

104), § 314-64-050, filed 1/28/82; Order 40, § 314-64-050, filed 8/21/75.]

Chapter 314-70 WAC

DISPOSITION OF LIQUOR STOCK FOLLOWING DISCONTINUANCE OF BUSINESS AND/OR LAWFUL SEIZURE OF LIQUOR BY A GOVERNMENTAL AGENCY

WAC

314-70-020 Disposition by a governmental agency of lawfully seized liquors, except those which are required to be delivered to the board under RCW 66.32.090.

WAC 314-70-020 Disposition by a governmental agency of lawfully seized liquors, except those which are required to be delivered to the board under RCW 66.32.090. Notwithstanding any other provision of Title 66 RCW or Title 314 WAC, governmental agencies may, after obtaining the approval of the board and under the supervision of the board, dispose of lawfully seized liquors (except those which are required to be delivered to the board under RCW 66.32.090) as follows:

(1) The governmental agency may sell spirituous unopened salable liquor, and/or wine and beer previously purchased from the board, to the board as per procedure in WAC 314-70-040.

(2) The governmental agency may sell opened containers of liquor back to the Class H licensee from whom seized, if the licensee is going out of business, for the personal use of the licensee at a negotiated price after payment by the licensee to the board of an amount to be determined by the board in lieu of the Class H discount and tax exemption in effect at that time: *Provided*, That if the licensee has not so purchased the opened bottles of liquor within the period of redemption, they shall be destroyed.

(3) The governmental agency may sell unopened beer and/or wine to the wholesaler selling the same as per procedure in WAC 314-24-210 and 314-20-070 at a negotiated price. Copies of inventory and bill of sale shall be furnished the board.

(4) The governmental agency may sell unopened salable wine and/or beer to appropriately licensed retailers at a negotiated price. Beer purchased under this subsection shall meet the quality standards set forth by its manufacturer. Copies of the inventory and bill of sale shall be furnished the board.

(5) The governmental agency may ship the liquor out of the state of Washington.

[Statutory Authority: RCW 66.08.030. 88-16-040 (Order 260, Resolution No. 269), § 314-70-020, filed 7/29/88. Statutory Authority: RCW 66.08.030 and 66.98.070. 82-17-022 (Order 109, Resolution No. 118), § 314-70-020, filed 8/9/82.]

Title 315 WAC

LOTTERY COMMISSION

Chapters

315-02 General provisions and definitions.

[1988 WAC Supp—page 2178]

315-04

Licensing procedure.

315-06

General lottery rules.

315-10

Instant games—General rules.

315-11

Instant game rules—Specific rules.

315-14

Special provisions.

315-20

Procedural rules—Contested cases—Petitions for declaratory ruling and rule making.

315-30

On-line games—General rules.

315-32

Lotto.

Chapter 315-02 WAC

GENERAL PROVISIONS AND DEFINITIONS

WAC

315-02-020 Time and place of meetings.

WAC 315-02-020 Time and place of meetings. (1) Regular public meetings of the commission shall be held pursuant to the schedule published annually in the Washington State Register. Each such regular meeting shall be held at a time and place designated by the director and published in the meeting agenda.

(2) Additional public meetings necessary to discharge the business of the commission may be called from time to time by the chairman or by a quorum of the commission.

[Statutory Authority: RCW 67.70.040. 87-05-005 (Order 99), § 315-02-020, filed 2/6/87; 85-07-005 (Order 71), § 315-02-020, filed 3/8/85; 83-19-019 (Order 36), § 315-02-020, filed 9/12/83. Statutory Authority: 1982 2nd ex. s. c 7. 82-21-037 (Order 2), § 315-02-020, filed 10/15/82.]

Chapter 315-04 WAC

LICENSING PROCEDURE

WAC

315-04-070 License charges.

315-04-090 License issuance eligibility.

315-04-190 Compensation.

WAC 315-04-070 License charges. (1) A charge of twenty-five dollars shall be assessed for each license application submitted to the lottery. This charge is to reimburse the lottery for processing costs incident to licensure and relicensure.

(2) All fees established in this section or other sections of this title are not refundable.

[Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-04-070, filed 5/4/87; 87-01-058 (Order 97), § 315-04-070, filed 12/16/86; 85-09-004 (Order 72), § 315-04-070, filed 4/5/85; 84-12-057 (Order 58), § 315-04-070, filed 6/4/84; 84-01-002 (Order 41), § 315-04-070, filed 12/8/83; 83-19-019 (Order 36), § 315-04-070, filed 9/12/83. Statutory Authority: 1982 2nd ex. s. c 7. 82-21-039 (Order 4), § 315-04-070, filed 10/15/82.]

WAC 315-04-090 License issuance eligibility. (1) The director may issue a license to any person to act as a lottery retailer who meets the eligibility criteria established by chapter 7, Laws of 1982 2nd ex. sess., and these rules.

(2) Before issuing a license, the director shall consider:

(a) The financial responsibility and security of the person and its business or activity;

(b) The background and reputation of the applicant in the community for honesty and integrity;

(c) The type of business owned or operated by the applicant to ensure consonance with the dignity of the state, the general welfare of the people and the operation and integrity of the lottery;

(d) The conformance of businesses located in residential areas to local land use and zoning codes, regulations, and ordinances;

(e) The accessibility of the applicant's place of business or activity to the public;

(f) The sufficiency of existing licenses to serve the public convenience;

(g) The volume of expected sales;

(h) The veracity of the information supplied in the application for a lottery retailer license; and

(i) The applicant's indebtedness to the state of Washington, local subdivisions of the state and/or the United States government.

(3) The director may condition the issuance of any license upon the posting of a bond in such terms and conditions as the director may require.

(4) The director shall establish procedures to assure that approval of the appropriate local governmental unit is obtained prior to issuance of a license to a business located in a residential area which is a nonconforming use under local land use and zoning codes, regulations, and ordinances.

[Statutory Authority: RCW 67.70.040, 87-10-043 (Order 101), § 315-04-090, filed 5/4/87; 86-01-060 (Order 83), § 315-04-090, filed 12/16/85. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-04-090, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-037 (Order 2), § 315-04-090, filed 10/15/82.]

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. The total additional compensation provided through such programs shall not exceed \$200,000 per program.

(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, 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.]

Chapter 315-06 WAC

GENERAL LOTTERY RULES

WAC

315-06-020	Authorization to sell tickets.
315-06-090	Video machines prohibited.
315-06-120	Payment of prizes—General provisions.

WAC 315-06-020 Authorization to sell tickets.

Lottery retailers are authorized, as limited by WAC 315-04-140, to sell tickets directly to the public. Retail outlets of the state liquor control board and the lottery are not required to be licensed as lottery retailers.

[Statutory Authority: RCW 67.70.040, 87-17-012 (Order 103), § 315-06-020, filed 8/10/87; 86-01-060 (Order 83), § 315-06-020, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7 §§ 4 and 8, 83-03-034 (Order 10), § 315-06-020, filed 1/14/83. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-037 (Order 2), § 315-06-020, filed 10/15/82.]

WAC 315-06-090 Video machines prohibited.

Coin-operated, instant video games which pay out prizes, either by skill or chance, shall not be used in the conduct of games.

[Statutory Authority: RCW 67.70.040, 88-17-024 (Order 111), § 315-06-090, filed 8/11/88; 86-01-060 (Order 83), § 315-06-090, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-040 (Order 5), § 315-06-090, filed 10/15/82.]

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 ticket and/or claim form must be signed by one of the persons 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 for publicity purposes upon award of the prize.

(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, 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.]

Chapter 315-10 WAC
INSTANT GAMES—GENERAL RULES

WAC

315-10-030 Instant games criteria.
315-10-060 Official end of game.

WAC 315-10-030 Instant games criteria. (1) The price of an instant game ticket shall not be less than \$1.00 and not more than \$5.00.

(2) Winners of an instant game are determined by the matching or specified alignment of the play numbers on the tickets. The ticket bearer must notify the lottery of the win and submit the winning ticket to the lottery as specified by the director. The winning ticket must be validated by the lottery through use of the validation number and/or any other means as specified by the director.

(3) The total of all prizes available to be won in an instant game shall not be less than forty-five percent of the instant game's projected revenue.

(4) The instant game shall pay out both lower tier prizes and higher tier prizes. Lower tier prizes are of \$25.00 or less. Higher tier prizes are of more than \$25.00. The director shall determine the number of lower and higher tier prizes.

(5) The start date and closing date of the instant game shall be publicly announced. Lottery retailers shall not sell any tickets prior to the start date of a game unless expressly authorized by the director. [Lottery retailers shall not sell any tickets prior to the start date of a game unless expressly authorized by the director.] Lottery retailers may continue to sell tickets for each instant game for up to 14 days after the official end of game as authorized by WAC 315-10-060.

(6) There is no required frequency of drawing or method of selection of a winner in an instant game.

(7) At the director's discretion, an instant game may include a grand prize drawing(s). The criteria for the grand prize drawing shall be as follows:

(a) Finalists for a grand prize drawing shall be selected in an elimination drawing(s) from redeemed tickets meeting the criteria stated in specific game rules as determined by the director. Participation in the elimination drawing(s) shall be limited to such tickets which are actually received and validated by the director on or before a date to be announced by the director. The director may reserve the right to place any semi-finalist whose entry was not entered in the elimination drawing(s) and who is subsequently determined to have been entitled to such entry into an elimination drawing of a subsequent instant game, and the determination of the director shall be final.

(b) The number of prizes and the amount of each prize in the grand prize drawing(s) shall be determined by the director to correspond with the size and [the] length of the instant game and to comply with [subsection] (3) [of this section] [above].

(c) The dates and times as well as the procedures for conducting the elimination drawing and grand prize drawing shall be determined by the director.

