (ii) how the jackpot can be won.

(3) If there is no winner for the jackpot in a drawing, the amount of the jackpot prize pool is available for distribution to the winner of the jackpot in the next drawing of golden casket that includes a jackpot.

(4) There is no limit to the number of times the jackpot prize pool may jackpot under subsection (3).

Payout guaranteed

16. If there is not enough money in the net prize pool to pay the prizes specified in the approved schedule for a drawing, the corporation must make available the shortfall from the bonus prize reserve.

SCHEDULE 8 (continued)

PART 6—TRANSITIONAL**Transitional provision for ending golden casket under Golden Casket (On-Line) Rule 1990**

17. An entry purchased under the *Golden Casket (On-Line) Rule 1990* before the commencement for a drawing of golden casket happening after the commencement is taken to be an entry purchased under this rule for a drawing of golden casket under this rule for the drawing date for which the entry was purchased.

ENDNOTES

1 Index to endnotes

	Page
2 Date to which amendments incorporated	105
3 Key	105
4 Table of earlier reprint	106
5 List of legislation	106
6 List of annotations	106

2 Date to which amendments incorporated

This is the reprint date mentioned in the Reprints Act 1992, section 5(c). Accordingly, this reprint includes all amendments that commenced operation on or before 9 December 1996. Future amendments of the Lotteries Rule 1996 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

3 Key

Key to abbreviations in list of legislation and annotations

AIA	=	Acts Interpretation Act 1954	(prev)	=	previously
amd	=	amended	proc	=	proclamation
ch	=	chapter	prov	=	provision
def	=	definition	pt	=	part
div	=	division	pubd	=	published
exp	=	expires/expired	R[X]	=	Reprint No.[X]
gaz	=	gazette	RA	=	Reprints Act 1992
hdg	=	heading	reloc	=	relocated
ins	=	inserted	renum	=	renumbered
lap	=	lapsed	rep	=	repealed
notfd	=	notified	s	=	section
om	=	omitted	sch	=	schedule
o in c	=	order in council	sdiv	=	subdivision
p	=	page	SIA	=	Statutory Instruments Act 1992
para	=	paragraph	SL	=	subordinate legislation
prec	=	preceding	sub	=	substituted
pres	=	present	unnum	=	unnumbered
prev	=	previous			

4 Table of earlier reprints

TABLE OF EARLIER REPRINTS

[If a reprint number includes an arabic letter, the reprint was released in unauthorised, electronic form only.]

Reprint No.	Amendments included	Reprint date
1	none	1 November 1996
1A	to SL No. 334 of 1996	18 November 1996

5 List of legislation

Lotteries Rule 1996 SL No. 93

notfd gaz 10 May 1996 pp 533–4
commenced on date of notification
as amended by—

Lotteries Amendment Rule (No. 1) 1996 SL No. 334

notfd gaz 15 November 1996 pp 1055–7
commenced on date of notification

Lotteries Amendment Rule (No. 2) 1996 SL No. 373

notfd gaz 6 December 1996 pp 1354–6
commenced on date of notification

6 List of annotations

Definitions

- s 3** def “**agent’s payment limit**” ins 1996 SL No. 373 s 3(2)
 def “**gold lotto**” ins 1996 SL No. 334 s 3(2)
 def “**golden casket**” ins 1996 SL No. 373 s 3(2)
 def “**instant scratch-its**” ins 1996 SL No. 373 s 3(2)
 def “**lotto**” sub 1996 SL No. 334 s 3
 def “**oz lotto**” ins 1996 SL No. 334 s 3(2)
 sub 1996 SL No. 373 s 3
 def “**pools**” sub 1996 SL No. 373 s 3
 def “**Saturday gold lotto**” ins 1996 SL No. 334 s 3(2)
 def “**super 66**” ins 1996 SL No. 334 s 3(2)
 def “**Wednesday gold lotto**” ins 1996 SL No. 334 s 3(2)

