

(1) Malt liquor, wine or spirits submitted to the board for the purpose of negotiating the sale of liquor to the board.

(a) Upon receipt of the samples by the liquor purchasing agent in Olympia, the liquor purchasing agent, or his designee, shall prepare a multiple-copy receiving and disposition report for said samples, clearly identifying them as "samples for the purpose of negotiating the sale of liquor to the board."

(b) If more than the amount authorized in WAC 314-64-040 is received, the liquor purchasing agent, or his designee, shall prepare a separate receiving report for the excess samples and dispose of them as provided in WAC 314-64-040(7).

(c) The liquor purchasing agent, or his designee, shall sign the multiple-copy receiving and disposition report in the applicable section, indicating his receipt of the samples.

(d) The liquor purchasing agent, or his designee, shall distribute the signed multiple-copies of the receiving and disposition reports as follows: The original to be retained by the liquor purchasing agent, one copy to each member of the board, and one copy to the liquor control board controller.

(e) The purchasing agent, or his designee, shall provide an analysis report form, as required in WAC 314-64-040(6) for each sample. The receiving and disposition reports and analysis report forms shall be numbered consecutively, and shall correspond one with the other.

(f) The liquor purchasing agent shall deliver a copy of the receiving and disposition report and the analysis report forms with the samples, to members of the board, or their designees, and/or to the liquor purchasing agent, or his designee, for examination, testing and reporting as provided in WAC 314-64-040 (4), (5) and (6).

(g) Members of the board, or their designees, and/or the liquor purchasing agent, or his designee, shall sign the receiving and disposition report in the applicable section, indicating receipt of the samples.

(h) The purchasing agent shall distribute the signed receiving and disposition report as follows: The original to the member of the board, or his designee, or the liquor purchasing agent, or his designee, to whom the sample was delivered; one copy to the liquor control board controller, and one copy to be retained by the liquor purchasing agent.

(i) Members of the board, or their designees, and/or the liquor purchasing agent, or his designee, shall examine, test and report on the sample, as provided in WAC 314-64-040 (4), (5), and (6), complete the analysis report form, and distribute the form as follows: The original to the liquor purchasing agent, one copy to the liquor control board controller, and one copy to be retained by the member of the board, or his designee, and/or the liquor purchasing agent, or his designee who examined and tested the sample.

(j) The liquor control board controller shall maintain the official copies of the receiving and disposition reports, together with the matching analysis report forms, and, where applicable, the destruction notices.

[Statutory Authority: RCW 66.08.030, 91-19-070, § 314-64-050, filed 9/16/91, effective 10/17/91; 88-14-001 (Order 252, Resolution No. 261), § 314-64-050, filed 6/23/88. Statutory Authority: RCW 66.08.030 and 66.98.070, 82-04-035 (Order 95, Resolution No. 104), § 314-64-050, filed 1/28/82; Order 40, § 314-64-050, filed 8/21/75.]

## Title 315 WAC

### LOTTERY COMMISSION

#### Chapters

315-04	Licensing procedure.
315-06	General lottery rules.
315-10	Instant games—General rules.
315-11	Instant game rules—Specific rules.
315-12	Public records disclosure.
315-33	Quinto rules.
315-33A	Quinto rules.

#### Chapter 315-04 WAC

##### LICENSING PROCEDURE

#### WAC

315-04-190	Compensation.
315-04-205	Reapplication following license denial or revocation.

**WAC 315-04-190 Compensation.** (1) Lottery retailers shall be entitled to a five percent discount from the retail price of the instant game tickets established by rule for each game.

(2) Lottery retailers authorized to sell on-line tickets shall be entitled to a five percent discount from the total of gross on-line ticket sales less on-line ticket cancellations.

(3) Lottery retailers may receive additional compensation through programs including but not limited to additional discounts, retailer games, retailer awards, and retailer bonuses.

(a) The commission must approve each such program prior to its implementation.

(b) The director shall establish and publish the procedures necessary to implement any such program approved by the commission prior to initiation of the program.

(4) The lottery, when selling instant or on-line tickets, as a lottery retailer, may use the proceeds from the five percent discount from the retail price of the tickets sold to pay fees or other charges associated with those sales.

[Statutory Authority: RCW 67.70.040, 91-20-062, § 315-04-190, filed 9/25/91, effective 10/26/91; 87-17-012 (Order 103), § 315-04-190, filed 8/10/87; 87-05-005 (Order 99), § 315-04-190, filed 2/6/87; 86-12-001 (Order 91), § 315-04-190, filed 5/22/86; 86-01-060 (Order 83), § 315-04-190, filed 12/16/85; 84-21-013 (Order 66), § 315-04-190, filed 10/5/84; 84-01-004 (Order 42), § 315-04-190, filed 12/8/83. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-04-190, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-190, filed 10/15/82.]

**WAC 315-04-205 Reapplication following license denial or revocation.** The director shall not grant a license based on reapplication less than ninety days following the agency's final order of denial or revocation under WAC 315-04-200.

[Statutory Authority: RCW 67.70.040. 91-11-033, § 315-04-205, filed 5/9/91, effective 6/9/91.]

**Chapter 315-06 WAC  
GENERAL LOTTERY RULES**

**WAC**

315-06-095 Promotional contests of chance.  
315-06-120 Payment of prizes—General provisions.  
315-06-125 Debts owed the state.

**WAC 315-06-095 Promotional contests of chance.** The director has the authority to conduct promotional contests of chance for the enhancement of ticket sales.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-06-095, filed 9/25/91, effective 10/26/91.]

**WAC 315-06-120 Payment of prizes—General provisions.** (1) The director may designate claim centers for the filing of prize claims, and the location of such centers shall be publicized from time to time by the director.

(2) A claim shall be entered in the name of a single legal entity as claimant, either one individual or one organization. A claim which includes one or more tickets with an address label or stamp on the back of the ticket shall be deemed to have been entered in the name of one individual: *Provided*, That if the address label or stamp contains the name of more than one individual, the prize payment will be made to the one who has signed the ticket and/or claim form or, if there is no signature or two signatures, to the first individual listed on the address label or stamp. The claimant must submit his or her Social Security number (SSN) or the federal employer's identification number (FEIN) when claiming any prize exceeding six hundred dollars. A claim may be entered in the name of an organization only if the organization is a legal entity and possesses a federal employer's identification number (FEIN) as issued by the internal revenue service and such number is shown on the claim form. Groups, family units, organizations, clubs, or other organizations which are not a legal entity, or do not possess a federal employer's identification number, shall designate one individual in whose name the claim is to be entered.

(3) Unless otherwise provided in the rules for a specific type of game, a claimant shall sign the back of the ticket and/or complete and sign a claim form approved by the director. The claimant shall submit the claim form and/or claimant's ticket to the lottery in accordance with the director's instructions as stated in the players' manual and/or on the back of the ticket or submit a request for reconstruction of an alleged winning ticket and sufficient evidence to enable reconstruction and that the claimant had submitted a claim for the prize, if any, for that ticket. The claimant, by submitting

the claim or request for reconstruction, agrees to the following provisions:

(a) The discharge of the state, its officials, officers, and employees of all further liability upon payment of the prize; and

(b) The authorization to use the claimant's name and, upon written permission, photograph for publicity purposes by the lottery.

(4) A prize must be claimed within the time limits prescribed by the director in the instructions for the conduct of a specific game, but in no case shall a prize be claimed later than one hundred eighty days after the official end of that instant game or the on-line game drawing for which that on-line ticket was purchased.

(5) The director may deny awarding a prize to a claimant if:

(a) The ticket was not legally issued initially;

(b) The ticket was stolen from the commission, director, its employees or retailers, or from a lottery retailer; or

(c) The ticket has been altered or forged, or has otherwise been mutilated such that the authenticity of the ticket cannot be reasonably assured by the director.

(6) The director may delay payment of any prize that exceeds six hundred dollars and debts are owed by the claimant to a state agency or political subdivision, or that the state is authorized to enforce or collect as provided in WAC 315-06-125.

(7) No person entitled to a prize may assign his or her right to claim it except:

(a) That payment of a prize may be made to any court appointed legal representative, including, but not limited to, guardians, executors, administrators, receivers, or other court appointed assignees; or

(b) For the purposes of paying federal, state or local tax.

(8) In the event that there is a dispute or it appears that a dispute may occur relative to any prize, the director may refrain from making payment of the prize pending a final determination by the director or by a court of competent jurisdiction relative to the same.

(9) A ticket that has been legally issued by a lottery retailer is a bearer instrument until signed. The person who signs the ticket or has possession of an unsigned ticket is considered the bearer of the ticket. Payment of any prize may be made to the bearer, and all liability of the state, its officials, officers, and employees and of the commission, director and employees of the commission terminates upon payment.