(8) Procedures for claiming instant [game] prizes are as follows:

(a) To claim an instant game prize of \$25.00 or less, the claimant shall present the apparent winning ticket to the lottery retailer from whom the ticket was purchased. The lottery retailer shall verify the claim and, if acceptable, make payment of the amount due the claimant. In the event the lottery retailer cannot verify the claim, the claimant shall fill out a claim form, as provided in WAC 315-06-120, which shall be obtained from the lottery retailer and present the completed form, together with the disputed ticket to the director. If the claim is validated by the director, a check shall be forwarded to the claimant in payment of the amount due. In the event that the claim is not validated by the director, the claim shall be denied and the claimant shall be promptly notified.

(b) To claim an instant game prize of more than \$25.00 through \$600.00 the claimant either may present the apparent winning ticket to a lottery retailer included in the computer validation system, regardless where the ticket was purchased, or may complete a claim form, as provided in WAC 315-06-120, which is obtained from a lottery retailer or the director and mail the completed form together with the apparent winning ticket to the director. When the retailer is presented with a claim under this section, the retailer shall verify the claim and, if acceptable, make payment of the amount due the claimant. The prizes shall be paid during all normal business hours of that retailer provided that claims can be validated on the computer validation system. The retailer shall not charge the claimant any fee for payment of the prize or for cashing a business check drawn on the retailer's account. In the event the retailer cannot verify the claim, the claimant shall present a claim to the director. If the claim is validated by the director, a check shall be forwarded to the claimant in payment of the amount due. In the event that the claim is not validated by the director, the claim shall be denied and the claimant shall be promptly notified.

(c) To claim an instant prize of [or more] more than \$600.00, the claimant shall complete a claim form, as provided in WAC 315-06-120, which is obtained from the lottery retailer or the director and mail the completed form together with the [apparent] winning ticket to the director. Upon validation by the director, a check shall be forwarded to the claimant in payment of the amount due, less any applicable federal income tax withholding. In the event that the claim is not validated by the director, the claim shall be denied and the claimant shall be promptly notified.

(d) To claim an instant prize pursuant to WAC 315-10-070(2), the claimant shall notify the lottery of the claim and request reconstruction of the ticket not later than one hundred eighty days after the official end of that instant game. If the director authorizes reconstruction, the ticket shall not be validated nor the prize paid prior to the one hundred eighty-first day following the official end of that instant game. A ticket(s) validated pursuant to WAC 315-10-070(2) shall not entitle the

claimant entry into the grand prize drawing, if any, for that or any subsequent instant game.

(e) Any ticket not passing all the validation checks specified by the director is invalid and ineligible for any prize and shall not be paid. However, the director may, solely at his or her option, replace an invalid ticket with an unplayed ticket (or tickets of equivalent sales price from any other current game). In the event a defective ticket is purchased, the only responsibility or liability of the director shall be the replacement of the defective ticket with another unplayed ticket (or tickets of equivalent sale price from any other current game).

[Statutory Authority: RCW 67.70.040, 88-17-024 (Order 111), § 315-10-030, filed 8/11/88; 85-22-057 (Order 81), § 315-10-030, filed 11/5/85; 85-16-031 (Order 77), § 315-10-030, filed 7/30/85; 85-09-004 (Order 72), § 315-10-030, filed 4/5/85; 84-05-008 (Order 51), § 315-10-030, filed 2/7/84; 83-16-029 (Order 30), § 315-10-030, filed 8/27/83. Statutory Authority: 1982 2nd ex.s. c 7 § 4, 83-03-034 (Order 10), § 315-10-030, filed 1/14/83. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-038 (Order 3), § 315-10-030, filed 10/15/82.]

Reviser's note: RCW 34.04.058 requires the use of underlining and deletion marks to indicate amendments to existing rules, and deems ineffectual changes not filed by the agency in this manner. The bracketed material in the above section does not appear to conform to the statutory requirement.

WAC 315-10-060 Official end of game. (1) The director shall announce the official end of each instant game. A player may submit a low-tier winning ticket to the lottery retailer from whom the ticket was purchased or the lottery and a high-tier winning ticket to the lottery for prize payment up to one hundred and eighty days after the official end of game. In order to participate in a grand prize drawing in which the entry is the submittal of one or more winning or nonwinning tickets, a player must redeem and submit such a ticket or tickets within the time limits set forth in chapter 315-11 WAC governing the conduct of that specific game.

(2) A lottery retailer may continue to sell tickets for each instant game up to fourteen days after the official end of that game.

(3) A lottery retailer must return to the lottery unsold lottery tickets for each game within thirty days after the official end of that game in order to receive full credit for the tickets returned from the lottery. Lottery retailers who return tickets between thirty-one and ninety days after the official end of game will be charged a fifteen percent restocking fee. The lottery has no obligation to grant credit for tickets returned more than ninety days after the official end of game.

(4) Return of tickets by state liquor control board outlets shall be governed by the interlocal cooperative agreement between the lottery and the state liquor control board.

[Statutory Authority: RCW 67.70.040, 87-17-012 (Order 103), § 315-10-060, filed 8/10/87; 86-12-002 (Order 92), § 315-10-060, filed 5/22/86; 86-01-060 (Order 83), § 315-10-060, filed 12/16/85; 85-09-004 (Order 72), § 315-10-060, filed 4/5/85; 84-05-008 (Order 51), § 315-10-060, filed 2/7/84; 84-01-004 (Order 42), § 315-10-060, filed 12/8/83.]

Chapter 315-11 WAC

INSTANT GAME RULES—SPECIFIC RULES

WAC	
315-11-240	Definitions for Instant Game Number 24 ("Tic-Tac-Toe").
315-11-241	Criteria for Instant Game Number 24.
315-11-242	Ticket validation requirements for Instant Game Number 24.
315-11-250	Definitions for Instant Game Number 25 ("Triple Header").
315-11-251	Criteria for Instant Game Number 25.
315-11-252	Ticket validation requirements for Instant Game Number 25.
315-11-260	Definitions for Instant Game Number 26 ("Summer Doubler").
315-11-261	Criteria for Instant Game Number 26.
315-11-262	Ticket validation requirements for Instant Game Number 26.
315-11-270	Definitions for Instant Game Number 27 ("Cash Harvest").
315-11-271	Criteria for Instant Game Number 27.
315-11-272	Ticket validation requirements for Instant Game Number 27.
315-11-280	Definitions for Instant Game Number 28 ("Stocking Stuffer").
315-11-281	Criteria for Instant Game Number 28.
315-11-282	Ticket validation requirements for Instant Game Number 28.
315-11-290	Definitions for Instant Game Number 29 ("Windfall").
315-11-291	Criteria for Instant Game Number 29.
315-11-292	Ticket validation requirements for Instant Game Number 29.
315-11-300	Definitions for Instant Game Number 30 ("Quick Silver").
315-11-301	Criteria for Instant Game Number 30.
315-11-302	Ticket validation requirements for Instant Game Number 30.
315-11-310	Definitions for Instant Game Number 31 ("Three of a Kind").
315-11-311	Criteria for Instant Game Number 31.
315-11-312	Ticket validation requirements for Instant Game Number 31.
315-11-320	Definitions for Instant Game Number 32 ("Double Decker").
315-11-321	Criteria for Instant Game Number 32.
315-11-322	Ticket validation requirements for Instant Game Number 32.
315-11-330	Definitions for Instant Game Number 33 ("Instant Replay").
315-11-331	Criteria for Instant Game Number 33.
315-11-332	Ticket validation requirements for Instant Game Number 33.
315-11-340	Definitions for Instant Game Number 34 ("Tic-Tac-Toe").
315-11-341	Criteria for Instant Game Number 34.
315-11-342	Ticket validation requirements for Instant Game Number 34.
315-11-350	Definitions for Instant Game Number 35 ("Stocking Stuffer").
315-11-351	Criteria for Instant Game Number 35.
315-11-352	Ticket validation requirements for Instant Game Number 35.
315-11-360	Definitions for Instant Game Number 36 ("Fat Cat").
315-11-361	Criteria for Instant Game Number 36.
315-11-362	Ticket validation requirements for Instant Game Number 36.
315-11-370	Definitions for Instant Game Number 37 ("Three Cards Up").
315-11-371	Criteria for Instant Game Number 37.
315-11-372	Ticket validation requirements for Instant Game Number 37.

- 315-11-380 Definitions for Instant Game Number 38 ("Jackpot").
- 315-11-381 Criteria for Instant Game Number 38.
- 315-11-382 Ticket validation requirements for Instant Game Number 38.
- 315-11-390 Definitions for Instant Game Number 39 ("Centennial Cash").
- 315-11-391 Criteria for Instant Game Number 39.
- 315-11-392 Ticket validation requirements for Instant Game Number 39.

WAC 315-11-240 Definitions for Instant Game Number 24 ("Tic-Tac-Toe"). (1) Play symbols: The following are the "play symbols": "X" and "O". One of these symbols appears under each of the nine rub-off spots on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which corresponds with and verifies that play symbol. The caption contains four characters which are the corresponding play symbol followed by the three-digit ticket number. One and only one caption appears under each play symbol. For Instant Game Number 24, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u> (Example for ticket number 122)
X	X122
O	O122

(3) Prize symbols: The following are the "prize symbols": "FREE," "\$2.00," "\$5.00," "50.00," "\$500," and "5,000." 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.

(4) Prize symbol caption - The small printed characters appearing below the prize symbol which verifies and corresponds 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 24, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
FREE	TICKET
\$2.00	TWO\$
\$5.00	FIVE
50.00	FIFTY
\$500	FIVEHUN
5,000	5-THOU

(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 ten-digit number of the form 4000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 24 constitute the "pack number" which starts at 4000001; 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 below \$25. For Instant Game Number 24, the retailer verification codes 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>
TIC	FREE TICKET
TWO	\$2.00
FIV	\$5.00

(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, 87-05-005 (Order 99), § 315-11-240, filed 2/6/87.]