Claim and payment for prizes other than division 1 prizes

s 25 amd 1996 SL No. 373 s 4

Gaming terminal cannot read subscription receipt

s 32 amd 1996 SL No. 373 s 5

Guaranteed minimum prize payout for division 1

s 36 om 1996 SL No. 334 s 4

PART 9—AMENDMENT OF LOTTO (ON-LINE) RULE 1989

pt hdg om 1996 SL No. 334 s 5

Application of provisions of rule to instant scratch-itss 39 prev s 39 om 1996 SL No. 334 s 5
pres s 39 ins 1996 SL No. 373 s 6**Application of provisions of rule to golden casket**s 40 prev s 40 om 1996 SL No. 334 s 5
pres s 40 ins 1996 SL No. 373 s 6**SCHEDULE 1—POWERBALL****Definitions**s 2 def “**net prize pool**” amd 1996 SL No. 334 s 6 sch
def “**ordinary entry**” om 1996 SL No. 334 s 6 sch
def “**standard entry**” ins 1996 SL No. 334 s 6 sch
def “**system entry**” sub 1996 SL No. 334 s 6 sch**How to enter a drawing of powerball**

s 4 amd 1996 SL No. 373 s 7(1)

Types of entries

s 5 amd 1996 SL No. 334 s 6 sch

Completing a coupon

s 6 amd 1996 SL No. 334 s 6 sch; 1996 SL No. 373 s 7(2)-(3)

Standard entry

s 7 sub 1996 SL No. 334 s 6 sch

System entry

s 8 sub 1996 SL No. 334 s 6 sch; 1996 SL No. 373 s 7(4)

Multiweek entry

s 9 amd 1996 SL No. 334 s 6 sch

Advance sale

s 10 amd 1996 SL No. 334 s 6 sch

Quickpick

s 11 amd 1996 SL No. 334 s 6 sch

Powerpick

s 12 amd 1996 SL No. 334 s 6 sch

Only 1 prize for each entry

s 15 amd 1996 SL No. 334 s 6 sch

Guaranteed minimum prize payout for division 1

s 20 ins 1996 SL No. 373 s 7(5)

SCHEDULE 2—SUPER 66**Definitions**s 2 def “**net prize pool**” amd 1996 SL No. 334 s 7(1)

Super 66 only in conjunction with another lottery

s 4 amd 1996 SL No. 334 s 7(2)

How to enter a drawing of super 66

s 5 amd 1996 SL No. 334 s 7(3)

PART 5—TRANSITIONAL

pt 5 (s 12) om 1996 SL No. 334 s 7(4)

SCHEDULE 3—WEDNESDAY GOLD LOTTO

sch hdg ins 1996 SL No. 334 s 8

PART 1—PRELIMINARY

pt hdg ins 1996 SL No. 334 s 8

Conduct of, and prizes in, Wednesday gold lotto

s 1 ins 1996 SL No. 334 s 8

Definitions

s 2 def “drawing equipment” ins 1996 SL No. 334 s 8

def “net prize pool” ins 1996 SL No. 334 s 8

def “standard entry” ins 1996 SL No. 334 s 8

def “system entry” ins 1996 SL No. 334 s 8

def “with-the-field entry” ins 1996 SL No. 334 s 8

Agency payment period

s 3 ins 1996 SL No. 334 s 8

PART 2—ENTERING A DRAWING OF WEDNESDAY GOLD LOTTO

pt hdg ins 1996 SL No. 334 s 8

How to enter a drawing of Wednesday gold lotto

s 4 ins 1996 SL No. 334 s 8

amd 1996 SL No. 373 s 8(1)

Types of entries

s 5 ins 1996 SL No. 334 s 8

Completing a coupon

s 6 ins 1996 SL No. 334 s 8

amd 1996 SL No. 373 s 8(2)-(3)

Standard entry

s 7 ins 1996 SL No. 334 s 8

System entry

s 8 ins 1996 SL No. 334 s 8

amd 1996 SL No. 373 s 8(4)

