

# Title 315 WAC

## LOTTERY COMMISSION

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### Chapter 315-02 WAC

#### GENERAL PROVISIONS AND DEFINITIONS

#### WAC

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

- 315-02-210 Special license defined. [Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-210, filed 10/15/82.] Repealed by 83-13-082 (Order 25), filed 6/17/83. Statutory Authority: RCW 67.70.040.

**WAC 315-02-010 Washington state lottery commission.** The Washington state lottery commission, hereinafter called "the commission," is the commission appointed by the governor pursuant to chapter 7, Laws of 1982 2nd ex. sess. as the regulatory agency charged with the authority and duty to regulate lottery activities.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-010, filed 10/15/82.]

**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.]

**WAC 315-02-030 Address of commission.** Unless specifically provided elsewhere in these rules, submission of materials or requests for notice or information of any kind, may be made by addressing correspondence to: Washington State Lottery Commission, P.O. Box 9770, Olympia, Washington 98504.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-030, filed 10/15/82.]

**WAC 315-02-040 Commission activities exempt from Environmental Protection Act.** The commission has reviewed its authorized activities and has found them to be exempt pursuant to WAC 197-10-040(2), 197-10-150 through 197-10-190 and the State Environmental Policy Act, chapter 43.21 RCW.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-040, filed 10/15/82.]

**WAC 315-02-050 Director of the Washington state lottery.** The director of the Washington state lottery, hereinafter called "the director," is the director appointed by the governor pursuant to section 5, chapter 7, Laws of 1982 2nd ex. sess., to be responsible for the supervision and administration of the operation of the lottery in accordance with the provisions of chapter 7, Laws of 1982 2nd ex. sess. and with the rules of the commission. The director may delegate to his or her employees such responsibilities as the director may deem necessary to carry out the duties and responsibilities of this chapter.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-050, filed 10/15/82.]

**WAC 315-02-060 Address of the office of the director.** Unless specifically provided elsewhere in these rules, submission of materials or requests for notice or information of any kind, may be made by addressing correspondence to: Office of the Director, Washington State Lottery, P.O. Box 9770, Olympia, Washington 98504.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-060, filed 10/15/82.]

**WAC 315-02-070 Office of the director activities exempt from Environmental Protection Act.** The director has reviewed his or her authorized activities and has found them to be exempt pursuant to WAC 197-10-040(2), 197-10-150 through 197-10-190 and the State Environmental Policy Act, chapter 43.21 RCW.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-070, filed 10/15/82.]

**WAC 315-02-080 Filing of adopted rules.** The commission hereby authorizes each of the following to act as an agent of the commission for the purpose of signing Form CR-8 promulgated by the code reviser for the purpose of filing adopted rules:

- (1) Each member of the commission;
- (2) Director;
- (3) Deputy director.

[Statutory Authority: RCW 67.70.040. 86-01-060 (Order 83), § 315-02-080, filed 12/16/85; 84-21-013 (Order 66), § 315-02-080, filed 10/5/84.]

**WAC 315-02-100 Definitions.** Words and terms used in these rules shall have the same meaning as each has under chapter 7, Laws of 1982 2nd ex. sess., unless otherwise specifically provided in these rules, or the context in which they are used clearly indicates that they be given some other meaning.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-100, filed 10/15/82.]

**WAC 315-02-110 Bank defined.** "Bank" means and includes all commercial banks, mutual savings bank, savings and loan associations, credit unions, trust companies and any other type or form of banking institution organized under the authority of the state of Washington or the United States of America whose principal place of business is within the state of Washington and is designated to perform such functions, activities, or service in connection with the operations of the lottery for the deposit and handling of lottery funds, the accounting thereof and the safekeeping of tickets and records.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-110, filed 10/15/82.]

**WAC 315-02-120 Depository defined.** "Depository" means any person, including a bank or state agency, performing activities or services in connection with the operation of the lottery for the deposit and handling of lottery funds, the accounting thereof, and the safekeeping of tickets.

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[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-120, filed 10/15/82.]

**WAC 315-02-130 Employee of the commission defined.** "Employee of the commission" means the employees or agents of the commission and the director unless the context clearly indicates one or the other.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-130, filed 10/15/82.]

**WAC 315-02-140 Game defined.** "Game" means any individual or particular type of lottery authorized by the commission.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-140, filed 10/15/82.]

**WAC 315-02-150 General license defined.** "General license" means a license issued by the director which authorizes a lottery retailer to conduct the routine sale of tickets at a fixed structure or facility.

[Statutory Authority: RCW 67.70.040. 86-01-060 (Order 83), § 315-02-150, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-150, filed 10/15/82.]

**WAC 315-02-160 Lottery retailer defined.** "Lottery retailer," formerly known as "licensed agent" means a person licensed by the director or any retail outlet of the state liquor control board. The term "licensed agent" used in conjunction with the lottery in any context or document shall have the same meaning as "lottery retailer."

[Statutory Authority: RCW 67.70.040. 86-01-060 (Order 83), § 315-02-160, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-160, filed 10/15/82.]

**WAC 315-02-170 Lottery defined.** "Lottery" means the lottery established and operated pursuant to chapter 7, Laws of 1982 2nd ex. sess.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-170, filed 10/15/82.]

**WAC 315-02-180 Person defined.** "Person" means an individual, association, corporation, club, trust, estate, society, company, joint stock company, receiver, trustee, assignee, referee, or any other person acting in a fiduciary or representative capacity, whether appointed by a court or otherwise, and any combination of individuals. "Person" does not mean any department, commission, agency, or instrumentality of the state, or any county or municipality or any agency or instrumentality thereof, except for retail outlets of the state liquor control board.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-180, filed 10/15/82.]

**WAC 315-02-190 Prize defined.** "Prize" means any award, financial or otherwise, awarded by the director.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-190, filed 10/15/82.]

**WAC 315-02-200 Provisional license defined.** "Provisional license" means a license issued by the director

which temporarily authorizes a lottery retailer to conduct the sale of tickets pending processing of the general license application or renewal.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-02-200, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-200, filed 10/15/82.]

**WAC 315-02-220 Ticket defined.** "Ticket" means a lottery ticket or share issued by the director for sale to the general public or for use in authorized media promotions and authorized retailer incentive programs.

[Statutory Authority: RCW 67.70.040, 89-21-029, § 315-02-220, filed 10/10/89, effective 11/10/89. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-220, filed 10/15/82.]