WAC 315-11-241 Criteria for Instant Game Number 24. (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 3 "X" play symbols or 3 "O" 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 payable 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 24 set forth in WAC 315-11-242, 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 total of five bonus drawings held in conjunction with the Instant Game Number 24, however, these bonus drawings shall not be part of or included in the Instant Game Number 24 prize structure. They will be conducted at times and places and pursuant to procedures to be established and announced by the director. The prizes awarded at each of the five bonus drawings will be: First prize - \$50,000, one winner; second prize - \$25,000, one winner; third prize - \$10,000, five winners; fourth prize - \$5,000, five winners; and fifth prize - \$1,000, fifty winners. In the event that an entry is not included in the bonus drawing process and the director determines that the entry was entitled to participation in the process, the director reserves the right to place that entry into a subsequent bonus drawing process.

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

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

(ii) Collect five nonwinning tickets. Nonwinning tickets must be from Instant Game Number 24, Tic-Tac-Toe.

(iii) Write or print legible, the entrant's name, address, and telephone number on the one or more nonwinning tickets or on a separate sheet of paper. An entry containing more than one name shall be disqualified.

(iv) Place the nonwinning 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 ("TIC-TAC-TOE BONUS DRAWING," P.O. BOX 19007, OLYMPIA, WASHINGTON 98507), 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 "TIC-TAC-TOE BONUS DRAWING." All mail not drawn each week will be incinerated unopened.

(f) The lottery shall not be responsible for, nor place in the bonus drawing, any entries mailed or delivered to the wrong address.

(6) The lottery, in conjunction with Instant Game Number 24, shall provide additional compensation for lottery retailers pursuant to WAC 315-04-190(3). The purpose of the program is to increase the sales of lottery tickets by encouraging lottery retailers to actively promote sales by asking customers for the sale. The program will be conducted pursuant to procedures to be established and announced by the director.

(a) The lottery will provide lottery retailers with point-of-sale materials promoting and informing customers of the program.

(b) The program shall be as follows:

(i) Lottery retailers participating in the "Ask for the Sale" program will receive a credit balance for Instant Game Number 24.

(ii) If the lottery retailer does not ask the customer for the sale, upon request of the customer, the lottery retailer shall give the customer a free lottery ticket.

(iii) If the lottery retailer does ask for the sale, the lottery retailer retains the credit balance.

(iv) At the end of the program, after paying for the free tickets issued to customers who were not asked for the sale, the lottery shall distribute the credit balance remaining to participating employees.

(v) The lottery shall audit participating lottery retailers program performance through field checks.

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

(a) Vary the length of Instant Game Number 24; and/or

(b) Vary the number of tickets sold in Instant Game Number 24 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 87-05-005 (Order 99), § 315-11-241, filed 2/6/87.]

WAC 315-11-242 Ticket validation requirements for Instant Game Number 24. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 24 all of the following validation requirements apply.

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

(b) Each of the nine play symbols must have a caption below 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 caption below and it must agree with that 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	Mead 15 Point Font
Captions	Mead 5 x 11 Archer Font
Prize Symbols	Mead 15 Point Font
Prize Symbol Captions	mead 5 x 11 Archer Font
Pack-Ticket Number	Mead 9 x 12 Matrix Font
Validation Number	Mead 9 x 12 Matrix Font
Retailer Verification Code	mead 7 x 12 Matrix Font

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-240(1); each of the captions must be exactly one of those described in WAC 315-11-240(2), the prize symbol must be exactly one of those described in WAC 315-11-240(3); and the prize symbol caption must be exactly one of those described in WAC 315-11-240(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. 87-05-005 (Order 99), § 315-11-242, filed 2/6/87.]

WAC 315-11-250 Definitions for Instant Game Number 25 ("Triple Header"). (1) Play symbols: The following are the "play symbols": "0"; "1"; "2"; "3"; "4"; "5"; "6"; "7"; and "9". 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 corresponds with and verifies 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 25, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
0	ZERO
1	ONE
2	TWO
3	THR
4	FOUR
5	FIVE
6	SIX
7	SEV
9	NINE

(3) Prize symbols: The following are the "prize symbols": "FREE," "\$2.00," "\$5.00," "50.00," "\$500," and "5000." One of these prize symbols appears for each game (row) in the prize column on the front of the ticket which has the word "WIN \$5000 INSTANTLY" printed on the latex covering.

(4) Prize symbol captions - The small printed characters appearing below the prize symbol which verifies and corresponds 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 25, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
ENTRY	ENTRY
FREE	TICKET
\$2.00	TWO \$
\$5.00	FIVE
50.00	FIFTY
\$500	FIVEHUN
5000	5-THOU

(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 ten-digit number of the form 5000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 25 constitute the "pack number" which starts 5000001; 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 below \$25. For Instant Game Number 25, the retailer verification codes is a three-letter code, 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:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
TIC	FREE TICKET
TWO	\$2.00
FIV	\$5.00

(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. 87-10-043 (Order 101), § 315-11-250, filed 5/4/87.]

WAC 315-11-251 Criteria for Instant Game Number 25. (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 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). Play symbols and prize symbols in different games (rows) may not be combined to win a prize.

(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 payable 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 25 set forth in WAC 315-11-252, 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 total of six regional and one headquarters drawings held in conjunction with the Instant Game Number 25. The regional drawings will be held between June 22 and June 27, 1987. The headquarters drawing will be held on July 16, 1987. They will be conducted at times and places and pursuant to procedures to be established and announced by the director. These drawings shall be part of the Instant Game Number 25 prize structure only to the extent that "ENTRY" is a prize symbol. The prizes awarded at these drawings are not part of the Instant Game Number 25 prize structure. The following prizes will be awarded at the drawings: each regional drawing - twenty seven \$1,000 prizes, five \$5,000 prizes, four \$10,000 prizes and two \$25,000 prizes; headquarters drawing - thirty-three \$1,000 prizes, five \$5,000 prizes, four \$10,000 prizes, and two \$25,000 prizes. In the event that an entry is not included in this drawing process and the director determines that the entry was entitled to participation in the process, the director reserves the right to place that entry into a subsequent drawing process.

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

(i) Be eligible to win a prize pursuant to chapter 67.70 RCW and Title 315 WAC.

(ii) Have a valid Instant Game Number 25 ticket with an "ENTRY" play symbol.

(iii) Write or print legibly, the entrant's name, address, and telephone number on the ticket or on a separate sheet of paper. An entry containing more than one name shall be disqualified.

(iv) Place the entry tickets in an envelope that is not larger than 4 1/2" x 10 3/8" (legal size). An envelope which is oversized or 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) To enter any of the regional drawings or the headquarters drawing, 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, or mail the envelope with proper postage and a legible return address of the entrant to:

- (A) Spokane Region drawing.
"TRIPLE HEADER BONUS DRAWING,"
P.O. Box C-14020,
Spokane, Washington 99214-0020.
- (B) Yakima Region drawing.
"TRIPLE HEADER BONUS DRAWING,"
P.O. Box 22630,
Yakima, Washington 98907-2630.
- (C) Tukwila Region drawing.
"TRIPLE HEADER BONUS DRAWING,"
P.O. Box 580808,
Tukwila, Washington 98188-9608.
- (D) Olympia Region drawing.
"TRIPLE HEADER BONUS DRAWING,"
P.O. Box 19005,
Olympia, Washington 98507-9005.
- (E) Vancouver Region drawing.
"TRIPLE HEADER BONUS DRAWING,"
P.O. Box C-023,
Vancouver, Washington 98668-0023.
- (F) Everett Region drawing.
"TRIPLE HEADER BONUS DRAWING,"
P.O. Box C-3099,
Everett, Washington 98203-1099.
- (G) Headquarters drawing.
"TRIPLE HEADER LAST CHANCE DRAWING,"
Tumwater, Washington 98502.

(vi) Entries must be received at all regional offices not later than 9:00 a.m., Monday, June 22, 1987 to be included in that region's drawing. All entries received after that date but prior to 5:00 p.m., July 10, 1987 will be forwarded to lottery headquarters for inclusion in the headquarters drawing.

(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. Envelopes containing more than one entry will be disqualified.

(c) An entry which contains a stolen ticket will be disqualified by the director or the director's designee.

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

(e) The lottery shall not be responsible for any other material, including winning tickets, mailed or delivered to the addresses listed in subsection (5)(a)(v) of this section. All mail not drawn will be destroyed unopened.

(f) The lottery shall not be responsible for, nor place in the drawings, any entries mailed or delivered to the wrong address.

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

(a) Vary the length of Instant Game Number 25: and/or

(b) Vary the number of tickets sold in Instant Game Number 25 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 87-10-043 (Order 101), § 315-11-251, filed 5/4/87.]

WAC 315-11-252 Ticket validation requirements for Instant Game Number 25. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 25 all of the following validation requirements apply.

(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 artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Mead 15 Point Archer Font
Captions	Mead 5 x 11 Archer Font
Prize Symbols	Mead 15 Point Font
Prize Symbol Captions	Mead 5 x 11 Archer Font
Pack-Ticket Number	Mead 9 x 12 Matrix Font
Validation Number	Mead 9 x 12 Matrix Font
Retailer Verification Code	Mead 7 x 12 Matrix 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 315-11-250(1); each of the captions must be exactly one of those described in WAC 315-11-250(2); the prize symbol must be exactly one of those described in WAC 315-11-250(3); and the prize

symbol caption must be exactly one of those described in WAC 315-11-250(4).

(2) Removal of part or all of the latex overprinted "DO NOT REMOVE" covering of the validation number will not invalidate an otherwise valid ticket.

(3) 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. 87-10-043 (Order 101), § 315-11-252, filed 5/4/87.]