With-the-field entry

s 9 ins 1996 SL No. 334 s 8

Multiweek entry

s 10 ins 1996 SL No. 334 s 8

Advance sale

s 11 ins 1996 SL No. 334 s 8

Quickpick

s 12 ins 1996 SL No. 334 s 8

PART 3—DRAWING WEDNESDAY GOLD LOTTO

pt hdg ins 1996 SL No. 334 s 8

Drawing the numbers

s 13 ins 1996 SL No. 334 s 8

Winning selections for each prize division

s 14 ins 1996 SL No. 334 s 8

Only 1 prize for each entry

s 15 ins 1996 SL No. 334 s 8

PART 4—DISTRIBUTION OF PRIZE POOLS

pt hdg ins 1996 SL No. 334 s 8

Bonus prize reserve

s 16 ins 1996 SL No. 334 s 8

Distribution of division 1 prizes

s 17 ins 1996 SL No. 334 s 8

Distribution of net prize pool

s 18 ins 1996 SL No. 334 s 8

Divisions 2–4 prize pool to be added to pool for next lower division

s 19 ins 1996 SL No. 334 s 8

PART 5—TRANSITIONAL

pt hdg ins 1996 SL No. 334 s 8

**Transitional provision for ending Wednesday gold lotto under Lotto (On-line)
Rule 1989 and introducing Wednesday gold lotto under this rule**

s 20 ins 1996 SL No. 334 s 8

APPENDIX 3.1—EQUIVALENT NUMBER OF ENTRIES

ins 1996 SL No. 334 s 8

APPENDIX 3.2—SYSTEM PRIZE COMBINATIONS

ins 1996 SL No. 334 s 8

SCHEDULE 4—SATURDAY GOLD LOTTO

sch hdg ins 1996 SL No. 334 s 8

PART 1—PRELIMINARY

pt hdg ins 1996 SL No. 334 s 8

Conduct of, and prizes in, Saturday gold lotto

s 1 ins 1996 SL No. 334 s 8

Definitions

s 2 def “drawing equipment” ins 1996 SL No. 334 s 8

def “net prize pool” ins 1996 SL No. 334 s 8

def “standard entry” ins 1996 SL No. 334 s 8

def “**system entry**” ins 1996 SL No. 334 s 8
 def “**with-the-field entry**” ins 1996 SL No. 334 s 8

Agency payment period

s 3 ins 1996 SL No. 334 s 8

PART 2—ENTERING A DRAWING OF SATURDAY GOLD LOTTO

pt hdg ins 1996 SL No. 334 s 8

How to enter a drawing of Saturday gold lotto

s 4 ins 1996 SL No. 334 s 8
 amd 1996 SL No. 373 s 9(1)

Types of entries

s 5 ins 1996 SL No. 334 s 8

Completing a coupon

s 6 ins 1996 SL No. 334 s 8
 amd 1996 SL No. 373 s 9(2)-(3)

Standard entry

s 7 ins 1996 SL No. 334 s 8

System entry

s 8 ins 1996 SL No. 334 s 8
 amd 1996 SL No. 373 s 9(4)

With-the-field entry

s 9 ins 1996 SL No. 334 s 8

Multiweek entry

s 10 ins 1996 SL No. 334 s 8

Advance sale

s 11 ins 1996 SL No. 334 s 8

Quickpick

s 12 ins 1996 SL No. 334 s 8

PART 3—DRAWING SATURDAY GOLD LOTTO

pt hdg ins 1996 SL No. 334 s 8

Drawing the numbers

s 13 ins 1996 SL No. 334 s 8

Winning selections for each prize division

s 14 ins 1996 SL No. 334 s 8

Only 1 prize for each entry

s 15 ins 1996 SL No. 334 s 8

PART 4—DISTRIBUTION OF PRIZE POOLS

pt hdg ins 1996 SL No. 334 s 8

Bonus prize reserve

s 16 ins 1996 SL No. 334 s 8

Distribution of net prize pool

s 17 ins 1996 SL No. 334 s 8

Jackpot of division 1 prize pool

s 18 ins 1996 SL No. 334 s 8

Divisions 2–4 prize pool to be added to pool for next lower division

s 19 ins 1996 SL No. 334 s 8

PART 5—TRANSITIONAL

pt hdg ins 1996 SL No. 334 s 8

Division 1—Saturday gold lotto after 8 December 1996

div hdg ins 1996 SL No. 334 s 8

**Transitional provision for ending Saturday gold lotto under Lotto (On-line)
Rule 1989 and introducing Saturday gold lotto under this rule**