### Chapter 315-04 WAC LICENSING PROCEDURE

#### WAC

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315-04-040	General license.
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315-04-210	Procedure if license is suspended or revoked.
315-04-220	Limited off premises sales permit.
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#### DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

315-04-050	Special license. [Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-050, filed 10/15/82.] Repealed by 83-13-082 (Order 25), filed 6/17/83. Statutory Authority: RCW 67.70.040.
315-04-100	License renewals. [Statutory Authority: RCW 67.70.040, 84-01-002 (Order 41), § 315-04-100, filed 12/8/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-037 (Order 2), § 315-04-100, filed 10/15/82.] Repealed by 85-16-031 (Order 77), filed 7/30/85. Statutory Authority: RCW 67.70.040.
315-04-133	Change of ownership. [Statutory Authority: RCW 67.70.040, 84-12-057 (Order 58), § 315-04-133, filed 6/4/84.] Repealed by 85-09-004 (Order 72), filed 4/5/85. Statutory Authority: RCW 67.70.040.
315-04-134	Change of officers. [Statutory Authority: RCW 67.70.040, 84-19-045 (Order 64), § 315-04-134, filed 9/17/84; 84-12-057 (Order 58), § 315-04-134, filed 6/4/84.] Repealed by 85-09-004 (Order 72), filed 4/5/85. Statutory Authority: RCW 67.70.040.

**WAC 315-04-010 Lottery retailers.** The director shall license as lottery retailers such persons who will best serve the public interest and convenience, promote the sale of tickets and meet the eligibility criteria for application and licensure. Said lottery retailers shall be authorized to sell such tickets as in the director's opinion will promote the best interests of the commission and produce maximum revenue, but a lottery retailer need not be authorized to sell tickets for all games operated by the director. A lottery retailer may be required to post a bond or cash in lieu of a bond in such terms and conditions as the director may require.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-010, filed 12/16/85; 85-09-004 (Order 72), § 315-04-010, filed 4/5/85; 84-01-002 (Order 41), § 315-04-010, filed 12/8/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-010, filed 10/15/82.]

**WAC 315-04-020 License application eligibility.** Any person may submit an application for licensure except:  
(1) No person may submit an application for licensure who is under 18 years of age.

(2) No person may submit an application who will be engaged exclusively in the business of selling tickets.

(3) No person may submit an application for licensure who is a member or employee of the commission or who is the spouse, child, brother, sister or parent residing as a member of the same household in the principal place of abode of any member or employee of the commission.

(4) No person may submit an application who is, or is owned or controlled by or affiliated with, a vendor or contractor of the commission or director for the development, operation, management, security or any other aspect of a specific game.

(5) No person may submit an application who is not legally registered and licensed to conduct business in the state of Washington.

The submission of an application shall not entitle any person to receipt of a license to act as a lottery retailer. An application may be denied for any reason permitted by statute or these rules.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-020, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-020, filed 10/15/82.]

**WAC 315-04-030 License application.** Any eligible person may apply for a license to act as a lottery retailer by first filing with the director an application on a form approved by the director, together with any supplement thereto, which shall include, but not be limited to, authorization to investigate criminal history, financial records and financial sources, said forms and supplements to be signed under oath.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-030, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-037 (Order 2), § 315-04-030, filed 10/15/82.]

**WAC 315-04-040 General license.** The director may issue a general license to an applicant who qualifies for licensure. The general license shall authorize the lottery retailer to conduct the routine sale of tickets at the location specified on the general license. An addendum to the general or provisional license may be obtained as provided

for in WAC 315-04-220, permitting the lottery retailer to sell tickets in locations other than that specified on its license. The general license shall be valid until terminated by the lottery or the lottery retailer, provided, the lottery retailer shall provide periodic updates of license information as required by the director.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-040, filed 12/16/85; 85-09-004 (Order 72), § 315-04-040, filed 4/5/85. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-04-040, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-039 (Order 4), § 315-04-040, filed 10/15/82.]

**WAC 315-04-060 Provisional license.** (1) The director may issue a provisional license to an applicant for a general license after receipt of a person's fully completed lottery retailer's application, the authorization of a complete personal background check, and completion of a preliminary background check. The provisional license shall expire at the time of issuance of the general license or ninety days from the date the provisional license is issued, whichever occurs first. The provisional license may be extended by the director for one additional ninety-day period of time.

(2) If the ownership of an existing lottery retailer location changes, the director may issue a provisional license to the new owner. The provisional license shall expire twenty working days from the date of issuance if the director has not received the new owner's fully completed lottery retailer's application and authorization of a complete personal background check. If the required materials have been timely received by the director and a preliminary background check has been completed, the provisional license shall expire at the time of issuance of the general license or ninety days from the date the provisional license is issued, whichever occurs first.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-060, filed 12/16/85; 85-09-004 (Order 72), § 315-04-060, filed 4/5/85; 84-22-047 (Order 68), § 315-04-060, filed 11/7/84. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-039 (Order 4), § 315-04-060, filed 10/15/82.]

**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 315-04-080 Bad checks submitted as payment for fees.** The payment of a fee with a check which for any reason is not promptly paid by the drawee bank shall be grounds for immediate denial of an application for the license, or for the suspension or revocation of a license issued for which the fee is due. The director shall add \$15.00 to each fee when payment of a check originally submitted is denied by the drawee bank, or when the check is required to be resubmitted for payment for any reason.

[Statutory Authority: 1982 2nd ex.s. c 7, 82-21-039 (Order 4), § 315-04-080, 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 315-04-110 Duplicate licenses.** Upon the loss, mutilation or destruction of any license issued by the director, application for a duplicate must be made on a form approved by the director. A statement signed by the lottery retailer which details the circumstances under which the license was lost, mutilated, or destroyed and certifies that such license was, in fact, lost, mutilated or destroyed, shall accompany such application. A mutilated license shall be surrendered to the director upon issuance or denial of a duplicate license. A lost license, when found, must be immediately surrendered to the director.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-110, filed 12/16/85; 85-09-004 (Order 72), § 315-04-110, filed 4/5/85. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-039 (Order 4), § 315-04-110, filed 10/15/82.]

**WAC 315-04-120 Transfer of license prohibited.** Any license issued by the director is personal to the lottery retailer and may not be transferred to another person except

in the event of the death or incapacity of licensee as provided in WAC 315-04-130.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-120, filed 12/16/85; 84-12-057 (Order 58), § 315-04-120, filed 6/4/84; 84-09-008 (Order 54), § 315-04-120, filed 4/9/84; 84-01-002 (Order 41), § 315-04-120, filed 12/8/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-037 (Order 2), § 315-04-120, filed 10/15/82.]

#### **WAC 315-04-125 Change of name or location.**

Every change of business name or change of location without a change of ownership of a lottery retailer must be reported to the lottery prior to the change. The lottery shall review the change considering standard licensing criteria. Upon the lottery's approval, the lottery shall issue a license in the new name or with the new location address.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-125, filed 12/16/85; 85-09-004 (Order 72), § 315-04-125, filed 4/5/85; 84-01-002 (Order 41), § 315-04-125, filed 12/8/83.]