WAC 315-11-260 Definitions for Instant Game Number 26 ("Summer Doubler"). (1) Play symbols: The following are the "play symbols": "0"; "1"; "2"; "3"; "4"; "5"; "6"; "7"; "9"; and "\$\$". One of these symbols appears under each of the three rub-off spots in the "your number" column and under each of the three rub-off spots in the "their number" 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 corresponds with and verifies 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 26, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
0	ZERO
1	ONE
2	TWO
3	THR
4	FOUR
5	FIVE
6	SIX
7	SEV
9	NINE
\$\$	DBL

(3) Prize symbols: The following are the "prize symbols": "FREE," "\$2.00," "\$5.00," "10.00," "50.00," and "\$2500." One of these prize symbols appears for each row in the prize column under each of the three rub-off spots on the front of the ticket.

(4) Prize symbol captions - The small printed characters appearing below the prize symbol which verifies and corresponds 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 26, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
FREE	TICKET
\$2.00	TWO \$
\$5.00	FIVE
10.00	TEN \$
50.00	FIFTY
\$2500	25-HUN

(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 ten-digit number of the form 6000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 26 constitute the "pack number" which starts at 6000001; 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 below \$25. For Instant Game Number 26, the retailer verification codes is a three-letter code, 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
TIC	FREE TICKET
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$10.00

(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. 87-10-043 (Order 101), § 315-11-260, filed 5/4/87.]

WAC 315-11-261 Criteria for Instant Game Number 26. (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 a play symbol in the "your number" column that is identical to the play symbol in the "their number" column in the same row shall win the prize shown in the prize column for that row. The bearer of a ticket having a "doubler" play symbol (\$\$) in the "your number" column shall win double the prize shown in the prize column for that row. Play symbols and prize symbols in different rows may not be combined to win a prize.

(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 payable 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 26 set forth in WAC 315-11-262, 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 26: and/or

(b) Vary the number of tickets sold in Instant Game Number 26 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-261, filed 5/4/87.]

WAC 315-11-262 Ticket validation requirements for Instant Game Number 26. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 26 all of the following validation requirements apply.

(a) Exactly one play symbol must appear under each of the three rub-off spots in the "your number" column and under each of the three rub-off spots in the "their number" 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 must appear under each of the three rub-off spots 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 artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Mead 15 Point Archer Font
Captions	Mead 5 x 11 Archer Font
Prize Symbols	Mead 15 Point Font
Prize Symbol Captions	Mead 5 x 11 Archer Font
Pack-Ticket Number	Mead 9 x 12 Matrix Font
Validation Number	Mead 9 x 12 Matrix Font
Retailer Verification Code	Mead 7 x 12 Matrix Font

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-260(1); each of the captions must be exactly one of those described in WAC 315-11-260(2), the prize symbol must be exactly one of those described in WAC 315-11-260(3); and the prize symbol caption must be exactly one of those described in WAC 315-11-260(4).

(2) Removal of part or all of the latex overprinted "DO NOT REMOVE" covering of the validation number will not invalidate an otherwise valid ticket.

(3) 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. 87-10-043 (Order 101), § 315-11-262, filed 5/4/87.]

WAC 315-11-270 Definitions for Instant Game Number 27 ("Cash Harvest"). (1) Play symbols: The following are the "play symbols": "FREE"; "\$2.00"; "\$5.00"; "10.00"; "20.00"; "50.00"; and "5000". One of

these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 27, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
FREE	TICKET
\$2.00	TWO \$
\$5.00	FIVE
10.00	TEN \$
20.00	TWENTY
50.00	FIFTY
5000	5-THOU

(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 ten-digit number of the form 7000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 27 constitute the "pack number" which starts at 7000001; 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 below \$25. For Instant Game Number 27, 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>
TIC	FREE TICKET
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$10.00
TTY	\$20.00

(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. 87-10-043 (Order 101), § 315-11-270, filed 5/4/87.]

WAC 315-11-271 Criteria for Instant Game Number 27. (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 FREE play symbols – Win Free Ticket
- Three \$2.00 play symbols – Win \$2.00
- Three \$5.00 play symbols – Win \$5.00
- Three 10.00 play symbols – Win \$10.00
- Three 20.00 play symbols – Win \$20.00
- Three 50.00 play symbols – Win \$50.00
- Three \$5000 play symbols – Win \$5,000

(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 27 set forth in WAC 315-11-272, 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 27 and/or

(b) Vary the number of tickets sold in Instant Game Number 27 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 87-10-043 (Order 101), § 315-11-271, filed 5/4/87.]

WAC 315-11-272 Ticket validation requirements for Instant Game Number 27. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 27 all of the following validation requirements apply.

(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 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	Mead 15 point archer font
Captions	Mead 5 x 11 Archer font
Pack-Ticket Number	Mead 9 x 12 Matrix font
Validation Number	Mead 9 x 12 Matrix font
Retail Verification Code	Mead 7 x 12 Matrix font

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-270(1) and each of the captions must be exactly one of those described in WAC 315-11-270(2).

(2) Removal of part or all of the latex overprinted "DO NOT REMOVE" covering of the validation number will not invalidate an otherwise valid ticket.

(3) 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. 87-10-043 (Order 101), § 315-11-272, filed 5/4/87.]

WAC 315-11-280 Definitions for Instant Game Number 28 ("Stocking Stuffer"). (1) Play symbols: The following are the "play symbols": "FREE"; "\$2.00"; "\$5.00"; "10.00"; "50.00"; and "\$1000." One of these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 28, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
FREE	TICKET
\$2.00	TWO \$
\$5.00	FIVE
10.00	TEN \$
50.00	FIFTY
\$1000	ONE-THOU

(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 ten-digit number of the form 8000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 28 constitute the "pack number" which starts at 8000001; 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 below \$25. For Instant Game Number 28, 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 agent verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
TIC	FREE TICKET
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$10.00

(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. 87-17-047 (Order 104), § 315-11-280, filed 8/18/87.]

WAC 315-11-281 Criteria for Instant Game Number 28. (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 FREE play symbols – Win Free Ticket
- Three \$2.00 play symbols – Win \$2.00
- Three \$5.00 play symbols – Win \$5.00
- Three 10.00 play symbols – Win \$10.00
- Three 50.00 play symbols – Win \$50.00
- Three \$1000 play symbols – Win \$1,000.00

(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 28 set forth in WAC 315-11-282, 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 28; and/or

(b) Vary the number of tickets sold in Instant Game Number 28 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 87-17-047 (Order 104), § 315-11-281, filed 8/18/87.]

WAC 315-11-282 Ticket validation requirements for Instant Game Number 28. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 28 all of the following validation requirements apply:

(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 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	15 Point Archer Font
Captions	5 x 12 Matrix Font
Pack-Ticket Number	9 x 12 Matrix Font
Validation Number	9 x 12 Matrix Font
Retailer Verification Code	Mead 7 x 12 Matrix Font

(d) Each of the play symbols and their captions, 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 315-11-280(1) and each of the

captions must be exactly one of those described in WAC 315-11-280(2).

(2) Removal of part or all of the latex overprinted "DO NOT REMOVE" covering of the validation number will not invalidate an otherwise valid ticket.

(3) 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. 87-17-047 (Order 104), § 315-11-282, filed 8/18/87.]

WAC 315-11-290 Definitions for Instant Game Number 29 ("Windfall"). (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$5.00"; "10.00"; "50.00"; and "\$2500." One of these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 29, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE \$
\$2.00	TWO \$
\$5.00	FIVE
10.00	TEN \$
50.00	FIFTY
\$2500	25-HUN

(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 ten-digit number of the form 9000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 29 constitute the "pack number" which starts at 9000001; 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 below \$25. For Instant Game Number 29, 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 agent verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$10.00

(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. 87-17-047 (Order 104), § 315-11-290, filed 8/18/87.]

WAC 315-11-291 Criteria for Instant Game Number 29. (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 10.00 play symbols – Win \$10.00
- Three 50.00 play symbols – Win \$50.00
- Three \$2500 play symbols – Win \$2,500.00

(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 29 set forth in WAC 315-11-292, 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 29; and/or

(b) Vary the number of tickets sold in Instant Game Number 29 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 87-17-047 (Order 104), § 315-11-291, filed 8/18/87.]

WAC 315-11-292 Ticket validation requirements for Instant Game Number 29. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 29 all of the following validation requirements apply:

(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 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	15 Point Archer Font
Captions	5 x 12 Matrix Font
Pack-Ticket Number	9 x 12 Matrix Font
Validation Number	9 x 12 Matrix Font
Retailer Verification Code	Mead 7 x 12 Matrix Font

(d) Each of the play symbols and their captions, 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 315-11-290(1) and each of the captions must be exactly one of those described in WAC 315-11-290(2).

(2) Removal of part or all of the latex overprinted "DO NOT REMOVE" covering of the validation number will not invalidate an otherwise valid ticket.

(3) 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. 87-17-047 (Order 104), § 315-11-292, filed 8/18/87.]

WAC 315-11-300 Definitions for Instant Game Number 30 ("Quick Silver"). (1) Play symbols: The following are the "play symbols": "5," "10," "25," and "50." One of these play symbols appears under each of the five rub-off spots on the front of the ticket.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 30, the captions which correspond with and verify the play symbols are:

<u>PLAY NUMBER</u>	<u>CAPTION</u>
5	NICK
10	DIME
25	QUAR
50	HALF

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$5.00"; "10.00"; "20.00"; "50.00"; and "\$2500." One of these symbols appears under the scratch-off material covering the prize box.

(4) Captions: The small printed characters appearing below each play symbol which verifies and corresponds with that prize 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 30, the captions which correspond with and verify the play symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE\$
\$ 2.00	TWO\$
\$ 5.00	FIVE
\$10.00	TEN\$
\$20.00	TTNY
\$50.00	FIFTY
\$ 2500	25HUN

(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 ten-digit number of the form 0000001-000 printed on the front of the ticket.