(10) All prizes shall be paid within a reasonable time after the claims are validated by the director and a winner is determined. *Provided*, prizes paid for claims validated pursuant to WAC 315-10-070(2) shall not be paid prior to one hundred eighty-one days after the official end of that instant game. The date of the first installment payment of each prize to be paid in installment payments shall be the date the claim is validated. Subsequent installment payments shall be made as follows:

(a) If the prize was awarded as the result of a drawing conducted by the lottery, installment payments shall

be made weekly, monthly, or annually from the date of the drawing in accordance with the type of prize awarded; or

(b) If the prize was awarded in a manner other than a drawing conducted by the lottery, installment payments shall be made weekly, monthly, or annually from the date the claim is validated in accordance with the type of prize awarded.

(11) The director may, at any time, delay any payment in order to review a change of circumstances relative to the prize awarded, the payee, the claim or any other matter that may have come to his or her attention. All delayed payments shall be brought up to date immediately upon the director's confirmation and continue to be paid on each originally scheduled payment date thereafter.

(12) If any prize is payable for the life of the claimant, only a natural person may claim such a prize and, if claiming on behalf of a group, corporation or the like, the life of such natural person claiming the prize shall be the measuring life.

(13) The director's decisions and judgments in respect to the determination of a winning ticket or of any other dispute arising from the payment or awarding of prizes shall be final and binding upon all participants in the lottery.

(14) Each lottery retailer shall pay all prizes authorized to be paid by the lottery retailer by these rules during its normal business hours at the location designated on its license.

(15) In the event a dispute between the director and the claimant occurs as to whether the ticket is a winning ticket, and if the ticket prize is not paid, the director may, solely at his or her option, replace the disputed ticket with an unplayed ticket (or tickets of equivalent sales price from any game). This shall be the sole and exclusive remedy of the claimant.

[Statutory Authority: RCW 67.70.040, 91-03-036, § 315-06-120, filed 1/9/91, effective 2/9/91; 89-12-042 (Order 116), § 315-06-120, filed 6/1/89; 87-17-012 (Order 103), § 315-06-120, filed 8/10/87; 87-01-057 (Order 96), § 315-06-120, filed 12/16/86; 86-01-060 (Order 83), § 315-06-120, filed 12/16/85; 85-16-031 (Order 77), § 315-06-120, filed 7/30/85; 84-19-045 (Order 64), § 315-06-120, filed 9/17/84; 84-09-008 (Order 54), § 315-06-120, filed 4/9/84; 84-01-002 (Order 41), § 315-06-120, filed 12/8/83. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-06-120, filed 2/10/83.]

**WAC 315-06-125 Debts owed the state.** (1) The terms used in RCW 67.70.255 and these regulations are defined as follows:

(a) Creditor – Any state agency or political subdivision of this state that maintains records of debts owed to the state or political subdivision, or that the state is authorized to enforce or collect.

(b) Debt – A judgment rendered by a court of competent jurisdiction or obligations established pursuant to RCW 50.20.190, 51.32.240, 51.48.140, 74.04.300, 74.20A.040, and 74.20A.055 or administrative orders as defined in RCW 50.24.110, 51.32.240, 51.48.150, and 74.20A.020(6).

(c) State – The state of Washington.

(d) Two working days – Two days not to include Saturdays, Sundays, and holidays as defined in RCW 1.16-.050 commencing the day following the date the claim was validated by the lottery.

(e) Verification – A facsimile or photo copy of a judgment or final order received by the lottery during the requisite two working day period.

(2) Any creditor may submit, to the lottery, in a format specified by the director, data processing tapes containing debt information specified by the director. Tapes which do not contain the required information or are not in the proper format will be returned to the creditor. The creditor submitting debt information tapes shall provide replacement tapes on a regular basis at intervals not to exceed one month or less than one week. The creditor shall be solely responsible for the accuracy of the information contained therein.

(3) Creditors submitting data processing tapes to the lottery shall also submit the name or names of designated contact persons.

(4) The lottery shall include the debt information submitted by the creditor in its validation and prize payment process. The lottery shall delay payment of a prize, exceeding six hundred dollars, for a period not to exceed two working days, to any person owing a debt to a creditor pursuant to the information submitted in subsection (2) of this section. The lottery shall make a reasonable attempt to contact the creditor's designated contact person(s) by phone, followed by written correspondence, to verify the debt. Three phone calls, excluding busy signals, shall constitute a reasonable attempt. The prize shall be paid to the claimant if the debt is not verified by the submitting creditor within two working days. If the debt is verified, the prize shall be disbursed pursuant to subsection (6) of this section.

(5) A creditor shall verify the debt by submitting to the lottery at lottery headquarters in Olympia, Washington within the requisite two working day period, a facsimile or photocopy of a judgment or final order which is the basis for the debt.

(6) Prior to disbursement, any verified debts owed to a creditor by the winner of any lottery prize exceeding six hundred dollars shall be set off against the prize owing to the winner. In the event a prize winner owes debts to more than one creditor, and the total prize is insufficient to pay all debts, the set off shall be paid to the creditors on a pro rata basis based on the amount of debt owed to each creditor unless priority is established by statute.

[Statutory Authority: RCW 67.70.040, 91-20-062, § 315-06-125, filed 9/25/91, effective 10/26/91; 87-01-057 (Order 96), § 315-06-125, filed 12/16/86.]

## Chapter 315-10 WAC INSTANT GAMES—GENERAL RULES

WAC  
315-10-080 Retailer settlement.

**WAC 315-10-080 Retailer settlement.** (1) Each retailer licensed with the lottery after May 31, 1991, to sell instant tickets shall establish an account for deposit of moneys derived from instant game sales with a financial institution that has the capability of electronic funds transfer (EFT). Funds generated from the sale of instant tickets shall be held in trust by the retailer for the lottery.

(2) Each retailer required to establish an account pursuant to this section shall make deposits periodically to that account sufficient to cover moneys due the lottery. The director shall specify the days on which moneys due shall be withdrawn by EFT. Moneys not deposited by a specified day of withdrawal shall be overdue and delinquent.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-10-080, filed 9/25/91, effective 10/26/91.]

### Chapter 315-11 WAC

#### INSTANT GAME RULES—SPECIFIC RULES

##### WAC

315-11-200 Repealed.  
 315-11-201 Repealed.  
 315-11-202 Repealed.  
 315-11-210 Repealed.  
 315-11-211 Repealed.  
 315-11-212 Repealed.  
 315-11-220 Repealed.  
 315-11-221 Repealed.  
 315-11-222 Repealed.  
 315-11-230 Repealed.  
 315-11-231 Repealed.  
 315-11-232 Repealed.  
 315-11-240 Repealed.  
 315-11-241 Repealed.  
 315-11-242 Repealed.  
 315-11-250 Repealed.  
 315-11-251 Repealed.  
 315-11-252 Repealed.  
 314-11-260 Repealed.  
 315-11-261 Repealed.  
 315-11-262 Repealed.  
 315-11-270 Repealed.  
 315-11-271 Repealed.  
 315-11-272 Repealed.  
 315-11-280 Repealed.  
 315-11-281 Repealed.  
 315-11-282 Repealed.  
 315-11-290 Repealed.  
 315-11-291 Repealed.  
 315-11-292 Repealed.  
 315-11-300 Repealed.  
 315-11-301 Repealed.  
 315-11-302 Repealed.  
 315-11-310 Repealed.  
 315-11-311 Repealed.  
 315-11-312 Repealed.  
 315-11-320 Repealed.  
 315-11-321 Repealed.  
 315-11-322 Repealed.  
 315-11-330 Repealed.  
 315-11-331 Repealed.  
 315-11-332 Repealed.  
 315-11-340 Repealed.  
 315-11-341 Repealed.  
 315-11-342 Repealed.  
 315-11-350 Repealed.

315-11-351 Repealed.  
 315-11-352 Repealed.  
 315-11-360 Repealed.  
 315-11-361 Repealed.  
 315-11-362 Repealed.  
 315-11-370 Repealed.  
 315-11-371 Repealed.  
 315-11-372 Repealed.  
 315-11-380 Repealed.  
 315-11-381 Repealed.  
 315-11-382 Repealed.  
 315-11-390 Repealed.  
 315-11-391 Repealed.  
 315-11-392 Repealed.  
 315-11-590 Definitions for Instant Game Number 59 ("Lucky Draw").  
 315-11-591 Criteria for Instant Game Number 59.  
 315-11-610 Definitions for Instant Game Number 61 ("Triple Play").  
 315-11-611 Criteria for Instant Game Number 61.  
 315-11-612 Ticket validation requirements for Instant Game Number 61.  
 315-11-620 Definitions for Instant Game Number 62 ("Roulette").  
 315-11-621 Criteria for Instant Game Number 62.  
 315-11-622 Ticket validation requirements for Instant Game Number 62.  
 315-11-630 Definitions for Instant Game Number 63 ("Lucky 7's").  
 315-11-631 Criteria for Instant Game Number 63.  
 315-11-632 Ticket validation requirements for Instant Game Number 63.  
 315-11-640 Definitions for Instant Game Number 64 ("Play Days").  
 315-11-641 Criteria for Instant Game Number 64.  
 315-11-642 Ticket validation requirements for Instant Game Number 64.  
 315-11-650 Definitions for Instant Game Number 65 ("Touchdown").  
 315-11-651 Criteria for Instant Game Number 65.  
 315-11-652 Ticket validation requirements for Instant Game Number 65.  
 315-11-660 Definitions for Instant Game Number 66 ("Tumbling Dice").  
 315-11-661 Criteria for Instant Game Number 66.  
 315-11-662 Ticket validation requirements for Instant Game Number 66.  
 315-11-670 Definitions for Instant Game Number 67 ("21").  
 315-11-671 Criteria for Instant Game Number 67.  
 315-11-672 Ticket validation requirements for Instant Game Number 67.  
 315-11-680 Definitions for Instant Game Number 68 ("Mistledough").  
 315-11-681 Criteria for Instant Game Number 68.  
 315-11-682 Ticket validation requirements for Instant Game Number 68.  
 315-11-690 Definitions for Instant Game Number 69 ("Gold Rush").  
 315-11-691 Criteria for Instant Game Number 69.  
 315-11-692 Ticket validation requirements for Instant Game Number 69.  
 315-11-700 Repealed.  
 315-11-701 Repealed.  
 315-11-702 Repealed.  
 315-11-703 Definitions for Instant Game Number 70 ("Winning Spirit").  
 315-11-704 Criteria for Instant Game Number 70.  
 315-11-705 Ticket validation requirements for Instant Game Number 70.  
 315-11-720 Definitions for Instant Game Number 72 ("Moolah").  
 315-11-721 Criteria for Instant Game Number 72.  
 315-11-722 Ticket validation requirements for Instant Game Number 72.

DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER	
315-11-200	Definitions for Instant Game Number 20 ("Cash Code"). [Statutory Authority: RCW 67.70.040. 86-12-001 (Order 91), § 315-11-200, filed 5/22/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-201	Criteria for Instant Game Number 20. [Statutory Authority: RCW 67.70.040. 86-12-001 (Order 91), § 315-11-201, filed 5/22/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-202	Ticket validation requirements for Instant Game Number 20. [Statutory Authority: RCW 67.70.040. 86-12-001 (Order 91), § 315-11-202, filed 5/22/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-210	Definitions for Instant Game Number 21 ("Sun Dollars"). [Statutory Authority: RCW 67.70.040. 86-12-002 (Order 92), § 315-11-210, filed 5/22/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-211	Criteria for Instant Game Number 21. [Statutory Authority: RCW 67.70.040. 86-12-002 (Order 92), § 315-11-211, filed 5/22/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-212	Ticket validation requirements for Instant Game Number 21. [Statutory Authority: RCW 67.70.040. 86-12-002 (Order 92), § 315-11-212, filed 5/22/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-220	Definitions for Instant Game Number 22 ("Silver Lining"/"Silver Bells"). [Statutory Authority: RCW 67.70.040. 87-01-057 (Order 96), § 315-11-220, filed 12/16/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-221	Criteria for Instant Game Number 22. [Statutory Authority: RCW 67.70.040. 87-01-057 (Order 96), § 315-11-221, filed 12/16/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-222	Ticket validation requirements for Instant Game Number 22. [Statutory Authority: RCW 67.70.040. 87-01-057 (Order 96), § 315-11-222, filed 12/16/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-230	Definitions for Instant Game Number 23 ("Three Cards Up"). [Statutory Authority: RCW 67.70.040. 87-01-058 (Order 97), § 315-11-230, filed 12/16/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-231	Criteria for Instant Game Number 23. [Statutory Authority: RCW 67.70.040. 87-01-058 (Order 97), § 315-11-231, filed 12/16/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-232	Ticket validation requirements for Instant Game Number 23. [Statutory Authority: RCW 67.70.040. 87-01-058 (Order 97), § 315-11-232, filed 12/16/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-240	Definitions for Instant Game Number 24 ("Tic-Tac-Toe"). [Statutory Authority: RCW 67.70.040. 87-05-005 (Order 99), § 315-11-240, filed 2/6/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-241	Criteria for Instant Game Number 24. [Statutory Authority: RCW 67.70.040. 87-05-005 (Order 99), § 315-11-241, filed 2/6/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-242	Ticket validation requirements for Instant Game Number 24. [Statutory Authority: RCW 67.70.040.
315-11-250	Definitions for Instant Game Number 25 ("Triple Header"). [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-250, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-251	Criteria for Instant Game Number 25. [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-251, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-252	Ticket validation requirements for Instant Game Number 25. [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-252, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-260	Definitions for Instant Game Number 26 ("Summer Doubler"). [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-260, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-261	Criteria for Instant Game Number 26. [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-261, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-262	Ticket validation requirements for Instant Game Number 26. [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-262, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-270	Definitions for Instant Game Number 27 ("Cash Harvest"). [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-270, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-271	Criteria for Instant Game Number 27. [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-271, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-272	Ticket validation requirements for Instant Game Number 27. [Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-272, filed 5/4/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-280	Definitions for Instant Game Number 28 ("Stocking Stuffer"). [Statutory Authority: RCW 67.70.040. 87-17-047 (Order 104), § 315-11-280, filed 8/18/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-281	Criteria for Instant Game Number 28. [Statutory Authority: RCW 67.70.040. 87-17-047 (Order 104), § 315-11-281, filed 8/18/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-282	Ticket validation requirements for Instant Game Number 28. [Statutory Authority: RCW 67.70.040. 87-17-047 (Order 104), § 315-11-282, filed 8/18/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-290	Definitions for Instant Game Number 29 ("Windfall"). [Statutory Authority: RCW 67.70.040. 87-17-047 (Order 104), § 315-11-290, filed 8/18/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-291	Criteria for Instant Game Number 29. [Statutory Authority: RCW 67.70.040. 87-17-047 (Order 104), § 315-11-291, filed 8/18/87.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
315-11-292	Ticket validation requirements for Instant Game Number 29. [Statutory Authority: RCW 67.70.040. 87-17-047 (Order 104), § 315-11-292, filed



- 315-11-700 12/12/88.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040. Definitions for Instant Game Number 70 ("Tic-Tac-Toe Money Match"). [Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-700, filed 9/25/91, effective 10/26/91.] Repealed by 91-23-027, filed 11/12/91, effective 12/13/91. Statutory Authority: RCW 67.70.040.
- 315-11-701 Criteria for Instant Game Number 70. [Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-701, filed 9/25/91, effective 10/26/91.] Repealed by 91-23-027, filed 11/12/91, effective 12/13/91. Statutory Authority: RCW 67.70.040.
- 315-11-702 Ticket validation requirements for Instant Game Number 70. [Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-702, filed 9/25/91, effective 10/26/91.] Repealed by 91-23-027, filed 11/12/91, effective 12/13/91. Statutory Authority: RCW 67.70.040.

**WAC 315-11-200 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-201 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-202 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-210 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-211 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-212 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-220 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-221 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-222 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-230 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-231 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-232 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-240 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-241 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-242 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-250 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-251 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-252 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 314-11-260 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-261 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-262 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-270 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-271 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-272 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-280 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-281 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-282 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-290 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-291 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-292 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-300 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-301 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-302 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-310 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-311 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-312 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-320 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-321 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-322 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-330 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-331 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-332 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-340 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-341 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-342 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-350 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-351 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-352 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-360 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-361 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-362 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-370 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-371 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-372 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-380 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-381 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-382 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-390 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-391 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-392 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-590 Definitions for Instant Game Number 59 ("Lucky Draw").** (1) Play symbols: The following are the "play symbols": "A"; "K"; "Q"; "J"; "10"; "9"; "8"; "7"; "6"; "5"; "4"; and "2." One of these play symbols appears in each of the ten play spots under the latex covering on the front of the ticket. The ten play spots are divided into two horizontal rows ("hands") of five adjoining spots. Each horizontal set of five adjoining play spots shall constitute one game and shall be known as a playfield. Each ticket shall have two playfields.

(2) Captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 59, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
A	ACE
K	KNG
Q	QUE
J	JAC
10	TEN
9	NIN
8	EGT
7	SVN
6	SIX
5	FIV
4	FOR
2	TWO

(3) Validation number: The unique nine-digit number on the front of the ticket. The number is covered by latex covering.

(4) Pack-ticket number: The eleven-digit number of the form 05900001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 59 constitute the "pack number" which starts at 05900001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 and less. For Instant Game Number 59, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of eight locations among the play symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
SVN	\$ 7.00
TLV	\$ 12.00

(6) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040, 91-03-036, § 315-11-590, filed 1/9/91, effective 2/9/91; 90-22-088, § 315-11-590, filed 11/6/90, effective 12/7/90.]

**WAC 315-11-591 Criteria for Instant Game Number 59.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) The bearer of a ticket having the following play symbols in any of the five spots in any order within a playfield beneath the removable covering on the front of the ticket shall win the following prize:

Two matching play symbols (one pair) except A's	- win \$	1.00
Two A's (pair of aces)	- win \$	2.00
Two matching play symbols with two other matching play symbols (two pairs)	- win \$	4.00
Three matching play symbols (three of a kind)	- win \$	7.00
One 10, one J, one Q, one K, and one A	- win \$	12.00
Three matching play symbols with two other matching play symbols (full house)	- win \$	40.00
Four matching play symbols (four of a kind) except A's	- win \$	80.00
Four A's	- win \$	24,000

(b) Play symbols from one playfield may not be mixed, combined or intermingled with play symbols from the other playfield.