#### **WAC 315-04-130 Death or incapacity of licensee.**

(1) In the event of the proven incapacity, death, receivership, bankruptcy or assignment for benefit of creditors of any lottery retailer, upon approval of the director, the license may be transferred to a court appointed or court confirmed guardian, executor or administrator, receiver, trustee, or assignee for the benefit of creditors, who may continue to operate the activity under the license, subject to the provisions of chapter 7, Laws of 1982 2nd ex. sess. and these rules.

(2) The person to whom a license is transferred hereunder must be otherwise qualified to hold a license.

(3) The license following transfer shall be void upon that person ceasing to hold such a court appointed or court confirmed position.

(4) The director may condition the transfer of any license under this section upon the posting of a bond in such terms and conditions as the director may require.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-130, filed 12/16/85; 85-09-004 (Order 72), § 315-04-130, filed 4/5/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-130, filed 10/15/82.]

**WAC 315-04-132 Change of business structure, ownership, or officers.** (1) Every change of business structure of a person to whom a license has been issued must be reported to the lottery prior to the change. A change of business structure shall mean the change from one form of business organization to another, such as from sole proprietorship to partnership or corporation.

(2) Every substantial change of ownership of a person to whom a license has been issued must be reported to the lottery prior to the change. A substantial change of ownership shall mean the transfer of ten percent or more equity, or the addition or deletion of an owner of ten percent or more of the person.

(3) Every change of officers of a person to whom a license has been issued must be reported to the lottery not later than ten days following the effective day of the change.

(4) If the substantial change of ownership involves the addition or deletion of one or more owners or officers, the lottery retailer shall submit a license application reflecting

the change(s) and any other documentation the director may require.

(5) If the substantial change of ownership involves the addition of one or more owners or officers who does not have on file with the lottery current "personal history information" and "criminal history information" forms, each such owner or officer shall submit the required forms.

[Statutory Authority: RCW 67.70.040, 90-11-040, § 315-04-132, filed 5/10/90, effective 6/10/90; 87-01-058 (Order 97), § 315-04-132, filed 12/16/86; 86-01-060 (Order 83), § 315-04-132, filed 12/16/85; 85-09-004 (Order 72), § 315-04-132, filed 4/5/85; 84-12-057 (Order 58), § 315-04-132, filed 6/4/84.]

#### **WAC 315-04-140 License not a vested right.** (1)

The possession of a license issued by the director to any person to act as a lottery retailer in any capacity is a privilege personal to that person and is not a legal right.

(2) The possession of a license issued by the director to any person to act as a lottery retailer in any capacity does not entitle that person to sell tickets or obtain materials for any particular game.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-140, filed 12/16/85; 85-09-004 (Order 72), § 315-04-140, filed 4/5/85; 84-01-002 (Order 41), § 315-04-140, filed 12/8/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-140, filed 10/15/82.]

**WAC 315-04-150 License to be displayed.** Every lottery retailer shall conspicuously display its license or a copy thereof, to be provided by the lottery, in an area visible to the general public where tickets are being sold.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-150, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-150, filed 10/15/82.]

**WAC 315-04-160 Display of material.** Lottery retailers shall display lottery point-of-sale material approved by the director in a manner which is readily seen by and available to the public. Upon request, the director may make additional point-of-sale materials available to lottery retailers at no cost or at such costs as determined by the director. Lottery retailers may use and/or display other promotional and point-of-sale material, provided, it is in accord with the image and/or theme established by the lottery, including but not limited to design, script style, color scheme, and logo; and it is consonant with the dignity of the state. The director may require removal of objectionable material and/or its use be discontinued.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-160, filed 12/16/85; 84-22-047 (Order 68), § 315-04-160, filed 11/7/84. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-160, filed 10/15/82.]

**WAC 315-04-170 Tickets convenient to public.** (1) Every lottery retailer shall make the purchase of tickets convenient and readily accessible to the public.

(2) Each lottery retailer shall make tickets available for sale during its normal business hours at the location designated on its license.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-170, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-170, filed 10/15/82.]

**WAC 315-04-180 Obligations of lottery retailers.**

(1) All tickets accepted by the lottery retailer from its assigned depository shall be considered sold to the lottery retailer (unless returned to the depository from which they were obtained within the time specified and as permitted by the director). The purchase price shall be paid to the depository, less the value of lower tier prizes in each book and any discount authorized by these rules.

(2) After acceptance, the lottery retailer is responsible for the condition and security of the tickets and for any losses resulting from tickets which become lost, stolen, mutilated, damaged or otherwise unsaleable. The director shall not reimburse the lottery retailer for any losses which occur after acceptance of the tickets or for which the lottery has no duty or responsibility.

(3) Each lottery retailer shall abide by the law, these rules and all other directives or instructions issued by the director.

(4) Each lottery retailer grants to the director and the commission and employees of the commission an irrevocable license to enter upon the premises of the lottery retailer in which tickets may be sold or any other location under the control of the lottery retailer where the director may have good cause to believe lottery materials and/or tickets are stored or kept in order to inspect said lottery materials and/or tickets and the licensed premises.

(5) All property given, except tickets, to a lottery retailer remains the property of the director, and, upon demand, the lottery retailer agrees to deliver forthwith the same to the director.

(6) All books and records pertaining to the lottery retailer's lottery activities shall be made available for inspection and copying, during the normal business hours of the lottery retailer and between 8:00 a.m. and 5:00 p.m., Monday through Friday, upon demand by the director or employees of the commission.

(7) All books and records pertaining to the lottery retailer's lottery activities shall be subject to seizure by the director or employees of the commission without prior notice.

(8) No lottery retailer shall advertise or otherwise display advertising in any part of the lottery retailer's premises as a licensed location which may be considered derogatory or adverse to the operations or dignity of the lottery and the lottery retailer shall remove any advertising forthwith if requested by the director.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-180, filed 12/16/85; 84-05-008 (Order 51), § 315-04-180, filed 2/7/84; 83-19-019 (Order 36), § 315-04-180, filed 9/12/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-037 (Order 2), § 315-04-180, filed 10/15/82.]

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

(2) Effective July 1, 1993, lottery retailers shall be entitled to a six percent discount on the retail price of the instant game tickets established by rule for each game.

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

(4) Effective July 1, 1993, lottery retailers authorized to sell on-line tickets shall be entitled to a six percent discount on the total of gross on-line ticket sales less on-line ticket cancellations.