The first seven digits of the pack-ticket number for Instant Game Number 30 constitute the "pack number" which starts at 0000001; 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 below \$25. For Instant Game Number 30, 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:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$10.00
TTY	\$20.00

(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. 88-02-004 (Order 106), § 315-11-300, filed 12/24/87.]

WAC 315-11-301 Criteria for Instant Game Number 30. (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) Winning tickets: Add the five play symbols on the ticket. If the total exceeds 1.00 (\$1.00), the ticket is a winner of the prize determined by the "prize symbol" in the prize box. The "prize symbols" have the following instant prize values:

- \$ 1.00 prize symbol - Win \$ 1.00
- \$ 2.00 prize symbol - Win \$ 2.00
- \$ 5.00 prize symbol - Win \$ 5.00
- \$10.00 prize symbol - Win \$10.00
- \$20.00 prize symbol - Win \$20.00
- \$50.00 prize symbol - Win \$50.00
- \$ 2500 prize symbol - Win \$2,500.00

(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 30 set forth in WAC 315-11-302, 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 30; and/or

(b) Vary the number of tickets sold in Instant Game Number 30 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 88-02-004 (Order 106), § 315-11-301, filed 12/24/87.]

WAC 315-11-302 Ticket validation requirements for Instant Game Number 30. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 30 all of the following validation requirements apply.

(a) Exactly one play symbol must appear under each of the five rub-off spots on the main portion of the ticket and exactly one prize symbol must appear under the "prize box" rub-off spot on the ticket.

(b) Each of the five play symbols and the prize symbol must have a caption underneath, 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	Ealing 15 point font
Captions	5 x 12 Matrix font
Pack-Ticket Number	9 x 12 Matrix font
Validation Number	9 x 12 Matrix font
Retail Verification Code	7 x 12 Matrix font

(d) Each of the play symbols and their captions, 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 315-11-300(1) and each of the captions must be exactly one of those described in WAC 315-11-300(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. 88-02-004 (Order 106), § 315-11-302, filed 12/24/87.]

WAC 315-11-310 Definitions for Instant Game Number 31 ("Three of a Kind"). (1) Play symbols: The following are the "play symbols": "A," "K," "Q," "J," "10," "9," and "8." One of these play symbols appears under each of the six rub-off spots on the front of the ticket.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 31, the captions which correspond with and verify the play symbols are:

<u>PLAY NUMBER</u>	<u>CAPTION</u>
A	ACE
K	KNG
Q	QUE
J	JAC
10	TEN
9	NIN
8	EGT

(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 ten-digit number of the form 0000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 31 constitute the "pack number" which starts at 0000001; 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 below \$25. For Instant Game Number 31, 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:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$10.00
TTY	\$20.00

(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. 88-06-031 (Order 108), § 315-11-310, filed 2/26/88.]

WAC 315-11-311 Criteria for Instant Game Number 31. (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) Winning tickets: Having the following pay symbols in any 3 of 6 spots beneath the removable covering on the front of the ticket shall win the following prize:

- Three 8's - Win \$1.00
- Three 9's - Win \$2.00
- Three 10's - Win \$5.00
- Three J's - Win \$10.00
- Three Q's - Win \$20.00
- Three K's - Win \$50.00
- Three A's - Win \$500.00

(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 31 set forth in WAC 315-11-312, 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 31; and/or

(b) Vary the number of tickets sold in Instant Game Number 31 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 88-06-031 (Order 108), § 315-11-311, filed 2/26/88.]

WAC 315-11-312 Ticket validation requirements for Instant Game Number 31. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 31 all of the following validation requirements apply.

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

(b) Each of the six play symbols and the prize symbol must have a caption underneath, 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	Ealing 15 point font
Captions	5 x 12 Matrix font
Pack-Ticket Number	9 x 12 Matrix font
Validation Number	9 x 12 Matrix font
Retail Verification Code	7 x 12 Matrix font

(d) Each of the play symbols and their captions, 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 315-11-310(1) and each of the captions must be exactly one of those described in WAC 315-11-310(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. 88-06-031 (Order 108), § 315-11-312, filed 2/26/88.]


WAC 315-11-320 Definitions for Instant Game Number 32 ("Double Decker"). (1) Play symbols: The following are the "play symbols":

- \$ 1.00
- \$ 5.00
- \$10.00
- \$50.00
- \$ 500



One of these play symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 32, the captions which correspond with and verify the play symbols are:

PLAY NUMBER	CAPTION
\$ 1.00	ONE DOL
\$ 5.00	FIV DOL
\$10.00	TEN DOL
\$50.00	\$FIFTY\$
\$ 500	FIV HUN
	*JOKER*

(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 ten-digit number of the form 2000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 32 constitute the "pack number" which starts at 2000001; 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 below \$25. For Instant Game Number 32, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of nine 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
FIV	\$ 5.00
TEN	\$10.00
TTY	\$20.00











(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. 88-09-014 (Order 109), § 315-11-320, filed 4/13/88.]

WAC 315-11-321 Criteria for Instant Game Number 32. (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	\$ 5.00 play symbols		- Win	\$ 5.00
Two	\$ 5.00 play symbols and one		- Win	\$ 10.00
Three	\$ 10.00 play symbols		- Win	\$ 10.00
Two	\$ 10.00 play symbols and one		- Win	\$ 20.00
Three	\$ 50.00 play symbols		- Win	\$ 50.00
Two	\$ 50.00 play symbols and one		- Win	\$ 100.00
Three	\$500.00 play symbols		- Win	\$ 500.00
Two	\$500.00 play symbols and one		- Win	\$1000.00

(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 32 set forth in WAC 315-11-322, 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 32; and/or

(b) Vary the number of tickets sold in Instant Game Number 32 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 88-09-014 (Order 109), § 315-11-321, filed 4/13/88.]

WAC 315-11-322 Ticket validation requirements for Instant Game Number 32. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 32 all of the following validation requirements apply.

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

(b) Each of the six play symbols must have a caption underneath, 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	Ealing 15 point font
Captions	5 x 12 Matrix font
Pack-Ticket Number	9 x 12 Matrix font
Validation Number	9 x 12 Matrix font
Retail Verification Code	7 x 12 Matrix font

(d) Each of the play symbols and their captions, 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 315-11-320(1) and each of the captions must be exactly one of those described in WAC 315-11-320(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. 88-09-014 (Order 109), § 315-11-322, filed 4/13/88.]

WAC 315-11-330 Definitions for Instant Game Number 33 ("Instant Replay"). (1) Play symbols: The following are the "play symbols":

- \$ 1.00
- \$ 2.00
- \$ 5.00
- \$ 10.00
- \$ 20.00
- \$ 50.00
- \$ 500

One of these play symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 33, the captions which correspond with and verify the play symbols are:

PLAY NUMBER	CAPTION
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 5.00	FIV DOL
\$ 10.00	TEN DOL
\$ 20.00	TTY DOL
\$ 50.00	\$FIFTY\$
\$ 500	FIV HUN

(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 ten-digit number of the form 3000001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 33 constitute the "pack number" which starts at 3000001; 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 below \$25. For Instant Game Number 33, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of nine 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
FIV	\$ 5.00
TEN	\$10.00
TTY	\$20.00

(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. 88-13-008 (Order 110), § 315-11-330, filed 6/6/88.]

WAC 315-11-331 Criteria for Instant Game Number 33. (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 \$1.00 Replay	- Win	\$1.00
Three	\$2.00 play symbols	- Win	\$2.00
Two	\$2.00 play symbols and one \$2.00 Replay	- Win	\$2.00
Three	\$5.00 play symbols	- Win	\$5.00
Two	\$5.00 play symbols and one \$5.00 Replay	- Win	\$5.00
Three	\$10.00 play symbols	- Win	\$10.00
Two	\$10.00 play symbols and one \$10.00 Replay	- Win	\$10.00
Three	\$20.00 play symbols	- Win	\$20.00
Two	\$20.00 play symbols and one \$20.00 Replay	- Win	\$20.00
Three	\$50.00 play symbols	- Win	\$50.00
Two	\$50.00 play symbols and one \$50.00 Replay	- Win	\$50.00
Three	\$500.00 play symbols	- Win	\$500.00
Two	\$500.00 play symbols and one \$500.00 Replay	- Win	\$500.00

(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 33 set forth in WAC 315-11-332, 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 33; and/or

(b) Vary the number of tickets sold in Instant Game Number 33 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 88-13-008 (Order 110), § 315-11-331, filed 6/6/88.]

WAC 315-11-332 Ticket validation requirements for Instant Game Number 33. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 33 all of the following validation requirements apply.

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

(b) Each of the six play symbols must have a caption underneath, 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	Archer font in positive
Captions	5 x 9 font in positive
Pack-Ticket Number	9 x 12 font in positive
Validation Number	9 x 12 font in positive
Retail Verification Code	Archer font in positive

(d) Each of the play symbols and their captions, 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 315-11-330(1) and each of the captions must be exactly one of those described in WAC 315-11-330(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. 88-13-008 (Order 110), § 315-11-332, filed 6/6/88.]

WAC 315-11-340 Definitions for Instant Game Number 34 ("Tic-Tac-Toe"). (1) Play symbols: The following are the "play symbols": "X" and "O." One of these symbols appears under each of the nine rub-off spots on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which corresponds with and verifies that play symbol. The caption contains five characters. The first character indicates the location of the play symbol in either column one, column two or column three. The second character repeats the play symbol. The last three characters represent the ticket number. One and only one caption appears under each play symbol. For Instant Game Number 34, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION	(Example for ticket number 122)
X	1X122	(Play symbol in column 1)
O	2O122	(Play symbol in column 2)
X	3X122	(Play symbol in column 3)

(3) Prize symbols: The following are the "prize symbols": "\$1.00," "\$5.00," "\$10.00," "\$50.00," "\$500," and "\$10,000." 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.