(c) The ticket shall bear a legend which lists the winning play symbols and their corresponding prizes.

(d) In any event, only the highest instant prize amount meeting the standards of (a) of this subsection will be paid on a given ticket.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 59 set forth in WAC 315-11-592, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 59; and/or

(b) Vary the number of tickets sold in Instant Game Number 59 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 91-03-036, § 315-11-591, filed 1/9/91, effective 2/9/91; 90-22-088, § 315-11-591, filed 11/6/90, effective 12/7/90.]

**WAC 315-11-610 Definitions for Instant Game Number 61 ("Triple Play").** (1) Play symbols: The following are the "play symbols": "0"; "1"; "2"; "4"; "5"; "6"; "7"; "8"; "9"; "10"; and "12." One of these symbols appears under each of the three rub-off spots in the "your score" column and under each of the three rub-off spots in the "their score" column in the play field on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out in full or in abbreviated form of the play symbol. One and only one caption appears under each play symbol. The number 1, 2 or 3 precedes each caption to indicate the location of the play symbol in game 1, game 2 or game 3. For Instant Game Number 61, the play symbols and their corresponding captions are:

PLAY SYMBOL	CAPTION
0	ZRO
1	ONE
2	TWO
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
12	TLV

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$12.00"; "\$50.00"; "\$10,000." One of these prize symbols appearing in the prize column of each game (row) in the playfield on the front of the ticket.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. One and only one caption appears under each prize symbol. The number 1, 2 or 3 precedes each caption to indicate the location of the caption in game 1, game 2 or game 3. For Instant Game Number 61, the prize symbols and their corresponding captions are:

PRIZE SYMBOL	CAPTION
\$1.00	ONE
\$2.00	TWO
\$4.00	FOR
\$12.00	TLV
\$50.00	FIFTY
\$10,000	TENTHO

(5) Validation number: The unique nine-digit random number on the front of the ticket. The number is covered by latex.

(6) Pack-ticket number: The eleven-digit number of the form 06100001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 61 constitute the "pack number" which starts at 06100001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 and less. For Instant Game Number 61, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols and prize symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
TWO	\$ 2.00 (\$1 and \$1)
FOR	\$ 4.00 (\$1 and \$1 and \$2)
SVN	\$ 7.00 (\$4 and \$2 and \$1)
TLV	\$ 12.00 (\$12; \$4, \$4 and \$4)
TTF	\$ 24.00 (\$12 and \$12)

(8) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in a plastic bag or plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 91-03-036, § 315-11-610, filed 1/9/91, effective 2/9/91.]

**WAC 315-11-611 Criteria for Instant Game Number 61.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner: The bearer of a ticket having a play symbol in the "your score" column that is a larger number than the play symbol in the "their score" column in the same game (row) shall win the prize shown in the prize column for that game (row). The bearer of a ticket having winning play symbols in more than one game (row) shall win the sum of the prizes in each winning game (row). Play symbols in different games (rows) may not be combined to win a prize.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 61 set forth in WAC 315-11-612, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 61; and/or

(b) Vary the number of tickets sold in Instant Game Number 61 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-611, filed 3/5/91, effective 4/5/91; 91-03-036, § 315-11-611, filed 1/9/91, effective 2/9/91.]

**WAC 315-11-612 Ticket validation requirements for Instant Game Number 61.** (1) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 61 shall comply with all of the following validation requirements.

(a) Exactly one play symbol must appear under each of the three rub-off spots in the "your score" column and under each of the three rub-off spots in the "their score" column on the front of the ticket.

(b) Each of the six play symbols must have a caption below and each must agree with its caption.

(c) Exactly one prize symbol for each of the three games (rows) must appear under the rub-off material covering the prize column on the front of the ticket.

(d) Each of three prize symbols must have a caption below and each must agree with its caption.

(e) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the specifications on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Prize Symbols	Prize Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

(f) Each of the play symbols and their captions, prize symbol and its caption, the validation number, pack-ticket number, and the retailer verification code must be printed in black ink.

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-610(1); each of the play symbol captions must be exactly one of those described in WAC 315-11-610(2), each of the prize symbols must be exactly one of those described in WAC 315-11-610(3); and each of the prize symbol captions must be exactly one of those described in WAC 315-11-610(4).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-03-036, § 315-11-612, filed 1/9/91, effective 2/9/91.]

**WAC 315-11-620 Definitions for Instant Game Number 62 ("Roulette").** (1) Play symbols: The following are the "play symbols": "0," "1," "2," "3," "4," "5," "6," and "9." One of these play symbols appears in each of the five play spots under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. One play symbol shall be in the

center of the playfield. The other four play symbols shall be placed on the inside perimeter of the playfield.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption contains four characters. The first character repeats the play symbol. The last three characters repeat the ticket number. One and only one caption appears under each play symbol. An example of play symbol captions for Instant Game Number 62 follows:

<u>PLAY SYMBOL</u>	<u>CAPTION</u> (Example for ticket number 122)
0	0122
1	1122
2	2122
3	3122
4	4122
5	5122
6	6122
9	9122

(3) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$5.00," "\$8.00," "\$20.00," "\$50.00," and "\$5,000." One of these prize symbols appears above each of the four play symbols placed on the inside perimeter of the playfield. There is no prize symbol above the center play symbol.

(4) Prize symbol captions: The small printed characters which follow the play symbol caption and verify and correspond with that prize symbol. The prize symbol caption is a spelling out, in full or abbreviated form, of the prize symbol. For Instant Game Number 62, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE
\$2.00	TWO
\$5.00	FIV
\$8.00	EGT
\$20.00	TWY
\$50.00	FTY
\$5,000	FTH

(5) Validation number: The unique nine-digit number on the front of the ticket. The number is covered by latex.

(6) Pack-ticket number: The eleven-digit number of the form 06200001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 62 constitute the "pack number" which starts at 06200001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game

Number 62, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00 (\$1)
TWO	\$2.00 (\$2; \$1 and \$1)
FIV	\$5.00 (\$5; \$2, \$2 and \$1)
EGT	\$8.00 (\$8; \$5, \$2 and \$1; \$2, \$2, \$2, and \$2)
THN	\$13.00 (\$8 and \$5; \$5, \$5, \$2 and \$1)
TTN	\$21.00 (\$20 and \$1)

(8) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in a plastic bag or plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-620, filed 3/5/91, effective 4/5/91.]

**WAC 315-11-621 Criteria for Instant Game Number 62.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) When a perimeter play symbol matches exactly the center play symbol, the matching perimeter play symbol shall be a winning play symbol, and the bearer of the ticket shall win the prize above the winning play symbol.

(b) The bearer of a ticket which has more than one winning play symbol shall win the total amount of the prizes above each winning play symbol.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 62 set forth in WAC 315-11-622, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

[Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-621, filed 3/5/91, effective 4/5/91.]

**WAC 315-11-622 Ticket validation requirements for Instant Game Number 62.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 62 all of the following validation requirements apply.

(a) Exactly one play symbol must appear in the center play spot and in each of the four perimeter play spots in the playfield on the front of the ticket.

(b) Each play symbol must have a play symbol caption below it and each must agree with its caption.

(c) Each of the perimeter play symbols shall have a prize symbol above it. Each of the perimeter play symbols shall also have a prize symbol caption following its play symbol caption.

(d) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Prize Symbols	Prize Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

(e) Each of the play symbols and their captions, the validation number, pack-ticket number and retailer verification code must be printed in black ink.

(f) Each of the play symbols must be exactly one of those described in WAC 315-11-620(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-620(2).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040, 91-06-074, § 315-11-622, filed 3/5/91, effective 4/5/91.]

**WAC 315-11-630 Definitions for Instant Game Number 63 ("Lucky 7's").** (1) Play symbols: The following are the "play symbols": "0," "2," "3," "4," "5," "6," "7" and "9." One of these play symbols appears in each of the nine play spots under the latex covering on the front of the ticket. The nine play spots are arranged in a three by three configuration. The area under the latex covering shall be known as the playfield.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out in full or in abbreviated form of the play symbol. One and only one caption appears under each play symbol. For Instant Game Number 63, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
0	ZERO
2	TWO#
3	THRE
4	FOUR
5	FIVE
6	SIX#
7	SEVN
9	NINE

(3) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$7.00," "\$17.00," "\$70.00," "\$700" and "\$7,000." One of these prize symbols appears under the prize box on the front of the ticket which has the word "PRIZE" printed on the latex

covering. The prize box shall be contiguous to the playfield.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under the prize symbol. For Instant Game Number 63, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$7.00	SVN DOL
\$17.00	SVNTEEN
\$70.00	SEVENTY
\$700	SVNHUND
\$7,000	SVNTHOU

(5) Validation number: The unique nine-digit number on the front of the ticket. The number is covered by latex.

(6) Pack-ticket number: The eleven-digit number of the form 06300001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 63 constitute the "pack number" which starts at 06300001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 63, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
SVN	\$7.00
SVT	\$17.00

(9) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in a plastic bag or plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040, 91-15-037, § 315-11-630, filed 7/16/91, effective 8/16/91; 91-06-074, § 315-11-630, filed 3/5/91, effective 4/5/91.]