(5) In addition to that discount authorized under subsections (3) and (4) of this section, lottery retailers authorized to sell tickets for the on-line game, lotto, shall be entitled to a one percent discount on the total of gross lotto ticket sales less lotto ticket cancellations where the tickets sold are for a jackpot prize of six million dollars or more.

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

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

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

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

[Statutory Authority: RCW 67.70.040, 92-19-057, § 315-04-190, filed 9/11/92, effective 10/12/92; 91-20-062, § 315-04-190, filed 9/25/91, effective 10/26/91; 87-17-012 (Order 103), § 315-04-190, filed 8/10/87; 87-05-005 (Order 99), § 315-04-190, filed 2/6/87; 86-12-001 (Order 91), § 315-04-190, filed 5/22/86; 86-01-060 (Order 83), § 315-04-190, filed 12/16/85; 84-21-013 (Order 66), § 315-04-190, filed 10/5/84; 84-01-004 (Order 42), § 315-04-190, filed 12/8/83. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-04-190, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-190, filed 10/15/82.]

**WAC 315-04-200 Denial, suspension or revocation of a license.** The director may deny an application for or suspend or revoke any license issued pursuant to these rules for one or more of the following reasons:

(1) Failure to meet or maintain the eligibility criteria for license application and issuance established by chapter 7, Laws of 1982 2nd ex. sess., or these rules;

(2) Failure to account for lottery tickets received or the proceeds of the sale of tickets or to post a bond if required by the director or to comply with the instructions of the director concerning the licensed activity;

(3) Failure to pay to the lottery any obligation when due;

(4) Violating any of the provisions of chapter 7, Laws of 1982 2nd ex. sess., or these rules;

(5) Failure to file any return or report or to keep records required by the director or by these rules;

(6) Failure to pay any federal, state or local tax or indebtedness;

(7) Fraud, deceit, misrepresentation or conduct prejudicial to public confidence in the lottery;

(8) If public convenience is adequately served by other licensees;

(9) Failure to sell a sufficient number of tickets to meet administrative costs;

(10) If there is a history of thefts or other forms of losses of tickets or revenue therefrom;

(11) If there is a delay in accounting or depositing in the designated depository the revenues from the ticket sales;

(12) Has violated, failed or refused to comply with any of the provisions, requirements, conditions, limitations or duties imposed by chapter 9.46 RCW (Gambling Act), or chapter 7, Laws of 1982 2nd ex. sess., or when a violation of any provisions of chapter 7, Laws of 1982 2nd ex. sess., has occurred upon any premises occupied or operated by any such person or over which he or she has substantial control;

(13) Knowingly causes, aids, abets or conspires with another to cause any person to violate any of the laws of this state;

(14) Has obtained a license by fraud, misrepresentation, concealment or through inadvertence or mistake;

(15) Has been convicted of, or forfeited bond upon a charge of, or pleaded guilty to, forgery, larceny, extortion, conspiracy to defraud, wilful failure to make required payments or reports to a governmental agency at any level, or filing false reports therewith, or of any similar offense or offenses, or of bribing or otherwise unlawfully influencing a public official or employee of any state or the United States, or of any crime, whether a felony or misdemeanor, involving any gambling activity or physical harm to individuals or involving moral turpitude;

(16) Makes a misrepresentation of, or fails to disclose, a material fact to the commission or director on any report, record, application form or questionnaire required to be submitted to the commission or director. Misrepresentation of, or failure to disclose criminal history shall be considered a material fact for purposes of this section;

(17) Denies the commission or director or their authorized representatives, including authorized local law enforcement agencies, access to any place where a licensed activity is conducted, or fails to promptly produce for inspection or audit any book, record, document or item required by law or these rules;

(18) Is subject to current prosecution or pending charges, or a conviction which is under appeal, for any of the offenses indicated under subsection (15) of this section: *Provided*, That at the request of an applicant for an original license, the director may defer decision upon the application during the pendency of such prosecution or appeal;

(19) Has pursued or is pursuing economic gain in an occupational manner or context which is in violation of the criminal or civil public policy of this state if such pursuit creates probable cause to believe that the participation of such person in lottery or gambling or related activities would be inimical to the proper operation of an authorized lottery or gambling or related activity in this state. For the purposes of this section, occupational manner or context shall be defined as the systematic planning, administration, management or execution of an activity for financial gain;

(20) Is a career offender or a member of a career offender cartel or an associate of a career offender or career offender cartel in such a manner which creates probable cause to believe that the association is of such a nature as to be inimical to the policy of this state or to the proper operation of the authorized lottery or gambling or related activities in this state. For the purposes of this section, career offender shall be defined as any person whose behavior is pursued in an occupational manner or context for the purpose of economic gain utilizing such methods as are deemed criminal violations of the public policy of this state.

A career offender cartel shall be defined as any group of persons who operate together as career offenders;

(21) Failure to follow the instructions of the director for the conduct of any particular game or special event;

(22) Failure to follow security procedures of the director for the handling of tickets or for the conduct of any particular game or special event;

(23) Makes a misrepresentation of fact to the purchaser, or prospective purchaser, of a ticket, or to the general public with respect to the conduct of a particular game or special event;

(24) Failure to comply with lottery point-of-sale requirements which have been published and disseminated to lottery retailers; or

(25) Failure or inability to meet financial obligations as they fall due in the normal course of business.

[Statutory Authority: RCW 67.70.040, 87-01-058 (Order 97), § 315-04-200, filed 12/16/86; 85-16-031 (Order 77), § 315-04-200, filed 7/30/85; 85-09-004 (Order 72), § 315-04-200, filed 4/5/85. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-07-022 (Order 17), § 315-04-200, filed 3/11/83. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-037 and 82-21-068 (Orders 2 and 2A), § 315-04-200, filed 10/15/82 and 10/20/82.]

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

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

**WAC 315-04-210 Procedure if license is suspended or revoked.** Upon revocation or suspension of a lottery retailer's license for any reasons whatsoever, the lottery retailer must appear at its assigned depository or before the director or his or her designee, by a date designated by the director for the purpose of rendering a final lottery accounting, the surrender of the lottery retailer's license, his or her identification card and other lottery property. Upon the lottery retailer's failure to appear by the designated date to render a final accounting, or otherwise to surrender the license, identification card and other lottery property as instructed, the depository shall immediately notify the director by telephone and confirm in writing.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-210, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-039 (Order 4), § 315-04-210, filed 10/15/82.]

**WAC 315-04-220 Limited off premises sales permit.** (1) The director may permit any lottery retailer who has been issued a general or provisional license to sell tickets in locations other than that specified on its license and to employ persons to make such sales provided that:

(a) A lottery retailer requesting a "limited off premises sales permit" shall submit an application, completed in its entirety, using a form approved by the director.