(4) Prize symbol caption – The small printed characters appearing below the prize symbol which verifies and corresponds 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 34, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 5.00	FIV DOL
\$ 10.00	TEN DOL
\$ 50.00	\$FIFTY\$
\$ 500	FIVE HUN
\$10,000	10 THOU

(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 ten-digit number of the form 3400001-000 printed on the front of the ticket. The first two digits are the game identifier. The first seven digits of the pack-ticket number for Instant Game Number 34 constitute the "pack number" which starts at 3400001; 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 34, the retailer verification codes 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:

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
FIV	\$ 5.00
TEN	\$10.00

(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. 88-17-024 (Order 111), § 315-11-340, filed 8/11/88.]

WAC 315-11-341 Criteria for Instant Game Number 34. (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 3 "X" play symbols or 3 "O" play symbols in any row, column or diagonal beneath the removal 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 payable 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 34 set forth in WAC 315-11-342, 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. 88-17-024 (Order 111), § 315-11-341, filed 8/11/88.]

WAC 315-11-342 Ticket validation requirements for Instant Game Number 34. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 34 all of the following validation requirements apply.

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

(b) Each of the nine play symbols must have a caption below 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 caption below and it must agree with that 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	Positive Archer Font
Captions	Positive 5 x 9 Font
Prize Symbols	Positive Archer Font
Prize Symbol Captions	Positive 5 x 9 Font
Pack-Ticket Number	Positive 9 x 12 Font
Validation Number	Positive 9 x 12 Font
Retailer Verification Code	Positive Archer Font

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-340(1); each of the captions must be exactly one of those described in WAC 315-11-340(2), the prize symbol must be exactly one of those described in WAC 315-11-340(3); and the prize symbol caption must be exactly one of those described in WAC 315-11-340(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. 88-17-024 (Order 111), § 315-11-342, filed 8/11/88.]

WAC 315-11-350 Definitions for Instant Game Number 35 ("Stocking Stuffer"). (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$5.00"; "\$10.00"; "\$20.00"; "\$50.00"; and "\$500." One of these symbols appears in each of the six blocks

under the scratch-off material covering the game play data.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 35, 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
\$ 5.00	FIV DOL
\$10.00	TEN DOL
\$20.00	TTY DOL
\$50.00	\$FIFTY\$
\$ 500	FIV HUN

(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 ten-digit number of the form 3500001-000 printed on the front of the ticket. The first two digits are the game identifier. The first seven digits of the pack-ticket number for Instant Game Number 35 constitute the "pack number" which starts at 3500001; 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 35, 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 agent verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$10.00
TTY	\$20.00

(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. 88-17-024 (Order 111), § 315-11-350, filed 8/11/88.]

WAC 315-11-351 Criteria for Instant Game Number 35. (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	\$ 10.00	play symbols	-	Win	\$ 10.00
Three	\$ 20.00	play symbols	-	Win	\$ 20.00
Three	\$ 50.00	play symbols	-	Win	\$ 50.00
Three	\$ 500	play symbols	-	Win	\$ 500

(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 35 set forth in WAC 315-11-352, 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 35 and/or

(b) Vary the number of tickets sold in Instant Game Number 35 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 88-17-024 (Order 111), § 315-11-351, filed 8/11/88.]

WAC 315-11-352 Ticket validation requirements for Instant Game Number 35. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 35 all of the following validation requirements apply.

(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 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	Positive Archer Font
Captions	Positive 5 x 9 Font
Pack-Ticket Number	Positive 9 x 12 Font
Validation Number	Positive 9 x 12 Font
Retailer Verification Code	Positive Archer Font

(d) Each of the play symbols and their captions, 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 315-11-350(1) and each of the captions must be exactly one of those described in WAC 315-11-350(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. 88-17-024 (Order 111), § 315-11-352, filed 8/11/88.]

WAC 315-11-360 Definitions for Instant Game Number 36 ("Fat Cat"). (1) Play symbols: The following are the "play symbols": ☆; \$1.00; \$2.00; \$4.00; 10.00; 20.00; 50.00; \$500\$. One of these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

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

(3) Pack-ticket number: The ten-digit number of the form 3600001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 36 constitute the "pack number" which starts at 3600001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(4) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 36, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
☆	\$ ENTRY \$
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
10.00	TEN DOL
20.00	TTY DOL
50.00	\$ FIFTY \$
\$500\$	FIV HUN

(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 below \$25. For Instant Game Number 36, 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 agent verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
TEN	\$10.00
TTY	\$20.00

(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. 88-21-051 (Order 112), § 315-11-360, filed 10/14/88.]

WAC 315-11-361 Criteria for Instant Game Number 36. (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	\$ 4.00	play symbols	-	Win	\$ 4.00
Three	10.00	play symbols	-	Win	\$ 10.00
Three	20.00	play symbols	-	Win	\$ 20.00
Three	50.00	play symbols	-	Win	\$ 50.00
Three	\$500\$	play symbols	-	Win	\$ 500.00

(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 36 set forth in WAC 315-11-362, 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 this instant game. It will be conducted at a time and place and pursuant to procedures to be established and announced by the director. The prizes awarded at each of the grand prize drawings will be as follows:

One	\$ 10,000	prize
One	\$ 20,000	prize
One	\$ 30,000	prize
One	\$ 40,000	prize
One	\$ 60,000	prize
One	\$ 70,000	prize
One	\$ 80,000	prize
One	\$ 90,000	prize
One	\$100,000	prize

Qualifying entries from Instant Game Number 36 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 with one " ☆ " play symbol on each ticket.

(iii) Write or print legibly, the entrant's name, address, and telephone number on the tickets. 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, nor place in the grand prize drawing, any entries mailed or delivered to the wrong address.

(6) A preliminary drawing will be held to select grand prize entries that will be retained and will be eligible for the grand prize drawing. Entries received by the lottery at lottery headquarters by 10:00 a.m. local time on the day of the preliminary drawing shall be entitled to participation in the preliminary drawing. The preliminary drawing will be conducted at a time and place and pursuant to procedures established and announced by the director. Entries selected during the preliminary drawing will be retained and be eligible for the grand 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 36 and/or

(b) Vary the number of tickets sold in Instant Game Number 36 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 88-21-051 (Order 112), § 315-11-361, filed 10/14/88.]

WAC 315-11-362 Ticket validation requirements for Instant Game Number 36. (1) In addition [addition] to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 36 all of the following validation requirements apply.

(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 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	Positive Archer Font
Captions	Positive 5 x 9 Font
Pack-Ticket Number	Positive 5 x 9 Font
Validation Number	Positive 9 x 12 Font
Retail Verification Code	Positive Archer Font

(d) Each of the play symbols and their captions, 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 315-11-360(1) and each of the captions must be exactly one of those described in WAC 315-11-360(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. 88-21-051 (Order 112), § 315-11-362, filed 10/14/88.]

WAC 315-11-370 Definitions for Instant Game Number 37 ("Three Cards Up").

(1) Play symbols: The following are the "play symbols": "A"; "K"; "Q"; "J"; "10"; "9"; "7"; "6"; "5"; "4"; "3"; "2." One of these symbols appears in each of the three rub-off spots on the front of the ticket.

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

(3) Pack-ticket number: The ten-digit number of the form 3700001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 37 constitute the "pack number" which starts at 3700001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(4) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 37, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
A	ELV
K	TEN
Q	TEN
J	TEN
10	TEN
9	NIN
7	SEV
6	SIX
5	FIV
4	FOR
3	THR
2	TWO

(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 below \$25. For Instant Game Number 37, the retailer verification code is a three-letter code, with each letter appearing in a varying three of four locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE

PRIZE

ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$10.00

(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. 88-21-051 (Order 112), § 315-11-370, filed 10/14/88.]

WAC 315-11-371 Criteria for Instant Game Number 37. (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 play symbols in the three spots beneath the removable covering on the front of the ticket which total one of the following numbers shall win the following corresponding prize:

15 - \$	1.00
16 - \$	2.00
17 - \$	5.00
18 - \$	10.00
19 - \$	100.00
20 - \$	1,000.00
21 - \$	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 37 set forth in WAC 315-11-372, 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 37 and/or

(b) Vary the number of tickets sold in Instant Game Number 37 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 88-21-051 (Order 112), § 315-11-371, filed 10/14/88.]

WAC 315-11-372 Ticket validation requirements for Instant Game Number 37. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 37 all of the following validation requirements apply.

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

(b) Each of the three 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 artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

Play Symbols	Positive Archer Font
Captions	Positive 5 x 9 Font
Pack-Ticket Number	Positive 9 x 12 Font
Validation Number	Positive 9 x 12 Font
Retail Verification Code	Positive Archer Font

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







(e) Each of the play symbols must be exactly one of those described in WAC 315-11-370(1) and each of the captions must be exactly one of those described in WAC 315-11-370(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. 88-21-051 (Order 112), § 315-11-372, filed 10/14/88.]

WAC 315-11-380 Definitions for Instant Game Number 38 ("Jackpot"). (1) Play symbols: The following are the "play symbols": "🔔"; "★"; "🔔"; "🔔"; "🔔"; and "=". One of these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 38, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
	CHRY
	STAR
	BELL
	ORNG
	SVEN
	BARR

(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 ten-digit number of the form 3800001-000 printed on the front of the ticket. The first two digits are the game identifier. The first seven digits of the pack-ticket number for Instant Game Number 38 constitute the "pack number" which starts at 3800001; 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 38, 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 agent verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
TEN	10.00







(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. 89-01-022 (Order 113), § 315-11-380, filed 12/12/88.]