s 20 ins 1996 SL No. 334 s 8

Division 2—Saturday gold lotto second draw

div hdg ins 1996 SL No. 334 s 8

Saturday gold lotto second draw

s 21 ins 1996 SL No. 334 s 8

Drawing the numbers—s 13

s 22 ins 1996 SL No. 334 s 8

Winning selections for each prize division—s 14

s 23 ins 1996 SL No. 334 s 8

Only one prize for each entry—s 15

s 24 ins 1996 SL No. 334 s 8

Distribution of net prize pool—s 17

s 25 ins 1996 SL No. 334 s 8

Jackpot of division 1 prize pool—s 18

s 26 ins 1996 SL No. 334 s 8

APPENDIX 4.1—EQUIVALENT NUMBER OF ENTRIES

ins 1996 SL No. 334 s 8

APPENDIX 4.2—SYSTEM PRIZE COMBINATIONS

ins 1996 SL No. 334 s 8

SCHEDULE 5—POOLS

sch hdg ins 1996 SL No. 373 s 10

PART 1—PRELIMINARY

pt hdg ins 1996 SL No. 373 s 10

Conduct of, and prizes in, pools

s 1 ins 1996 SL No. 373 s 10

Definitions

s 2 ins 1996 SL No. 373 s 10

def “away win” ins 1996 SL No. 373 s 10

def **“drawing”** ins 1996 SL No. 373 s 10
 def **“home win”** ins 1996 SL No. 373 s 10
 def **“match”** ins 1996 SL No. 373 s 10
 def **“match list”** ins 1996 SL No. 373 s 10
 def **“match number”** ins 1996 SL No. 373 s 10
 def **“net prize pool”** ins 1996 SL No. 373 s 10
 def **“standard entry”** ins 1996 SL No. 373 s 10
 def **“system entry”** ins 1996 SL No. 373 s 10
 def **“total number of goals”** ins 1996 SL No. 373 s 10
 def **“void match”** ins 1996 SL No. 373 s 10
 def **“with-the-field entry”** ins 1996 SL No. 373 s 10