(b) An application for a "limited off premises sales permit" for instant lottery tickets must be submitted to the lottery a minimum of thirty days prior to the event to provide adequate time for processing. An application for a "limited off premises sales permit" for on-line games must be submitted a minimum of sixty days prior to the event to

provide adequate time for processing. Applications received after these time limits may not be approved.

(c) The geographical area and type of location in which such sales are requested shall be individually approved by the director.

(d) Each lottery retailer making such sales shall be individually approved by the director and shall display identification in such form and manner as shall be prescribed by the director.

(e) The lottery retailer and its employees shall abide by such other instructions and restrictions as may be prescribed by the director to govern such sales.

(2) The lottery retailer's license shall bear an addendum with the phrase "limited off premises sales permitted," and the licensed agent shall display with its license the addendum which sets forth the terms and conditions under which such sales may be made. A photocopy of the addendum shall be posted at each location where off premises sales are permitted.

(3) Lottery retailers must redeem low-tier winning tickets sold at the off premises location at that location and at their licensed location. The location of the licensed location must be posted at the off premises location. Lottery retailers must also provide claim forms to holders of high-tier winning tickets at both locations.

(4) The "limited off premises sales permit" shall be valid for not more than thirty days and may be renewed twice, if approved by the director, for periods not to exceed thirty days each.

(5) Lottery retailers granted "limited off premises sales permits" will not be required to conduct other licensed business activities at the off premises locations.

(6) Lottery retailers granted "limited off premises sales permits" shall bear all costs associated with such sales including but not limited to construction of booths, stands, etc.; telephone line installation; telephone line charges and installation of a dedicated electric circuit.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-04-220, filed 12/16/85; 85-13-015 (Order 75), § 315-04-220, filed 6/10/85. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-04-220, filed 2/10/83.]

**WAC 315-04-230 Licensing of enterprises operated by or subject to jurisdiction of Indian tribes.** (1) The director is authorized to license as lottery retailers businesses which are operated by federally recognized Indian tribes, or operated upon lands subject to the jurisdiction of such Indian tribes, if the tribal council of the tribe having jurisdiction has passed an ordinance agreeing to the following provisions:

(a) All matters relating to the issuance and revocation of such license, as well as the manner in which the sale of lottery tickets is conducted by the licensee, shall be governed exclusively by the laws of the state of Washington, and no inconsistent tribal laws, ordinances, or rules exist or will be enacted.

(b) In the event of litigation involving the issuance or revocation of any such license, the conduct of the business as a lottery retailer, the financial relationship between any licensee and the lottery or any other matter connected with the lottery or its operation, the courts of the state of Washington shall have jurisdiction, and venue shall be proper only in Thurston County.

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(c) Administrative disputes shall be submitted to the jurisdiction of the director, Washington state lottery, or any lawfully appointed designee thereof, and shall be conducted in accordance with Washington state law.

(d) Lottery employees and vendors, including investigators and enforcement officers, may enter upon trust lands and property including lands owned by the tribe or its members, solely for the purposes of conducting investigations and enforcing the provisions of chapter 67.70 RCW.

(2) A certified copy of such ordinance shall be filed along with the application for licensure of any business located on Indian lands, or operated by an Indian tribe.

(3) In the event any law of the state of Washington relating to matters contained in subsection (1) of this section is enacted, modified or repealed, tribal laws, ordinances or rules must be changed to be consistent with the revised laws of the state of Washington. The director may (a) suspend licenses issued pursuant to this section pending tribal council action to make such changes, and/or (b) revoke such licenses if the required changes are not made within ninety days.

[Statutory Authority: RCW 67.70.040, 87-01-057 (Order 96), § 315-04-230, filed 12/16/86.]

## Chapter 315-06 WAC GENERAL LOTTERY RULES

### WAC

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315-06-180	Stolen or lost tickets.
315-06-190	Erroneous or mutilated tickets.
315-06-200	Returned tickets.
315-06-210	Law enforcement.

**WAC 315-06-010 Operation of the lottery.** The director shall conduct only those types of games which are authorized by these rules and meet the criteria set forth herein.

[Statutory Authority: 1982 2nd ex.s. c 7, 82-21-040 (Order 5), § 315-06-010, filed 10/15/82.]

**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. Liquor stores of the state liquor control board and the lottery are not required to be licensed as lottery retailers. Liquor agencies of the state liquor control board are required to be licensed as lottery retailers.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-06-020, filed 6/1/89; 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 315-06-030 Lottery retailer's instructions.**

Each lottery retailer is to conform to the instructions and requirements established by the director for the delivery and return of tickets, the location and display of lottery materials, the conduct of a specific game, or other lottery business.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-030, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-030, filed 10/15/82.]

**WAC 315-06-035 Instant ticket purchase price and conditions.** (1) The lottery retailer's purchase price for each pack of instant tickets shall be the retail price of the pack less the value of the pack's low-tier prizes less the retailer discount authorized pursuant to WAC 315-04-190. Lottery retailers shall reimburse the lottery for each low-tier prize payment made by the lottery for winning tickets purchased from the lottery retailer.

(2) Lottery retailers shall make payment to the lottery by business check, cashier's check, certified check, money order or electronic funds transfer (EFT). The director may designate the form of payment.

(3) The director shall establish payment terms for purchase of instant tickets and shall issue instructions for such payments to lottery retailers.

[Statutory Authority: RCW 67.70.040, 89-05-015 (Order 114), § 315-06-035, filed 2/9/89; 86-01-060 (Order 83), § 315-06-035, filed 12/16/85; 85-09-004 (Order 72), § 315-06-035, filed 4/5/85.]

**WAC 315-06-040 Disclosure of probability of purchasing a winning ticket.** (1) The estimated average probability of purchasing a winning ticket shall be conspicuously displayed on the back of tickets for a specific game. The estimated average probability of purchasing a winning ticket for each category of prize in a specific game shall be conspicuously displayed on:

(a) All printed promotional and advertising materials for a specific game, including but not limited to, brochures, posters, billboards, placards, and point-of-sale displays; and

(b) Instructions to lottery retailers for the conduct of a specific game.

(2) The disclosure required by this section shall not apply to generic promotional and advertising materials publicizing the Washington state lottery which do not promote a specific game.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-040, filed 12/16/85; 84-01-004 (Order 42), § 315-06-040, filed 12/8/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-040, filed 10/15/82.]

**WAC 315-06-050 Location of sale.** Tickets may be sold by any person who is issued a license to act as a lottery retailer at the location specified on the license, subject to the director's authority as set forth in sections 5 and 7, chapter 7, Laws of 1982 2nd ex. sess., and these rules.