**WAC 315-11-631 Criteria for Instant Game Number 63.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) The bearer of a ticket having three "7" play symbols in any row, column or diagonal beneath the removable covering on the front of the ticket shall win the prize shown in the prize box.

(b) In any event, only the highest instant prize amount meeting the standards of (a) of this subsection will be paid on a given ticket.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 63 set forth in WAC 315-11-632, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

[Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-631, filed 3/5/91, effective 4/5/91.]

**WAC 315-11-632 Ticket validation requirements for Instant Game Number 63.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 63 all of the following validation requirements apply.

(a) Exactly one play symbol must appear in each of the nine play spots in the playfield.

(b) Each play symbol must have a play symbol caption below it and each must agree with its caption.

(c) Exactly one prize symbol must appear under the rub-off material covering the prize box on the front of the ticket.

(d) The prize symbol must have a prize symbol caption below it and must agree with its caption.

(e) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Prize Symbols	Prize Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

(f) Each of the play symbols and its caption, the validation number, pack-ticket number and retailer verification code must be printed in black ink.

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-630(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-630(2).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-15-037, § 315-11-632, filed 7/16/91, effective 8/16/91; 91-06-074, § 315-11-632, filed 3/5/91, effective 4/5/91.]

**WAC 315-11-640 Definitions for Instant Game Number 64 ("Play Days").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$3.00"; "\$4.00"; "\$8.00"; "\$12.00"; "\$16.00"; "\$20.00"; "\$24.00"; "\$40.00"; "\$500"; "\$1,000"; and "\$50,000." One of these symbols appears in each of the sixteen play spots on the front of the ticket. The sixteen play spots are divided into four separate sets of four adjoining play spots. Each set of four adjoining play spots shall be known as a playfield and covered with latex. Each ticket shall have four playfields, one in each corner of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 64, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 3.00	THR DOL
\$ 4.00	FOR DOL
\$ 8.00	EGT DOL
\$ 12.00	TLV DOL
\$ 16.00	SXT DOL
\$ 20.00	TWY DOL
\$ 24.00	TTF DOL
\$ 40.00	FRT DOL
\$ 500	FIVHUND
\$ 1,000	ONETHOU
\$ 50,000	FIFTHOU

(3) Validation number: The unique nine-digit random number which appears below each and every playfield on the front of the ticket and is covered by latex covering.

(4) Pack-ticket number: The eleven-digit number of the form 06400001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 64 constitute the "pack number" which starts at 06400001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the latex covering of the lower right playfield on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 64, the retailer verification code is a three-letter code, with each letter appearing in a varying three of four locations beneath the latex covering and among the play symbols of the lower right playfield on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
TWO	\$ 2.00 (\$1+\$1)
THR	\$ 3.00 (\$1+\$1+\$1)
FOR	\$ 4.00 (\$2+\$2; \$1+\$1+\$1+\$1)
EGT	\$ 8.00 (\$8; \$2+\$2+\$2+\$2; \$4+\$4)
TLV	\$ 12.00 (\$2+\$2+\$4+\$4; \$4+\$4+\$4)
SXT	\$ 16.00 (\$8+\$8)
TTF	\$ 24.00 (\$12+\$12)

(6) Pack: A set of two hundred fanfolded instant game tickets separated by perforations and packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 91-11-033, § 315-11-640, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-641 Criteria for Instant Game Number 64.** (1) The price of each instant game ticket shall be \$2.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) The bearer of a ticket having the following play symbols in any three spots within a playfield beneath the latex covering on the front of the ticket shall win the following prize:

Three	\$1.00	Play Symbols - Win	\$1.00
Three	\$2.00	Play Symbols - Win	\$2.00
Three	\$4.00	Play Symbols - Win	\$4.00
Three	\$8.00	Play Symbols - Win	\$8.00
Three	\$12.00	Play Symbols - Win	\$12.00
Three	\$20.00	Play Symbols - Win	\$20.00
Three	\$500	Play Symbols - Win	\$500
Three	\$50,000	Play Symbols - Win	\$50,000

(b) Play symbols from one playfield may not be mixed, combined, or intermingled with play symbols from another playfield.

(c) The bearer of a ticket having a winning set of symbols in more than one playfield shall win the total amount of the prizes won in each playfield.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 64 set forth in WAC 315-11-642, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 64; and/or

(b) Vary the number of tickets sold in Instant Game Number 64 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 91-11-033, § 315-11-641, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-642 Ticket validation requirements for Instant Game Number 64.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 64, all of the following validation requirements apply:

(a) Exactly one play symbol must appear in each of the sixteen play spots under the removable latex coverings on the front of the ticket.

(b) Each of the sixteen play symbols must have a caption below and each must agree with its caption.

(c) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the specifications on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retail Verification Code	Validation Font

(d) Each of the play symbols and its caption, the validation number, pack-ticket number, and retailer verification code must be printed in black ink.

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-640(1) and each of the captions must be exactly one of those described in WAC 315-11-640(2).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-11-033, § 315-11-642, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-650 Definitions for Instant Game Number 65 ("Touchdown").** (1) Play symbols: The following are the "play symbols": "0"; "3"; "6"; "7"; "9"; "10"; "11"; "12"; "13"; "17"; "20"; "21"; and "24." One of these symbols appears under each of the three play spots under the latex covering in the "your score" column and under each of the three play spots under the latex covering in the "their score" column in the playfield on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out in full or in abbreviated form of the play symbol. One and only one caption appears under each play symbol. The number 1, 2, or 3 precedes each caption to indicate the location of the play symbol in Game 1, Game 2, or Game 3. For Instant Game Number 65, the play symbols and their corresponding captions are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
0	ZRO
3	THR
6	SIX
7	SVN
9	NIN
10	TEN
11	ELV
12	TLV
13	THN
17	SVT
20	TWY
21	TTN
24	TTF

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00 (\$1 and \$1; \$2)
FOR	\$ 4.00 (\$1 and \$1 and \$2)
SIX	\$ 6.00 (\$2 and \$4)
EGT	\$ 8.00 (\$4 and \$2 and \$2; \$8)
SXT	\$ 16.00 (\$8 and \$4 and \$4)

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$40.00"; "\$10,000." One of these prize symbols appears in the prize column of each game (row) in the playfield on the front of the ticket.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. One and only one caption appears under each prize symbol. The number 1, 2, or 3 precedes each caption to indicate the location of the caption in Game 1, Game 2, or Game 3. For Instant Game Number 65, the prize symbols and their corresponding captions are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE
\$2.00	TWO
\$4.00	FOR
\$8.00	EGT
\$40.00	FORTY
\$10,000	TENTHO

(5) Validation number: The unique nine-digit random number on the front of the ticket. The number is covered by latex.

(6) Pack-ticket number: The eleven-digit number of the form 06500001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 65 constitute the "pack number" which starts at 06500001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 and less. For Instant Game Number 65, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols and prize symbols on the front of the ticket. The retailer verification codes are:

(8) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in a plastic bag or plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 91-11-033, § 315-11-650, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-651 Criteria for Instant Game Number 65.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner: The bearer of a ticket having a play symbol in the "your score" column that is a larger number than the play symbol in the "their score" column in the same game (row) shall win the prize shown in the prize column for that game (row). The bearer of a ticket having winning play symbols in more than one game (row) shall win the sum of the prizes in each winning game (row). Play symbols in different games (rows) may not be combined to win a prize.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 65 set forth in WAC 315-11-652, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 65; and/or

(b) Vary the number of tickets sold in Instant Game Number 65 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 91-11-033, § 315-11-651, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-652 Ticket validation requirements for Instant Game Number 65.** (1) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 65 shall comply with all of the following validation requirements:

(a) Exactly one play symbol must appear under each of the three rub-off spots in the "your score" column and under each of the three rub-off spots in the "their score" column on the front of the ticket.

(b) Each of the six play symbols must have a caption below and each must agree with its caption.

(c) Exactly one prize symbol for each of the three games (rows) must appear under the rub-off material covering the prize column on the front of the ticket.

(d) Each of the three prize symbols must have a caption below and each must agree with its caption.

(e) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the specifications on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Prize Symbols	Prize Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

(f) Each of the play symbols and its caption, prize symbol and its caption, the validation number, pack-ticket number, and the retailer verification code must be printed in black ink.

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-650(1); each of the play symbol captions must be exactly one of those described in WAC 315-11-650(2); each of the prize symbols must be exactly one of those described in WAC 315-11-650(3); and each of the prize symbol captions must be exactly one of those described in WAC 315-11-650(4).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-11-033, § 315-11-652, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-660 Definitions for Instant Game Number 66 ("Tumbling Dice").** (1) Play symbols: The following are the "play symbols": "1," "2," "3," "4," "5," and "6." One of these play symbols appears in each of the five play spots under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. The five play spots shall be configured with one play symbol at the top of the playfield which shall be labeled "winning number." The other four play symbols shall appear in a horizontal row below the play symbol labeled "winning number."