Agency payment period

s 3 ins 1996 SL No. 373 s 10

PART 2—ENTERING A DRAWING OF POOLS

pt hdg ins 1996 SL No. 373 s 10

How to enter a drawing of pools

s 4 ins 1996 SL No. 373 s 10

Types of entries

s 5 ins 1996 SL No. 373 s 10

Completing a coupon

s 6 ins 1996 SL No. 373 s 10

Standard entry

s 7 ins 1996 SL No. 373 s 10

System entry

s 8 ins 1996 SL No. 373 s 10

With-the-field entry

s 9 ins 1996 SL No. 373 s 10

Multiweek entry

s 10 ins 1996 SL No. 373 s 10

Advance sale

s 11 ins 1996 SL No. 373 s 10

Quickpick

s 12 ins 1996 SL No. 373 s 10

Cancellation of a drawing of pools

s 13 ins 1996 SL No. 373 s 10

PART 3—DRAWING OF POOLS

pt hdg ins 1996 SL No. 373 s 10

Deciding the numbers

s 14 ins 1996 SL No. 373 s 10

Void match

s 15 ins 1996 SL No. 373 s 10

Ranking of matches

s 16 ins 1996 SL No. 373 s 10

Winning selections for each prize division

s 17 ins 1996 SL No. 373 s 10

Only 1 prize for each entry

s 18 ins 1996 SL No. 373 s 10

PART 4—DISTRIBUTION OF PRIZE POOLS

pt hdg ins 1996 SL No. 373 s 10

Bonus prize reserve

s 19 ins 1996 SL No. 373 s 10

Distribution of net prize pool

s 20 ins 1996 SL No. 373 s 10

Jackpot of division 1 prize pool

s 21 ins 1996 SL No. 373 s 10

Divisions 2-4 prize pool to be added to pool for next lower division

s 22 ins 1996 SL No. 373 s 10

PART 5—TRANSITIONAL

pt hdg ins 1996 SL No. 373 s 10

Transitional provision for ending pools under Pools (On-Line) Rule 1990

s 23 ins 1996 SL No. 373 s 10

APPENDIX 5.1—EQUIVALENT NUMBER OF ENTRIES

ins 1996 SL No. 373 s 10

APPENDIX 5.2—SYSTEM PRIZE COMBINATIONS

ins 1996 SL No. 373 s 10

SCHEDULE 6—OZ LOTTO

sch hdg ins 1996 SL No. 373 s 10

PART 1—PRELIMINARY

pt hdg ins 1996 SL No. 373 s 10

Conduct of, and prizes in, oz lotto

s 1 ins 1996 SL No. 373 s 10

Definitions

s 2 ins 1996 SL No. 373 s 10

def “drawing equipment” ins 1996 SL No. 373 s 10

def “net prize pool” ins 1996 SL No. 373 s 10

def “standard entry” ins 1996 SL No. 373 s 10

def “system entry” ins 1996 SL No. 373 s 10

def “with-the-field entry” ins 1996 SL No. 373 s 10

Agency payment period

s 3 ins 1996 SL No. 373 s 10

PART 2—ENTERING A DRAWING OF OZ LOTTO**pt hdg** ins 1996 SL No. 373 s 10**How to enter a drawing of oz lotto****s 4** ins 1996 SL No. 373 s 10**Types of entries****s 5** ins 1996 SL No. 373 s 10**Completing a coupon****s 6** ins 1996 SL No. 373 s 10**Standard entry****s 7** ins 1996 SL No. 373 s 10**System entry****s 8** ins 1996 SL No. 373 s 10**With-the-field entry****s 9** ins 1996 SL No. 373 s 10**Multiweek entry****s 10** ins 1996 SL No. 373 s 10**Advance sale****s 11** ins 1996 SL No. 373 s 10**Quickpick****s 12** ins 1996 SL No. 373 s 10**PART 3—DRAWING OZ LOTTO****pt hdg** ins 1996 SL No. 373 s 10**Drawing the numbers****s 13** ins 1996 SL No. 373 s 10**Winning selections for each prize division****s 14** ins 1996 SL No. 373 s 10**Only 1 prize for each entry****s 15** ins 1996 SL No. 373 s 10**PART 4—DISTRIBUTION OF PRIZE POOLS****pt hdg** ins 1996 SL No. 373 s 10**Bonus prize reserve****s 16** ins 1996 SL No. 373 s 10**Distribution of net prize pool****s 17** ins 1996 SL No. 373 s 10**Jackpot of division 1 prize pool****s 18** ins 1996 SL No. 373 s 10**Divisions 2-4 prize pool to be added to pool for next lower division****s 19** ins 1996 SL No. 373 s 10

Guaranteed minimum prize payout for division 1

s 20 ins 1996 SL No. 373 s 10

PART 5—TRANSITIONAL

pt hdg ins 1996 SL No. 373 s 10

Transitional provision for ending oz lotto under Lotto (Oz Lotto) Rule 1994

s 21 ins 1996 SL No. 373 s 10

APPENDIX 6.1—EQUIVALENT NUMBER OF ENTRIES

ins 1996 SL No. 373 s 10

APPENDIX 6.2—SYSTEM PRIZE COMBINATIONS

ins 1996 SL No. 373 s 10

SCHEDULE 7—INSTANT SCRATCH-ITS

sch hdg ins 1996 SL No. 373 s 10

PART 1—PRELIMINARY

pt hdg ins 1996 SL No. 373 s 10

Conduct of, and prizes in, instant scratch-its

s 1 ins 1996 SL No. 373 s 10

Definitions

s 2 ins 1996 SL No. 373 s 10
 def “**advertised**” ins 1996 SL No. 373 s 10
 def “**game specifications**” ins 1996 SL No. 373 s 10
 def “**instant drawing**” ins 1996 SL No. 373 s 10
 def “**instant prize**” ins 1996 SL No. 373 s 10
 def “**instant scratch-its**” ins 1996 SL No. 373 s 10
 def “**major prize**” ins 1996 SL No. 373 s 10
 def “**secondary drawing**” ins 1996 SL No. 373 s 10
 def “**ticket**” ins 1996 SL No. 373 s 10
 def “**VIR number**” ins 1996 SL No. 373 s 10