No such sales shall be made on premises used primarily for residential purposes, in or on the property of any school, or in or upon the property of any facility operated primarily for providing welfare services to the poor or infirmed, or in any facility maintained solely for religious worship.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-050, filed 12/16/85. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-06-050, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-037 (Order 2), § 315-06-050, filed 10/15/82.]

**WAC 315-06-060 Price of tickets—Limitations.** No lottery retailer may sell a ticket at a price greater or less than that established in accordance with these rules.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-060, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7 §§ 4 and 11. 83-03-034 (Order 10), § 315-06-060, filed 1/14/83.]

**WAC 315-06-070 Purchaser's obligations.** In purchasing a ticket, the purchaser agrees to comply with chapter 7, Laws of 1982 2nd ex. sess., these rules, the final decisions of the director, and all procedures established by the director for the conduct of games.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-070, filed 10/15/82.]

**WAC 315-06-080 Certain purchases of tickets, acceptance of things of economic value, and winning of prizes prohibited.** Certain purchases of tickets, acceptance of things of economic value and winning and sharing of prizes, are prohibited as follows:

(1) A ticket shall not be purchased by, and a prize shall not be paid to any member or employee of the commission or to [any] [a] spouse, child, brother, sister, or parent residing as a member of the same household in the principal place of abode of any member or employee of the commission, or to any assistant attorney general assigned to advise the commission or director.

(2) A prize claimed by a holder of a winning ticket shall not be shared with any member or employee of the commission or any spouse, child, brother, sister, or parent residing as a member of the same household in the principal place of abode of any member or employee of the commission.

(3) No things of economic value offered by [the] prize winners, vendors, contractors, or others conducting business with the lottery, may be accepted by lottery retailers or by any member or employee of the commission or any spouse, child, brother, sister, or parent residing as a member of the same household in the principal place of abode of any member or employee of the commission.

(4) A ticket shall not be purchased by, and a prize shall not be paid to any CPA accounting firm, or its employees, retained by the director of financial management pursuant to sections 31 and 32, chapter 7, Laws of 1982 2nd ex. sess. or any employee of the director of financial management performing a management review or audit of the commission or director.

(5) A ticket shall not be sold to or purchased by any person under the age of eighteen. Nothing in this section shall prohibit the purchase of a ticket for the purpose of making a gift by a person eighteen years of age or older to a person less than that age.

(6) A ticket shall not be purchased with food stamps or coupons and a lottery retailer shall not accept as consideration for a ticket food stamps or coupons.

[Statutory Authority: RCW 67.70.040, 90-11-040, § 315-06-080, filed 5/10/90, effective 6/10/90; 86-01-060 (Order 83), § 315-06-080, filed 12/16/85; 84-22-047 (Order 68), § 315-06-080, filed 11/7/84. Statutory Authority: 1982 2nd ex.s. c 7 §§ 4 and 5. 83-03-033 (Order 9), § 315-06-080, filed 1/14/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-037 (Order 2), § 315-06-080, filed 10/15/82.]

**Reviser's note:** RCW 34.05.395 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 315-06-090 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 315-06-095 Promotional contests of chance.** The director has the authority to conduct promotional contests of chance for the enhancement of ticket sales.

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

**WAC 315-06-100 Data processing terminals for the dispensing of tickets authorized.** On-line data-processing ticket vending terminals for use by lottery retailers in the issuing of tickets may be used in the conduct of games.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-100, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-100, filed 10/15/82.]

**WAC 315-06-110 Conversion to data processing vending terminals.** The director reserves the right upon thirty days' notice to the lottery retailer to convert any licensed location from a manual-type operation to an on-line data processing ticket vending terminal operation and from a vending terminal operation on either a rental or purchase basis to a manual-type operation in the sale and distribution of tickets.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-110, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-110, filed 10/15/82.]

**WAC 315-06-115 Overlapping on-line sales in consecutive fiscal years.** When the sales for an on-line jackpot overlap two fiscal years, any fiscal reporting discrepancy between the statutory requirement that payment of prizes not be less than forty-five percent of gross annual revenue and the preparation of an annual financial statement using generally accepted accounting principles shall be explained in a footnote to the financial statements.

[Statutory Authority: RCW 67.70.040, 89-17-021 (Order 118), § 315-06-115, filed 8/7/89, effective 9/7/89.]

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

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

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

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

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

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

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

(a) The ticket was not legally issued initially;

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

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

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

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

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

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

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

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

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

(a) If the prize was awarded as the result of a drawing conducted by the lottery, installment payments shall be made weekly, monthly, or annually from the date of the drawing in accordance with the type of prize awarded; or

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

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

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

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

(14) Each lottery retailer shall pay all prizes authorized to be paid by the lottery retailer by these rules during its

normal business hours at the location designated on its license.

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

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

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

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

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

(c) State - The state of Washington.

(d) Two working days - Two days not to include Saturdays, Sundays, and holidays as defined in RCW 1.16.050 commencing the day following the date the claim was validated by the lottery.

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

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

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

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

two working days. If the debt is verified, the prize shall be disbursed pursuant to subsection (6) of this section.

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

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

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

**WAC 315-06-130 Prizes payable after death or disability of owner.** (1) All prizes or a portion thereof which remain unpaid at the time of the prize winner's death shall be payable to the court appointed representative of the prize winner's estate once satisfactory evidence of said representative appointment has been presented to the director, claim forms have been properly filled out, and the director is satisfied that such payment is lawful and proper.

(2) Prize moneys will be paid according to the law of descent and distribution, chapter 11.04 RCW, of the state of Washington if the owner thereof dies intestate regardless of whether the prize winner was domiciled at the time of the prize winner's death in the state of Washington.

(3) The director may rely wholly on the presentment of certified copies of a court's appointment of an administrator or executor, guardian, conservator or on any other evidence of a person entitled to the payment of any prize winnings then due.

(4) The payment to the estate of the deceased owner of any prize winnings by the director shall absolve the director, the commission and employees of the commission of any further liability for payment of said prize winnings. The director need not look to the payment of the prize winnings beyond the payee thereof.

(5) The estate of a deceased prize winner may elect to have the payment of an installment prize accelerated and paid to the estate at the installment prize's present cash value in lieu of receiving continued payments.

(6) The director may petition any court of competent jurisdiction to request a determination for the payments of any prize winnings which are or may become due the estate of a deceased owner or an owner under a disability because of, but not limited to, underage, mental deficiency, or physical or mental incapacity.

(7) If the legatee(s) or heir(s) of a deceased owner entitled to prize winnings obtains an order from a court of competent jurisdiction directing payments due and to become due from the director to be paid directly to said legatee(s) or heir(s) or otherwise directs the director to make payments to another in the event of an owner's disability or otherwise, the director shall pay the prize winnings accordingly.