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. The three-digit ticket number shall appear before each play symbol caption. For Instant Game Number 66, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX

(3) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$6.00," "\$12.00," "\$50.00," and "\$5,000." One of these prize symbols appears below each of the four play symbol captions in the horizontal row. There is no prize symbol below the play symbol labeled "winning number."

(4) Prize symbol captions: The small printed characters which appear below the prize symbol and verify and correspond with that prize symbol. The prize symbol caption is a spelling out, in full or abbreviated form, of the prize symbol. For Instant Game Number 66, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE
\$2.00	TWO
\$4.00	FOR
\$6.00	SIX
\$12.00	TLV
\$50.00	FFTY
\$5,000	FVTH

(5) Validation number: The unique nine-digit number on the front of the ticket. The number is covered by latex.

(6) Pack-ticket number: The eleven-digit number of the form 06600001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 66 constitute the "pack number" which starts at 06600001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 66, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00 (\$1)
TWO	\$ 2.00 (\$2; \$1 and \$1)
FOR	\$ 4.00 (\$2 and \$2; \$1, \$1, \$1 and \$1)
SIX	\$ 6.00 (\$4 and \$2; \$2, \$2 and \$2)
TLV	\$ 12.00 (\$12; \$6, \$4 and \$2)
EGN	\$ 18.00 (\$12 and \$6; \$12, \$4 and \$2)

(8) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in a plastic bag or plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-660, filed 9/25/91, effective 10/26/91; 91-11-033, § 315-11-660, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-661 Criteria for Instant Game Number 66.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) When one of the four play symbols in the horizontal row matches exactly the play symbol labeled "winning number," the matching horizontal row play symbol shall be a winning play symbol, and the bearer of the ticket shall win the prize below the winning play symbol.

(b) The bearer of a ticket which has more than one winning play symbol shall win the total amount of the prizes below each winning play symbol.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 66 set forth in WAC 315-11-662, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-661, filed 9/25/91, effective 10/26/91; 91-11-033, § 315-11-661, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-662 Ticket validation requirements for Instant Game Number 66.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 66, all of the following validation requirements apply:

(a) Exactly one play symbol must appear in each of the five play spots in the playfield on the front of the ticket.

(b) Each play symbol must have a play symbol caption below it and each must agree with its caption.

(c) Each of the four play symbol captions in the horizontal row shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(d) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Prize Symbols	Prize Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

(e) Each of the play symbols and its caption, the validation number, pack-ticket number and retailer verification code must be printed in black ink.

(f) Each of the play symbols must be exactly one of those described in WAC 315-11-660(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-660(2).

(g) Each of the prize symbols must be exactly one of those described in WAC 315-11-660(3) and each of the prize symbol captions must be exactly one of those described in WAC 315-11-660(4).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-662, filed 9/25/91, effective 10/26/91; 91-11-033, § 315-11-662, filed 5/9/91, effective 6/9/91.]

**WAC 315-11-670 Definitions for Instant Game Number 67 ("21").** (1) Play symbols: The following are the "play symbols": "11"; "12"; "13"; "15"; "16"; "17"; "19"; "20"; and "21." One of these play symbols appears in each of the three play spots in the "your hand" column and in each of the three play spots in the "dealer's hand" column in the playfield on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. The number 1, 2, or 3 precedes the play symbols to indicate the location of the play symbol in Game 1, Game 2, or Game 3. For Instant Game Number 67, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
11	ELEVN
12	TWLVE
13	THR TN
15	FIFTN
16	SIXTN
17	SVNTN
19	NINTN
20	TWNTY
21	TTYON

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$7.00"; "\$12.00"; "\$50.00"; and "\$21,000." One of these prize symbols appears for each game (row) in the prize column on the front of the ticket.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under the prize symbol. The number 1, 2, or 3 precedes the prize symbols to indicate the location of the prize symbol in Game 1, Game 2, or Game 3. For Instant Game Number 67, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$7.00	SEVEN
\$12.00	TWELVE
\$50.00	FIFTY
\$21,000	21 THOU

(5) Validation number: The unique nine-digit number on the front of the ticket. The number is covered by latex covering.

(6) Pack-ticket number: The eleven-digit number of the form 06700001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 67 constitute the "pack number" which starts at 06700001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 and less. For Instant Game Number 67, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00 (\$2; \$1 and \$1)
FOR	\$4.00 (\$2 and \$2)
SVN	\$7.00 (\$7; \$4 and \$2 and \$1)
TLV	\$12.00 (\$7 and \$4 and \$1)
TTN	\$21.00 (\$12 and \$7 and \$2)

(8) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 91-15-037, § 315-11-670, filed 7/16/91, effective 8/16/91.]

**WAC 315-11-671 Criteria for Instant Game Number 67.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner: The bearer of a ticket having a play symbol in the "your hand" column that is a larger number than the play symbol in the "dealer's hand" column in the same game (row) shall win the prize shown in the prize column for that game (row). The bearer of a ticket having winning play symbols in more than one game (row) shall win the sum of the prizes in each winning game (row). Play symbols in different games (rows) may not be combined to win a prize.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the

lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 67 set forth in WAC 315-11-672, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 67; and/or

(b) Vary the number of tickets sold in Instant Game Number 67 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 91-15-037, § 315-11-671, filed 7/16/91, effective 8/16/91.]

**WAC 315-11-672 Ticket validation requirements for Instant Game Number 67.** (1) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 67 shall comply with all of the following validation requirements.

(a) Exactly one play symbol must appear in each of the three play spots in the "your hand" column and in each of the three play spots in the "dealer's hand" column under the latex covering on the front of the ticket.

(b) Each of the six play symbols must have a caption below and each must agree with its caption.

(c) Exactly one prize symbol for each of the three games (rows) must appear under the latex covering in the prize column on the front of the ticket.

(d) Each of the three prize symbols must have a caption below and each must agree with its caption.

(e) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the specifications on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Prize Symbols	Prize Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

(f) Each of the play symbols and its caption, prize symbol and its caption, the validation number, pack-ticket number, and the retailer verification code must be printed in black ink.

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-670(1); each of the play symbol captions must be exactly one of those described in WAC 315-11-670(2); each of the prize symbols must be exactly one of those described in WAC 315-11-670(3); and each of the prize symbol captions must be exactly one of those described in WAC 315-11-670(4).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-15-037, § 315-11-672, filed 7/16/91, effective 8/16/91.]

**WAC 315-11-680 Definitions for Instant Game Number 68 ("Mistledough").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$14.00"; "\$24.00"; "\$40.00"; "\$80.00"; and "\$5,000." One of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 68, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$8.00	EGT DOL
\$14.00	FORTEEN
\$24.00	TTF DOL
\$40.00	\$FORTY\$
\$80.00	\$EIGHTY
\$5,000	FIVTHOU

(3) Validation number: The unique nine-digit number on the front of the ticket. The number is covered by latex covering.

(4) Pack-ticket number: The eleven-digit number of the form 06800001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 68 constitute the "pack number" which starts at 06800001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 68, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
EGT	\$8.00
FRN	\$14.00
TTF	\$24.00

(6) Pack: A set of two hundred fanfolded instant game tickets separated by perforations and packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040, 91-22-113, § 315-11-680, filed 11/6/91, effective 12/7/91; 91-15-037, § 315-11-680, filed 7/16/91, effective 8/16/91.]

[1991 WAC Supp—page 2288]

**WAC 315-11-681 Criteria for Instant Game Number 68.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) The bearer of a ticket having the following play symbols in any three of the six spots beneath the removable covering on the front of the ticket shall win the following prize:

Three	\$ 1.00	play symbols – Win	\$ 1.00
Three	\$ 2.00	play symbols – Win	\$ 2.00
Three	\$ 4.00	play symbols – Win	\$ 4.00
Three	\$ 8.00	play symbols – Win	\$ 8.00
Three	\$ 14.00	play symbols – Win	\$ 14.00
Three	\$ 24.00	play symbols – Win	\$ 24.00
Three	\$ 40.00	play symbols – Win	\$ 40.00
Three	\$ 80.00	play symbols – Win	\$ 80.00
Three	\$ 5,000	play symbols – Win	\$ 5,000.00

(b) In any event, only the highest instant prize amount meeting the standards of (a) of this subsection will be paid on a given ticket.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 68 set forth in WAC 315-11-682, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 68; and/or

(b) Vary the number of tickets sold in Instant Game Number 68 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 91-15-037, § 315-11-681, filed 7/16/91, effective 8/16/91.]

**WAC 315-11-682 Ticket validation requirements for Instant Game Number 68.** (1) A valid instant game ticket for Instant Game Number 68 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

(a) Exactly one play symbol must appear in each of the six play spots under the removable latex covering on the front of the ticket.

(b) Each of the six play symbols must have a caption below it, and each must agree with its caption.

(c) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retail Verification Code	Validation Font

(d) Each of the play symbols and its caption, the validation number, pack-ticket number and retailer verification code must be printed in black ink.

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-680(1) and each of the captions must be exactly one of those described in WAC 315-11-680(2).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-15-037, § 315-11-682, filed 7/16/91, effective 8/16/91.]