WAC 315-11-381 Criteria for Instant Game Number 38. (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		play symbols - Win \$ 1.00
Three		play symbols - Win \$ 2.00
Three		play symbols - Win \$ 4.00
Three		play symbols - Win \$ 10.00
Three		play symbols - Win \$ 50.00
Three		play symbols - Win \$ 500

(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 38 set forth in WAC 315-11-382, 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 38 and/or

(b) Vary the number of tickets sold in Instant Game Number 38 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-01-022 (Order 113), § 315-11-381, filed 12/12/88.]

WAC 315-11-382 Ticket validation requirements for Instant Game Number 38. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 38 all of the following validation requirements apply.

- (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 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	Positive Archer Font
Captions	Positive 5 x 9 Font
Pack-Ticket Number	Positive 9 x 12 Font
Validation Number	Positive 9 x 12 Font
Retailer Verification Code	Positive Archer Font

(d) Each of the play symbols and their captions, 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 315-11-380(1) and each of the captions must be exactly one of those described in WAC 315-11-380(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. 89-01-022 (Order 113), § 315-11-382, filed 12/12/88.]

WAC 315-11-390 Definitions for Instant Game Number 39 ("Centennial Cash"). (1) Play symbols: The following are the "play symbols": "\$1.00"; "10.00"; "\$100\$"; and "\$1000." One of these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Captions: The small printed characters appearing below each play symbol which verifies and corresponds 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 39, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE DOL
10.00	TEN DOL
\$100\$	ONE HUN
\$1000	ONE THOU

(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 ten-digit number of the form 3900001-000 printed on the front of the ticket. The first two digits are the game identifier. The first seven digits of the pack-ticket number for Instant Game Number 39 constitute the "pack number" which starts at 3900001; 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 39, 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 agent verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TEN	10.00

(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. 89-01-022 (Order 113), § 315-11-390, filed 12/12/88.]

WAC 315-11-391 Criteria for Instant Game Number 39. (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	10.00 play symbols - Win	\$	10.00
Three	\$100\$ play symbols - Win	\$	100
Three	\$1000 play symbols - Win	\$	1000

(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 39 set forth in WAC 315-11-392, 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 39 and/or

(b) Vary the number of tickets sold in Instant Game Number 39 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(6) At the discretion of the director, there may be a bonus drawing held in conjunction with the Instant Game Number 39, however, this bonus drawing shall not be part of or included in the Instant Game Number 39 prize structure. It will be conducted at a time and place and pursuant to procedures to be established and announced by the director. The prizes awarded at the bonus drawing will be at least thirty overnight vacations in the state of Washington.

(a) To be eligible for entry into the bonus drawing, an entrant must:

(i) Be eligible to win a prize pursuant to chapter 67.70 RCW and Title 315 WAC.

(ii) Collect four nonwinning tickets, each ticket depicting a different geographic location. Nonwinning tickets must be from Instant Game Number 39, Centennial Cash.

(iii) Write or print legibly, the entrant's name, address, and telephone number on the one or more nonwinning tickets or on a separate sheet of paper. An entry containing more than one name shall be disqualified.

(iv) Place the nonwinning 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 on 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 lottery. All mail not drawn will be incinerated unopened.

(f) The lottery shall not be responsible for, nor place in the bonus drawing, any entries mailed or delivered to the wrong address.

[Statutory Authority: RCW 67.70.040. 89-01-022 (Order 113), § 315-11-391, filed 12/12/88.]

WAC 315-11-392 Ticket validation requirements for Instant Game Number 39. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 39 all of the following validation requirements apply.

(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 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	Positive Archer Font
Captions	Positive 5 x 9 Font
Pack-Ticket Number	Positive 9 x 12 Font
Validation Number	Positive 9 x 12 Font
Retailer Verification Code	Positive Archer Font

(d) Each of the play symbols and their captions, 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 315-11-390(1) and each of the captions must be exactly one of those described in WAC 315-11-390(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. 89-01-022 (Order 113), § 315-11-392, filed 12/12/88.]

Chapter 315-14 WAC SPECIAL PROVISIONS

WAC

315-14-010 Fifth anniversary celebration drawing.

WAC 315-14-010 Fifth anniversary celebration drawing. There will be a celebration drawing held in conjunction with the lottery's fifth anniversary. It will be conducted at a time and place and pursuant to procedures to be established and announced by the director. The prizes awarded at the celebration drawing will be: First prize - \$500,000, one winner; second prize - \$75,000, one winner; third prize - \$55,000, one winner; fourth prize - \$45,000, one winner; fifth prize - \$35,000, one winner; sixth prize - \$25,000, one winner; seventh prize - \$15,000, one winner; and eighth prize - \$5,000, fifty winners. In the event that an entry is not included in this drawing process and the director determines that the entry was entitled to participation in the process, the director reserves the right to place that entry into a subsequent drawing process.

(1) To be eligible for entry into a preliminary drawing, an entrant must:

(a) Be eligible to win a prize pursuant to chapter 67.70 RCW and Title 315 WAC.

(b) Collect five nonwinning tickets. Nonwinning tickets must be from Instant Game Number 27, Cash Harvest.

(c) Write or print legibly, the entrant's name, address, and telephone number on the ticket or on a separate sheet of paper. An entry containing more than one name shall be disqualified. Provided, that an entry which includes an address label or stamp containing the names of more than one individual shall be deemed to have been entered in the name of one individual if the entry is signed by one of the persons listed on the address label or stamp.

(d) Place the entry tickets in an envelope that is not larger than 4 1/2" x 10 3/8" (legal size). An envelope which is oversized or contains extraneous material or which has had the exterior altered for the apparent sole purpose of making the envelope more prominent shall be disqualified.

(e) Mail the envelope with proper postage and legible return address of the entrant to: "Anniversary Drawing," P.O. Box 9011, Olympia, Washington 98504, or deliver it to lottery headquarters or any of the regional offices at the address listed in the player's brochure.

(f) Entries must be received at all regional offices not later than 5:00 p.m., Friday, November 13, 1987, and at lottery headquarters by 11:00 a.m., Monday, November 30, 1987, for inclusion in the celebration drawing.

(2) 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. Envelopes containing more than one entry will be disqualified.

(3) An entry which contains a stolen ticket will be disqualified by the director or the director's designee.

(4) A nonconforming entry, at the sole discretion of the director or the director's designee, may be disqualified.

(5) The lottery shall not be responsible for any other material, including winning tickets, mailed or delivered to the addresses listed in subsection (1)(e) of this section. All mail not drawn will be destroyed unopened.

(6) The lottery shall not be responsible for, nor place in the drawings, any entries mailed or delivered to the addresses other than those listed in subsection (1)(e) of this section.

[Statutory Authority: RCW 67.70.040, 87-17-047 (Order 104), § 315-14-010, filed 8/18/87.]

Chapter 315-20 WAC

PROCEDURAL RULES--CONTESTED CASES-- PETITIONS FOR DECLARATORY RULING AND RULE MAKING

WAC

315-20-090 Form and content of decisions in contested cases and proposed orders.

WAC 315-20-090 Form and content of decisions in contested cases and proposed orders. Whenever the director considers that any matter of proceeding will be best handled by the issuance of a proposed order by the director or a proposed or initial decision is issued by an administrative law judge, such an order shall be issued and the parties so notified. Upon receipt of such notice and proposed order, any party may file exceptions to the same within ten days after the date of the service of the proposed or initial order, unless a greater or lesser time for response is stated in the proposed or initial order or an extension of time is granted by the director for good cause shown. A copy of the exceptions shall be served upon all other parties who have appeared in the cause, or their attorneys of record, together with proof of such service in accordance with the rules governing service of process. Any party may answer the exceptions so filed and served within ten days after service of said exceptions upon him or her. Briefs may accompany the exceptions or answers thereto and shall be filed and served in the same manner. The director, in his or her discretion, may allow the parties to present oral argument. After a full consideration of the proposed order, the exceptions and the answers to exceptions so filed, briefs and oral argument, if allowed, the director may affirm

the proposed or initial order by service of an order of affirmance upon the parties, or, if he or she deems the exception well taken, may revise the proposed order and issue a final order differing from the proposed order. If no party files exceptions in a timely manner to a proposed or initial order, that order shall be final.

[Statutory Authority: RCW 67.70.040, 88-06-031 (Order 108), § 315-20-090, filed 2/26/88; 87-01-057 (Order 96), § 315-20-090, filed 12/16/86; 83-13-081 (Resolution No. 24), § 315-20-090, filed 6/17/83.]

Chapter 315-30 WAC

ON-LINE GAMES--GENERAL RULES

WAC

315-30-090 On-line retailer credit criteria.

WAC 315-30-090 On-line retailer credit criteria.

(1) The director shall deny an on-line license endorsement to any applicant whose credit is rated as poor as defined in this section.

(2) The director may grant an on-line license endorsement to an applicant whose credit is rated as marginal or minimum as defined in this section. Provided, the director shall require:

(a) Applicants whose credit is rated as marginal as defined in this section to obtain a surety bond or post cash in lieu of a bond under terms and conditions established by the director prior to issuance of the on-line license endorsement. Such surety bond must be secured from a company licensed to do business in the state of Washington. The bond or cash shall be in the amount of seven thousand five hundred dollars unless the director determines a higher amount is required.

(b) Applicants whose credit is rated as minimum as defined in this section to obtain a surety bond or post cash in lieu of a bond under terms and conditions established by the director or submit five letters of credit to the lottery prior to issuance of the on-line license endorsement. Such surety bond must be secured from a company licensed to do business in the state of Washington. The bond or cash shall be in the amount of seven thousand five hundred dollars unless the director determines a higher amount is required.

(3) In the event the retailer's credit is rated as poor or marginal subsequent to the issuance of the license endorsement the director may:

(a) Revoke or suspend a retailer's on-line license endorsement and/or;

(b) Require such an agent to secure a surety bond from a company licensed to do business in the state of Washington or post cash in lieu of a bond under terms and conditions established by the director. The surety bond or cash shall be in the amount of seven thousand five hundred dollars unless the director determines, based on sales volume and financial solvency of the retailer, a higher amount is required.