[Statutory Authority: RCW 67.70.040, 84-05-008 (Order 51), § 315-06-130, filed 2/7/84. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-037 (Order 2), § 315-06-130, filed 10/15/82.]

**WAC 315-06-140 Lottery accounts and depositories.**

(1) The director may make depository arrangements with any person, including a bank, to perform such functions, activities or services in connection with the operation of the lottery as he or she may deem advisable. Such functions, activities and services shall constitute lawful functions, activities and services in behalf of lottery business unless otherwise prohibited by law.

(2) Unless otherwise directed by the director, each depository shall provide the lottery with weekly or other periodic statements of all transactions made during the sales week immediately preceding or for other periods, said accounting to be submitted in writing on forms provided by the director no later than such time as requested by the director. All deposits shall be secured in accordance with applicable state and federal laws. Each depository may be compensated for its services rendered in such manner as the director may determine.

[Statutory Authority: 1982 2nd ex.s. c 7, 82-21-040 (Order 5), § 315-06-140, filed 10/15/82.]

**WAC 315-06-150 Assignment of depository.** Each lottery retailer may be assigned a designated depository from which to take delivery of tickets, in which to deposit receipts from the sale of tickets, and otherwise to account for the lottery retailer's transactions. The depository shall be notified of each authorized lottery retailer which it will service. Each depository may rely upon such notification in its dealings with the lottery retailers until notified to the contrary by the director as long as the lottery retailer presents a lottery retailer form bearing an authorized signature and his or her lottery retailer identification card.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-150, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-040 (Order 5), § 315-06-150, filed 10/15/82.]

**WAC 315-06-160 Lottery retailer's identification card.**

(1) The director will issue to each lottery retailer an identification card which must be presented by it or its authorized representative when taking delivery of tickets from the authorized depositories. No depository shall issue any tickets until the lottery retailer or its authorized representative presents its identification card and fulfills all instructions of the director.

(2) In the event the identification card is lost or otherwise misplaced the lottery retailer must immediately notify by telephone its assigned depository and the director, and confirm the loss in writing within 24 hours to the director. The depository shall not, in any way, transact business with any person presenting himself or herself with the reported lost identification card until otherwise notified by the director.

(3) Each lottery retailer shall give notice in writing to the lottery retailer's assigned depository and to the director the name and address of each person in his or her business who is authorized to request and to take delivery of tickets, to deposit receipts from the sale of tickets and to otherwise have dealings with the depository. Each authorized person

must identify himself or herself to the depository by means of a lottery retailer's identification card received from the director before tickets are delivered. Each lottery retailer is restricted to his or her assigned depository for the purpose of conducting lottery business in conformity to law, and these rules, unless otherwise instructed by the director.

(4) Upon the loss, mutilation or destruction of any identification card issued by the director, application for a duplicate must be made on a form approved by the director. A statement signed by the lottery retailer which details the circumstances under which the identification card was lost, mutilated, or destroyed and certifies that such identification card was, in fact, lost, mutilated or destroyed, shall accompany such application. A mutilated identification card shall be surrendered to the director upon issuance or denial of a duplicate. A lost identification card, when found, must be immediately surrendered to the director.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-160, filed 12/16/85. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-06-160, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-160, filed 10/15/82.]

**WAC 315-06-170 Deposits of lottery revenues.** (1)

Each lottery retailer shall purchase the tickets distributed to it and the monies for payment of these tickets shall be deposited to the credit of the state lottery account in a designated depository. Deducted from the total purchase cost to the lottery retailer, in such manner as the director may require shall be the amount, if any, which the lottery retailer may pay as prizes and which it may retain as compensation for its services in accordance with these rules. The lottery retailers shall be required to file with the director periodic reports of their respective receipts and transactions in the sale of tickets in such form as approved by the director.

(2) Each lottery retailer shall account to its assigned depository for all proceeds resulting from its sales of tickets within such time as may be specified by the director for any particular type or kind of lottery which may be authorized by the commission.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-170, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-170, filed 10/15/82.]

**WAC 315-06-180 Stolen or lost tickets.** A lottery retailer is considered the owner of all tickets it accepts from the lottery and is responsible for ticket security and for maintaining a record of current ticket inventory.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-180, filed 12/16/85; 83-19-019 (Order 36), § 315-06-180, filed 9/12/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-180, filed 10/15/82.]

**WAC 315-06-190 Erroneous or mutilated tickets.**

(1) Tickets erroneously made out or in any way mutilated when received by a lottery retailer are to be returned by the lottery retailer immediately to the depository servicing said lottery retailer. Credit may be allowed for said tickets but only at the point of original sale to the lottery retailer. No credit shall be allowed if the authenticity of the ticket cannot be reasonably determined by the director.

(2) Unless the director is satisfied that a mutilated ticket is authentic, no credit or prize will be issued to the holder of said ticket.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-190, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-190, filed 10/15/82.]

**WAC 315-06-200 Returned tickets.** All tickets once returned by a lottery retailer may not be reissued without prior approval of the director.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-200, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-200, filed 10/15/82.]

**WAC 315-06-210 Law enforcement.** (1) The director shall be the chief law enforcement officer, pursuant to section 33, chapter 7, Laws of 1982 [2nd] ex. sess., for the purposes of enforcing such chapter, and the penal laws of this state relating to the conduct of or participation in lottery activities.

(2) The director shall appoint in accordance with the laws of the state of Washington a sufficient number of competent persons to act as Washington state lottery law enforcement officers, may remove them from a law enforcement capacity without cause, and shall define their rank and duties.

(3) The director may appoint employees to serve as special deputies, with such restricted police authority as the director shall designate as being necessary and consistent with their assignment to duty.

(4) The director shall apply for certification as a criminal justice agency pursuant to WAC 446-20-050 and shall designate specific employees for the collection and dissemination of criminal history record information, and for undercover audit or investigative work or other security operations.

(5) The director shall issue a badge and identification card to each employee designated as a lottery law enforcement officer.

(6) The director shall develop cooperative arrangements with other criminal justice agencies in the state of Washington for enforcement of laws related to lottery activities.

(7) The director shall issue guidelines for the conduct of lottery law enforcement personnel.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-210, filed 10/15/82.]

**Chapter 315-08 WAC  
FINANCIAL MANAGEMENT**

**WAC**

- 315-08-010 Expenditure and transfer limits—State lottery account.
- 315-08-020 Revenue projections by commission.
- 315-08-030 State lottery account—Director's responsibilities.
- 315-08-040 Director's quarterly report to the commission.