**WAC 315-11-690 Definitions for Instant Game Number 69 ("Gold Rush").** (1) Play symbols: The following are the "play symbols": "  "; "\$1.00"; "\$2.00"; "\$5.00"; "\$9.00"; "\$18.00"; "\$50.00"; "\$100.00"; "\$10,000." One of these play symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 69, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
	\$GOLDS
\$1.00	ONE DOL
\$2.00	TWO DOL
\$5.00	FIV DOL
\$9.00	NIN DOL
\$18.00	EIGHTEEN
\$50.00	\$FIFTY\$
\$100.00	ONEHUND
\$10,000	TENTHOU

(3) Validation number: The unique nine-digit number on the front of the ticket. The number is covered by latex covering.

(4) Pack-ticket number: The eleven-digit number of the form 06900001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 69 constitute the "pack number" which starts at 06900001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 69, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among

the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
NIN	\$ 9.00
EGN	\$18.00

(6) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-690, filed 9/25/91, effective 10/26/91.]

**WAC 315-11-691 Criteria for Instant Game Number 69.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) The bearer of a ticket having the following play symbol in any three of the six spots beneath the removable covering on the front of the ticket shall win the following prize:

Three	\$1.00	play symbols - Win	\$1.00
Three	\$2.00	play symbols - Win	\$2.00
Three	\$5.00	play symbols - Win	\$5.00
Three	\$9.00	play symbols - Win	\$9.00
Three	\$18.00	play symbols - Win	\$18.00
Three	\$50.00	play symbols - Win	\$50.00
Three	\$100.00	play symbols - Win	\$100.00
Three	\$10,000	play symbols - Win	\$10,000

(b) In any event, only the highest instant prize amount meeting the standards of (a) of this subsection will be paid on a given ticket.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 69 set forth in WAC 315-11-692, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) There will be a grand prize drawing held in conjunction with Instant Game Number 69. It will be conducted at a time and place and pursuant to procedures to be established and announced by the director. There will be ten finalists at the grand prize drawing who will each win a prize ranging in amount from \$10,000 to \$100,000. In the event that the aggregate prize amount won by the ten finalists at the grand prize drawing is less than \$550,000, each finalist shall also receive one-tenth of the difference between \$550,000 and the aggregate amount won. Qualifying entries from Instant Game Number 69 will be entered into the grand prize drawing.

(a) To be eligible for entry into the grand prize drawings, an entrant must:

(i) Be eligible to win a prize pursuant to chapter 67-.70 RCW and Title 315 WAC.

(ii) Collect three tickets each of which have one play symbol.

(iii) Write or print legibly the entrant's name and address on each and every ticket. An entry containing more than one name shall be disqualified.

(iv) Place the tickets in an envelope. An envelope which contains extraneous material or which has had the exterior altered for the apparent sole purpose of making the envelope more prominent shall be disqualified.

(v) Mail the envelope with proper postage and a legible return address of the entrant to the address specified in the player's brochure, or deliver it in person during normal business hours to lottery headquarters or any of the regional offices at the address listed in the player's brochure.

(b) There is no limit to the number of entries a person may submit, but each entry must be submitted in a separate envelope and both the entry and the entrant of each must meet the qualifications set forth above.

(c) An entry which contains one or more stolen tickets may be disqualified by the director.

(d) A nonconforming entry, at the sole discretion of the director, may be disqualified.

(e) The lottery shall not be responsible for any other material, including winning tickets, mailed or delivered to the "GRAND PRIZE DRAWING." All mail not drawn will be shredded unopened.

(f) The lottery shall not be responsible for any entries mailed or delivered to the wrong address.

(6) Weekly drawings will be held to select a total of fifty winners who will each be awarded a \$1,000 prize. Entries received by the lottery at lottery headquarters by 5:00 p.m. local time on the last business day prior to each weekly drawing shall be entitled to participation in that week's drawing. Entries received at one of the regional offices must arrive no later than 5:00 p.m. two business days prior to the date of each weekly drawing to be eligible for participation in that week's drawing. The weekly drawings will be conducted at times and places and pursuant to procedures established and announced by the director. A drawing will be held to select ten finalists from the fifty \$1,000 winners. The ten finalists will be eligible to participate in the grant prize drawing provided they have not been disqualified pursuant to these rules.

(7) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 69 and/or

(b) Vary the number of tickets sold in Instant Game Number 69 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-691, filed 9/25/91, effective 10/26/91.]

**WAC 315-11-692 Ticket validation requirements for Instant Game Number 69.** (1) A valid instant game ticket for Instant Game Number 69 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations:

(a) Exactly one play symbol must appear under each of the six rub-off spots on the front of the ticket.

(b) Each of the six play symbols must have a caption below it and each must agree with its caption.

(c) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retail Verification Code	Validation Font

(d) Each of the play symbols and its caption, the validation number, pack-ticket number and retailer verification code must be printed in black ink.

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-690(1) and each of the captions must be exactly one of those described in WAC 315-11-690(2).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-692, filed 9/25/91, effective 10/26/91.]

**WAC 315-11-700 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-701 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-702 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11-703 Definitions for Instant Game Number 70 ("Winning Spirit").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$18.00"; "\$40.00"; "\$80.00"; and "\$5,000." One of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 70, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$8.00	EGT DOL
\$18.00	EIGHTEN
\$40.00	\$FORTY\$
\$80.00	\$EIGHTY
\$5,000	FIVTHOU

(3) Validation number: The unique nine-digit number on the front of the ticket. The number is covered by latex covering.

(4) Pack-ticket number: The eleven-digit number of the form 07000001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 70 constitute the "pack number" which starts at 07000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 70, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
EGT	\$8.00
EGN	\$18.00

(6) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040, 91-23-028, § 315-11-703, filed 11/12/91, effective 12/13/91.]

**WAC 315-11-704 Criteria for Instant Game Number 70.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) The bearer of a ticket having the following play symbols in any three of the six spots beneath the removable covering on the front of the ticket shall win the following prize:

Three	\$1.00	play symbols - Win	\$1.00
Three	\$2.00	play symbols - Win	\$2.00
Three	\$4.00	play symbols - Win	\$4.00
Three	\$8.00	play symbols - Win	\$8.00
Three	\$18.00	play symbols - Win	\$18.00
Three	\$40.00	play symbols - Win	\$40.00
Three	\$80.00	play symbols - Win	\$80.00
Three	\$5,000	play symbols - Win	\$5,000.00

(b) In any event, only the highest instant prize amount meeting the standards of (a) of this subsection will be paid on a given ticket.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 70 set forth in WAC 315-11-705, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 70; and/or

(b) Vary the number of tickets sold in Instant Game Number 70 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 91-23-028, § 315-11-704, filed 11/12/91, effective 12/13/91.]

**WAC 315-11-705 Ticket validation requirements for Instant Game Number 70.** (1) A valid instant game ticket for Instant Game Number 70 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

(a) Exactly one play symbol must appear in each of the six play spots under the removable latex covering on the front of the ticket.

(b) Each of the six play symbols must have a caption below it, and each must agree with its caption.

(c) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retail Verification Code	Validation Font

(d) Each of the play symbols and its caption, the validation number, pack-ticket number and retailer verification code must be printed in black ink.

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-703(1) and each of the captions must be exactly one of those described in WAC 315-11-703(2).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040, 91-23-028, § 315-11-705, filed 11/12/91, effective 12/13/91.]

**WAC 315-11-720 Definitions for Instant Game Number 72 ("Moolah Moolah").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$40.00"; "\$5,000"; and " 𠄎 ". One

of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 72, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$8.00	EGT DOL
\$40.00	\$FORTY\$
\$5,000	FIVTHOU
☞	COW

(3) Validation number: The unique nine-digit number on the front of the ticket. The number is covered with latex.

(4) Pack-ticket number: The eleven-digit number of the form 07200001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 72 constitute the "pack number" which starts at 07200001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 and less. For Instant Game Number 72, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
EGT	\$ 8.00
SXT	\$ 16.00

(6) Pack: A set of four hundred fanfolded instant game tickets separated by perforations and packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 91-22-113, § 315-11-720, filed 11/6/91, effective 12/7/91.]

**WAC 315-11-721 Criteria for Instant Game Number 72.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner:

(a) The bearer of a ticket having the following play symbols in any three of the six spots beneath the removable covering on the front of the ticket shall win the following prize:

Three	\$1.00 play symbols		- Win	\$1.00
Two	\$1.00 play symbols and one ☞		- Win	\$2.00
Three	\$2.00 play symbols		- Win	\$2.00
Two	\$2.00 play symbols and one ☞		- Win	\$4.00
Two	\$4.00 play symbols and one ☞		- Win	\$8.00
Three	\$8.00 play symbols		- Win	\$8.00
Two	\$8.00 play symbols and one ☞		- Win	\$16.00
Three	\$40.00 play symbols		- Win	\$40.00
Two	\$40.00 play symbols and one ☞		- Win	\$80.00
Three	\$5000.00 play symbols		- Win	\$5000.00

(b) Only the highest instant prize amount meeting the standards of (a) of this subsection will be paid on a given ticket.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the instant game.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 72 set forth in WAC 315-11-722, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) Notwithstanding any other provisions of these rules, the director may:

(a) Vary the length of Instant Game Number 72; and/or

(b) Vary the number of tickets sold in Instant Game Number 72 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 91-22-113, § 315-11-721, filed 11/6/91, effective 12/7/91.]