(4) Credit ratings are defined as follows:

(a) Business credit - information concerning the meeting of financial obligations when they become due in the normal course of business and includes currently

reporting accounts payable and payment records up to six months prior to the lottery's credit check request. Accounts are evaluated by the percentage of the balance that falls in each of the following categories: Zero to thirty days, thirty-one to sixty days beyond terms, sixty-one to ninety days beyond terms, and ninety-one plus days beyond terms.

(i) A "poor" credit rating indicates that at least half of the accounts have a portion of the balance that is in the sixty-one days and over categories.

(ii) A "marginal" credit rating indicates that at least half of the accounts have a portion of the balance that is in the thirty-one days and over categories.

(iii) A "minimum" credit rating indicates the information is insufficient for evaluation.

(iv) An "acceptable" credit rating indicates that the majority of current accounts are in the zero to thirty days payment category. Provided, at least three accounts must be evaluated in order to receive an "acceptable" rating.

(b) Personal credit - includes current reporting personal accounts payable and public financial record information including but not limited to court records, other public records and reports from credit bureaus or other credit reporting agencies up to seven years prior to the lottery's credit check request. A significant incident shall be defined as public financial record information which includes any lien, judgment, bankruptcy, involuntary collection action, or any similar incident which reflects on the individuals willingness and ability to pay creditors. A numerical rating of "one" represents excellent credit. A numerical rating of "nine" represents involuntary collection.

(i) A "poor" credit rating indicates at least half of the accounts are rated over "five," and/or the public record information indicates three or more significant incidents within the past three years.

(ii) A "marginal" credit rating indicates that at least half of the accounts are rated over "three," and/or the public record information indicates one or more significant incidents within the past three years.

(iii) A "minimum" credit rating indicates the information is insufficient for evaluation.

(iv) An "acceptable" credit rating indicates that the majority of the reporting accounts are rated under "three" and that there have been no significant incidents in the public record within the past three years. Provided, at least, three accounts must be evaluated in order to receive an "acceptable" rating.

(5) Credit rating checks shall be conducted as follows:

(a) Corporations business credit ratings shall be checked. Personal credit ratings of the corporate officers and owners of ten percent or more equity in the corporation may also be checked.

(b) Sole proprietors and partnership business credit ratings shall be checked. Personal credit ratings of (i) the sole proprietor and his or her spouse or (ii) all partners and their spouses shall also be checked.

(c) Findings shall be applied in accordance with subsections (1), (2), and (3) of this section.

[Statutory Authority: RCW 67.70.040. 87-17-012 (Order 103), § 315-30-090, filed 8/10/87; 87-01-058 (Order 97), § 315-30-090, filed 12/16/86; 86-01-060 (Order 83), § 315-30-090, filed 12/16/85; 85-09-004 (Order 72), § 315-30-090, filed 4/5/85; 84-05-008 (Order 51), § 315-30-090, filed 2/7/84.]

Chapter 315-32 WAC

LOTTO

WAC

315-32-040	Prizes for Lotto.
315-32-050	Ticket purchases.
315-32-060	Drawings.

WAC 315-32-040 Prizes for Lotto. (1) The prize amounts to be paid to each Lotto player who selects a winning combination of numbers in the first, second, and third prize categories vary due to the parimutuel calculation of prizes. The prize amounts are based on the total amount in the prize pool for that Lotto drawing distributed over the number of winning tickets in each category. The prize amount to be paid in the fourth prize category is a fixed value and shall be the same regardless of the number of fourth prize winners.

<u>WINNING COMBINATIONS</u>	<u>PRIZE CATEGORIES</u>	<u>ODDS OF WINNING (ONE PLAY)</u>
All six winning numbers in one play	First Prize (Jackpot)	1:7,059,052
Any five but not six winning numbers in one play	Second Prize	1:30,960
Any four but not five or six winning numbers in one play	Third Prize	1:670
Any three but not four, five, or six winning numbers in one play	Fourth Prize	1:42

(2) Prize allocation. The prize allocation consists of forty-five percent of Lotto revenue. The prize allocation will be divided between the prize pool and the prize reserve as follows: Prize pool—forty-three percent of Lotto revenue and prize reserve—two percent of Lotto revenue.

(3) Prize amounts.

(a) First prize (jackpot). Fifty-eight percent of the prize pool is to be divided equally among all players who selected all six winning numbers in one play (in any sequence). The director may increase the cash value of the jackpot by an amount not to exceed the amount in the prize reserve.

(b) Second prize. Ten percent of the prize pool is to be divided equally among all players who selected five of the six winning numbers in one play (in any sequence).

(c) Third prize. Nineteen percent of the prize pool is to be divided equally among all players who selected four of the six winning numbers in one play (in any sequence).

(d) Fourth prize. All players who selected three of the six winning numbers in one play (in any sequence) will receive a free ticket of \$1.00 value for a future purchase of Lotto or Daily Number Game tickets.

(e) Prize reserve. The prize reserve will be held for payment of prizes at the discretion of the director.

(f) All prizes will be rounded to nearest dollar. The remainder or shortages, if any, from the rounding process shall be placed in or taken from the prize reserve.

(g) The holder of a winning ticket may win only one prize per play in connection with the winning number drawn but shall be entitled only to the highest prize category won by those numbers.

(h) The holder of two or more jackpot winning tickets with a cumulative total cash value of \$250,000 or more may elect to receive a single prize based on the total cash value with prize payments in accordance with subsection (5)(a) or (b) of this section.

(i) In the event any player who has selected three, four, five, or six of the six winning numbers 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 further use as prizes, pursuant to RCW 67.70.190.

(4) Roll-over feature.

(a) If no player selects all six winning numbers for any given drawing, the jackpot accumulated for that drawing will be added to the jackpot accumulation for the next drawing. This process is repeated until the jackpot is won.

(b) If no player selects five of the six winning numbers for any given drawing, the second prize allocation will be added to the jackpot accumulation for the next drawing or placed in the prize reserve for future consideration at the discretion of the director.

(c) If no player selects four of the six winning numbers for any given drawing, the third prize allocation will be added to the jackpot accumulation for the next drawing or placed in the prize reserve for future consideration at the discretion of the director.

(d) If no player selects three of the six winning numbers for any given drawing, the fourth prize allocation will be added to the jackpot accumulation for the next drawing or placed in the prize reserve for future consideration at the discretion of the director.

(5) Prize payments will be made in accordance with WAC 315-30-030(6), provided, fourth prize winning tickets submitted to the lottery for payment will receive \$1.00 in lieu of a free ticket.

(a) Each prize that has a cash value of \$500,000 or more shall be paid in twenty annual payments.

(b) Each prize that has a cash value of more than \$250,000 up to but not including \$500,000 shall, at the discretion of the director, be paid either in ten annual payments or twenty annual payments.

(c) Each prize that has a cash value of \$250,000 or less shall be paid in a single payment.

(d) For prizes paid over a period of years, the lottery will make the first annual payment. The remaining payments will be paid in the form designated by the director.

[Statutory Authority: RCW 67.70.040, 87-22-032 (Order 105), § 315-32-040, filed 10/29/87; 86-12-002 (Order 92), § 315-32-040, filed 5/22/86; 86-07-039 (Order 90), § 315-32-040, filed 3/14/86; 85-22-057 (Order 81), § 315-32-040, filed 11/5/85; 85-13-015 (Order 75), § 315-32-040, filed 6/10/85; 84-21-013 (Order 66), § 315-32-040, filed 10/5/84; 84-17-018 (Order 61), § 315-32-040, filed 8/3/84.]

[1988 WAC Supp—page 2206]

WAC 315-32-050 Ticket purchases. (1) Lotto tickets may be purchased between 6:00 a.m. and 11:00 p.m., Sunday, Monday, Tuesday, Thursday, Friday and from 6:00 a.m. to the time established under WAC 315-30-040(2) and immediately following the drawing on Wednesdays and Saturdays, provided that on-line retailers shall sell tickets only during their normal business hours.

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

(3) Lotto tickets shall on the front of the ticket contain the player's selection of numbers, amount, game grids played, drawing date, and validation and reference numbers. The back of the ticket shall contain overall odds of winning, player instructions, player information and signature area, and the ticket serial number.

[Statutory Authority: RCW 67.70.040, 88-05-030 (Order 107), § 315-32-050, filed 2/12/88; 87-22-032 (Order 105), § 315-32-050, filed 10/29/87; 85-22-057 (Order 81), § 315-32-050, filed 11/5/85; 84-17-018 (Order 61), § 315-32-050, filed 8/3/84.]

WAC 315-32-060 Drawings. (1) The Lotto drawing shall be held each week on Wednesday and Saturday evenings, except that the director may change the drawing schedule if Wednesday or Saturday is a holiday.

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

(3) Each drawing shall determine, at random, six winning numbers with the aid of mechanical drawing equipment which shall be tested before and after that drawing. Any drawn numbers shall not be declared winning numbers until the drawing is certified by the lottery. The winning numbers shall be used in determining all Lotto 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, 87-22-032 (Order 105), § 315-32-060, filed 10/29/87; 85-22-057 (Order 81), § 315-32-060, filed 11/5/85; 84-17-018 (Order 61), § 315-32-060, filed 8/3/84.]

Title 316 WAC

MARINE EMPLOYEES' COMMISSION

Chapters

- 316-02** Rules of practice and procedure--Marine employees' commission.
316-45 Unfair labor practice case rules.

Chapter 316-02 WAC

RULES OF PRACTICE AND PROCEDURE-- MARINE EMPLOYEES' COMMISSION

WAC

- 316-02-350 Subpoenas--Quashing.
 316-02-820 Commission offices.

WAC 316-02-350 Subpoenas--Quashing. Any motion to quash a subpoena shall be filed and served on all