Computer system

s 3 ins 1996 SL No. 373 s 10

Agency payment period

s 4 ins 1996 SL No. 373 s 10

PART 2—PRINTING OF TICKETS

pt hdg ins 1996 SL No. 373 s 10

Approval of game or type of game of instant scratch-its

s 5 ins 1996 SL No. 373 s 10

Game specifications

s 6 ins 1996 SL No. 373 s 10

Information to be printed on tickets

s 7 ins 1996 SL No. 373 s 10

Inspection of tickets

s 8 ins 1996 SL No. 373 s 10

PART 3—ENTERING AND DRAWING OF INSTANT SCRATCH-ITS**pt hdg** ins 1996 SL No. 373 s 10**Entering instant scratch-its****s 9** ins 1996 SL No. 373 s 10**Drawings****s 10** ins 1996 SL No. 373 s 10**PART 4—CLAIM AND PAYMENT OF AN INSTANT PRIZE****pt hdg** ins 1996 SL No. 373 s 10**Claiming an instant prize****s 11** ins 1996 SL No. 373 s 10**Captions are taken to be part of symbols****s 12** ins 1996 SL No. 373 s 10**Payment by agent****s 13** ins 1996 SL No. 373 s 10**Agent to confirm major prize****s 14** ins 1996 SL No. 373 s 10**VIR number****s 15** ins 1996 SL No. 373 s 10**Winning ticket not recognised****s 16** ins 1996 SL No. 373 s 10**Void tickets****s 17** ins 1996 SL No. 373 s 10**Instant prizes****s 18** ins 1996 SL No. 373 s 10**PART 5—SECONDARY DRAWING****pt hdg** ins 1996 SL No. 373 s 10**Selecting the winning tickets in a secondary drawing****s 19** ins 1996 SL No. 373 s 10**PART 6—PAYMENT OF PRIZES IN A SECONDARY DRAWING****pt hdg** ins 1996 SL No. 373 s 10**Notice to prize winners****s 20** ins 1996 SL No. 373 s 10**Payment of prizes in a secondary drawing****s 21** ins 1996 SL No. 373 s 10**PART 7—TRANSITIONAL****pt hdg** ins 1996 SL No. 373 s 10**Transitional provision for ending instant scratch-its under Instant Casket Rule 1984****s 22** ins 1996 SL No. 373 s 10

SCHEDULE 8—GOLDEN CASKET**sch hdg** ins 1996 SL No. 373 s 10**PART 1—PRELIMINARY****pt hdg** ins 1996 SL No. 373 s 10**Conduct of, and prizes in, golden casket****s 1** ins 1996 SL No. 373 s 10**Definitions****s 2** ins 1996 SL No. 373 s 10def **“approved schedule”** ins 1996 SL No. 373 s 10def **“drawing equipment”** ins 1996 SL No. 373 s 10def **“gift coupon”** ins 1996 SL No. 373 s 10def **“multidraw entry”** ins 1996 SL No. 373 s 10def **“net prize pool”** ins 1996 SL No. 373 s 10def **“share”** ins 1996 SL No. 373 s 10def **“standard entry”** ins 1996 SL No. 373 s 10def **“ticket”** ins 1996 SL No. 373 s 10def **“ticket number”** ins 1996 SL No. 373 s 10**Agency payment period****s 3** ins 1996 SL No. 373 s 10**PART 2—ENTERING A DRAWING OF GOLDEN CASKET****pt hdg** ins 1996 SL No. 373 s 10**Objective in entering****s 4** ins 1996 SL No. 373 s 10**Completing a coupon****s 5** ins 1996 SL No. 373 s 10**Standard entry****s 6** ins 1996 SL No. 373 s 10**Multidraw entry****s 7** ins 1996 SL No. 373 s 10**Advance sale****s 8** ins 1996 SL No. 373 s 10**Gift coupon****s 9** ins 1996 SL No. 373 s 10**Shares****s 10** ins 1996 SL No. 373 s 10**PART 3—PROCESSING A COUPON****pt hdg** ins 1996 SL No. 373 s 10**Processing a coupon****s 11** ins 1996 SL No. 373 s 10**Same ticket number generated for more than one coupon****s 12** ins 1996 SL No. 373 s 10

PART 4—DRAWING GOLDEN CASKET**pt hdg** ins 1996 SL No. 373 s 10**Drawing the numbers****s 13** ins 1996 SL No. 373 s 10**PART 5—DISTRIBUTION OF PRIZE POOLS****pt hdg** ins 1996 SL No. 373 s 10**Bonus prize reserve****s 14** ins 1996 SL No. 373 s 10**Approved schedule****s 15** ins 1996 SL No. 373 s 10**Payout guaranteed****s 16** ins 1996 SL No. 373 s 10**PART 6—TRANSITIONAL****pt hdg** ins 1996 SL No. 373 s 10**Transitional provision for ending golden casket under Golden Casket
(On-Line) Rule 1990****s 17** ins 1996 SL No. 373 s 10