**WAC 315-11-722 Ticket validation requirements for Instant Game Number 72.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 72 all of the following validation requirements apply.

(a) Exactly one play symbol must appear under each of the six play spots under the latex covering on the front of the ticket.

(b) Each of the six play symbols must have a caption below it, and each must agree with its caption.

(c) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retail Verification Code	Validation Font

(d) Each of the play symbols and its caption, the validation number, pack-ticket number and retailer verification code must be printed in black ink.

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-720(1) and each of the captions must be exactly one of those described in WAC 315-11-720(2).

(2) Any ticket not passing all the validation requirements in WAC 315-10-070 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 91-22-113, § 315-11-722, filed 11/6/91, effective 12/7/91.]

### Chapter 315-12 WAC PUBLIC RECORDS DISCLOSURE

#### WAC

315-12-140 Repealed.  
315-12-145 Records index.

#### DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

315-12-140 Records index. [Statutory Authority: RCW 42.17-.250. 83-13-080 (Order 23), § 315-12-140, filed 6/17/83.] Repealed by 91-03-035, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.

**WAC 315-12-140 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-12-145 Records index.** (1) The agency has established and implemented a system of indexing for the identification and location of the following records:

(a) All records issued before July 1, 1990, for which the agency has maintained an index;

(b) Final adjudicative orders and declaratory orders issued after June 30, 1990, that contain an analysis or decision of substantial importance to the agency in carrying out its duties;

(c) Interpretive and policy statements that were entered after June 30, 1990.

(2) Final and declaratory orders shall be evaluated by the director or director's designee and those orders which have substantial importance shall be selected for inclusion in the index.

(3) Selected orders shall be indexed by a phrase describing the issue or holding and by a citation to the law involved. Interpretive and policy statements shall be indexed by subject matter, topic, calendar year or a combination of these, as appropriate.

(4) The index is available for public access during business hours at the agency's management services division, 814 - 4th Avenue, Olympia, Washington 98504.

(5) The indexes shall be kept current and updated annually.

[Statutory Authority: RCW 67.70.040. 91-03-036, § 315-12-145, filed 1/9/91, effective 2/9/91.]

### Chapter 315-33 WAC QUINTO RULES

#### WAC

315-33-060 Drawings.

**WAC 315-33-060 Drawings.** (1) The Quinto drawing shall be held once each Saturday evening, except

that the director may change the drawing schedule if Saturday is a holiday.

(2) The drawing will be conducted by lottery officials.

(3) Each drawing shall determine, at random, five winning sets with the aid of mechanical drawing equipment which shall be tested before and after that drawing. Any drawn sets are not declared winners until the drawing is certified by the lottery. The winning sets shall be used in determining all Quinto winners for that drawing. If a drawing is not certified, another drawing will be conducted to determine actual winners.

(4) The drawing shall not be invalidated based on the liability of the lottery.

(5) The final drawing under this chapter shall take place on October 26, 1991.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33-060, filed 9/25/91, effective 10/26/91; 90-06-060, § 315-33-060, filed 3/6/90, effective 4/6/90.]

### Chapter 315-33A WAC QUINTO RULES

#### WAC

315-33A-010 Definitions for Quinto.  
315-33A-020 Price of Quinto ticket.  
315-33A-030 Play for Quinto.  
315-33A-040 Prizes for Quinto.  
315-33A-050 Ticket purchases.  
315-33A-060 Drawings.  
315-33A-070 Suspension/termination of Quinto.

**WAC 315-33A-010 Definitions for Quinto.** (1) Card suit: Heart, diamond, club, or spade symbol.

(2) Number: Any integer from 2 through 10 inclusive and jack, queen, king, or ace.

(3) Set: One number and one card suit.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33A-010, filed 9/25/91, effective 10/26/91.]

**WAC 315-33A-020 Price of Quinto ticket.** The price of each Quinto ticket shall be \$1.00 and shall contain one five set play.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33A-020, filed 9/25/91, effective 10/26/91.]

**WAC 315-33A-030 Play for Quinto.** (1) Type of play: Each play is a selection of five sets. A winning play is achieved only when 2, 3, 4, or 5 of the sets selected match, in any order, the five winning sets drawn by the lottery.

(2) Method of play: An on-line computer system will make all set selections with the use of a random number generator, a method commonly referred to as "quick play."

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33A-030, filed 9/25/91, effective 10/26/91.]

**WAC 315-33A-040 Prizes for Quinto.** (1) The prize amount to be paid to each Quinto player who holds a winning combination of sets in the first prize category shall vary due to the parimutuel calculation of prizes. The prize amount to be paid to each Quinto player who

holds a winning combination of sets in the second prize category shall be \$1,000.00. The prize amount to be paid to each Quinto player who holds a winning combination of sets in the third prize category shall be \$20.00. The prize amount to be paid to each Quinto player who holds a winning combination of sets in the fourth prize category shall be \$1.00.

WINNING COMBINATIONS	PRIZE CATEGORIES	ODDS OF WINNING (ONE PLAY)
All five winning sets in one play	First Prize	1:2,598,960
Any four but not five winning sets in one play	Second Prize: \$1,000	1:11,059
Any three but not four or five winning sets in one play	Third Prize: \$20	1:240
Any two, but not three, four or five winning sets in one play	Fourth Prize: \$1	1:16

(2) Prize amounts.

(a) First prize.

(i) A \$100,000.00 prize is to be divided equally among all players who hold all five winning sets in one play in any sequence, provided, that the first prize shall be increased pursuant to subsection (3) of this section.

(ii) The director may utilize revenue accumulated in the Quinto prize reserve, under WAC 315-33-040 (2)(d) to increase the first prize jackpot to an amount greater than \$100,000.

(iii) The first prize may be set at an amount greater than \$100,000 at the discretion of the director.

(b) Second prize. A \$1,000.00 prize is to be paid to each player who holds four of the five winning sets in one play in any sequence.

(c) Third prize. A \$20.00 prize is to be paid to each player who holds three of the five winning sets in one play in any sequence.

(d) Fourth prize. A \$1.00 prize is to be paid to each player who holds two of the five winning sets in one play in any sequence.

(e) The holder of a winning ticket may win only one prize per play in connection with the winning sets drawn and shall be entitled only to the highest prize amount won by those sets.

(f) In the event any player who holds two, three, four or five of the five winning sets does not claim the prize won within one hundred eighty days after the drawing in which the prize was won, that player's prize shall be retained in the state lottery account for use, pursuant to RCW 67.70.190.

(3) Roll-over feature. If no player holds all five winning sets for any given drawing, the jackpot allocated for first prize for that drawing will be added to the first prize for the next drawing. This process is repeated until the first prize is won.

(4) Prize payments will be made in accordance with WAC 315-30-030(6). Each prize shall be paid in a single payment. Federal income tax shall be withheld from prize payments as required by law.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33A-040, filed 9/25/91, effective 10/26/91.]

**WAC 315-33A-050 Ticket purchases.** (1) Quinto tickets may be purchased or redeemed no less than seventeen hours each day in accordance with a schedule to be determined by the director, provided that on-line retailers shall sell and redeem tickets only during their normal business hours.

(2) Quinto tickets may be purchased only from a lottery retailer authorized by the director to sell on-line tickets.

(3) Quinto tickets shall, on the front of the ticket, contain the quick-play selection of sets, amount, drawing date, and validation and reference numbers. The back of the ticket shall contain player instructions, player information, and signature area, and the ticket serial number. The overall odds of winning shall appear on the ticket.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33A-050, filed 9/25/91, effective 10/26/91.]

**WAC 315-33A-060 Drawings.** (1) The Quinto drawing pursuant to this chapter shall be held once each Saturday evening beginning November 2, 1991, except that the director may change the drawing schedule if Saturday is a holiday.

(2) The drawing will be conducted by lottery officials.

(3) Each drawing shall determine, at random, five winning sets with the aid of mechanical drawing equipment which shall be tested before and after that drawing. Any drawn sets are not declared winners until the drawing is certified by the lottery. The winning sets shall be used in determining all Quinto winners for that drawing. If a drawing is not certified, another drawing will be conducted to determine actual winners.

(4) The drawing shall not be invalidated based on the liability of the lottery.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33A-060, filed 9/25/91, effective 10/26/91.]

**WAC 315-33A-070 Suspension/termination of Quinto.** At the discretion of the director, Quinto may be suspended or terminated at any time, to be effective prior to the beginning of sales for any future drawing. The director may suspend or terminate sales and a drawing only where no sales have been made for the drawing.

[Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33A-070, filed 9/25/91, effective 10/26/91.]

## Title 317 WAC

### MARINE SAFETY, OFFICE OF

#### Chapter

#### 317-10

#### Vessel contingency plan and response contractor standards.