**WAC 315-08-010 Expenditure and transfer limits—State lottery account.** (1) At the outset of fiscal year 1991, and at the outset of each biennium after fiscal year 1991, the commission shall determine by resolution the following:

(a) The total amount of monies which may be transferred from the state lottery account to the state's general fund and to the lottery administrative account, pursuant to legislative appropriation; and

(b) The total amount of monies which may be expended from the state lottery account for each of the following purposes:

- (i) Payment of retailer compensation;
  - (ii) Payment of prizes (which shall not be less than 45 percent of gross annual revenue of the lottery);
  - (iii) On-line vendor payments;
  - (iv) On-line telecommunications payments;
  - (v) Instant game vendor payments;
  - (vi) Promotion/advertising; and
  - (vii) Any other purposes required by law.
- (2) The commission may amend by resolution the amounts determined under this section based on changes in the revenue stream and/or program requirements.

(3) The director may exceed approved totals when necessary for sales volume-related expenses provided that such expenditures are reported at the next regularly scheduled commission meeting.

[Statutory Authority: RCW 67.70.040. 90-11-040, § 315-08-010, filed 5/10/90, effective 6/10/90.]

**WAC 315-08-020 Revenue projections by commission.** The director shall present to the revenue forecast council periodic revenue projections made by the commission consistent with the executive budget.

[Statutory Authority: RCW 67.70.040. 90-11-040, § 315-08-020, filed 5/10/90, effective 6/10/90.]

**WAC 315-08-030 State lottery account—Director's responsibilities.** The director may transfer and expend monies as he/she deems appropriate within the totals determined pursuant to WAC 315-08-010 and shall perform all functions necessary for the administration and operation of the state lottery account.

[Statutory Authority: RCW 67.70.040. 90-11-040, § 315-08-030, filed 5/10/90, effective 6/10/90.]

**WAC 315-08-040 Director's quarterly report to the commission.** The director shall provide quarterly to the commission a full and complete statement of fund transfer and expenditure activity for the preceding quarter.

[Statutory Authority: RCW 67.70.040. 90-11-040, § 315-08-040, filed 5/10/90, effective 6/10/90.]

## Chapter 315-10 WAC

### INSTANT GAMES—GENERAL RULES

#### WAC

315-10-010	Instant games—Authorized—Director's authority.
315-10-020	Definitions.
315-10-030	Instant games criteria.
315-10-040	Confidentiality of tickets.
315-10-050	Notification to commission.
315-10-060	Official end of game.
315-10-070	Ticket validation requirements.
315-10-080	Retailer settlement.

**WAC 315-10-010 Instant games—Authorized—Director's authority.** (1) The commission hereby authorizes instant games which meet the criteria set forth in this chapter.

(2) The director is hereby authorized to select, operate and contract relating to and for the operation of instant games which meet the criteria set forth in this chapter.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-10-010, filed 10/15/82.]

**WAC 315-10-020 Definitions.** (1) Ticket. The ticket purchased for participation in an instant game and any ticket used in authorized media promotions and authorized retailer incentive programs for an instant game.

(2) Instant game. A game in which a ticket is purchased and upon removal of a latex covering on the front of the ticket, the ticket bearer determines his or her winnings, if any.

(3) Ticket bearer. The person who has signed the ticket or has possession of the unsigned ticket.

(4) Play symbols. The numbers or symbols appearing in the designated areas under the removable covering on the front of the ticket. Play symbols were formerly called play numbers. Both terms shall have the same meaning.

(5) Validation number. The multi-digit number found on the ticket and on any ticket stub. There must be a validation number on the ticket or any stub.

[Statutory Authority: RCW 67.70.040. 89-21-029, § 315-10-020, filed 10/10/89, effective 11/10/89; 86-01-060 (Order 83), § 315-10-020, filed 12/16/85; 84-05-008 (Order 51), § 315-10-020, filed 2/7/84. Statutory Authority: RCW 67.70.040 and 67.70.050. 83-05-029 (Order 14), § 315-10-020, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-10-020, filed 10/15/82.]

**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, except for those tickets used in authorized media promotions and authorized retailer incentive programs.

(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 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 length of the instant game and to comply with subsection (3) of this section.

(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 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. 89-21-029, § 315-10-030, filed 10/10/89, effective 11/10/89; 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.]

**WAC 315-10-040 Confidentiality of tickets.** No lottery retailer or its employees or agents shall attempt to ascertain the numbers or symbols appearing in the designated areas under the removable latex coverings or otherwise attempt to identify winning tickets.

[Statutory Authority: RCW 67.70.040. 86-01-060 (Order 83), § 315-10-040, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-10-040, filed 10/15/82.]

**WAC 315-10-050 Notification to commission.** The director shall provide commission members with written notification within five days of the selection of a specific instant game which meets the criteria set forth in this chapter. The chairman or a quorum of the commission may call a special meeting to review the instant game selection. Any order executed by the director for the operation of a specific instant game shall contain a provision that the order is null and void if the commission disapproves of the instant game selection. The commission may not disapprove of an instant game selection more than five days after receiving written notice of the selection.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-10-050, filed 10/15/82.]

**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) At the discretion of the director, a lottery retailer may return to the lottery unsold lottery tickets for each game. Lottery retailers who are permitted by the director to return tickets within thirty days after the official end of that game will receive full credit for the tickets returned from the lottery. Lottery retailers who are permitted by the director to 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, 89-09-008 (Order 115), § 315-10-060, filed 4/10/89; 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.]

**WAC 315-10-070 Ticket validation requirements.**

(1) To be a valid Washington state lottery instant game ticket, a ticket must meet all of the following validation requirements.

(a) The ticket must have been issued by the director in an authorized manner.

(b) The ticket must not be altered, unreadable, or tampered with in any manner.

(c) The ticket must not be counterfeit in whole or in part.

(d) The ticket must not be stolen nor appear on any list of omitted tickets on file with the lottery.

(e) The ticket must be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.

(f) The ticket must have exactly one play symbol and exactly one caption under each of the rub-off spots, exactly one pack-ticket number, exactly one agent verification code, and exactly one validation number. They must be present in their entirety, legible, right-side up, and not reversed in any manner.

(g) The validation number of an apparent winning ticket shall appear on the lottery's official list of validation numbers of winning tickets; and a ticket with that validation number shall not have been previously paid.

(h) The ticket must pass all additional confidential validation requirements established by the director.

(2) The director may authorize reconstruction of an alleged winning ticket which was not received and/or cannot be located by the lottery. Provided, the person requesting reconstruction submits to the lottery sufficient evidence to enable reconstruction and that they have submitted a claim for the prize, if any, for that ticket. If the reconstructed ticket is a winning ticket and meets the validation requirements contained in subsection (1) of this section and the specific validation requirements contained in the rules for its specific game, the director may authorize payment of the prize. Provided, 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 this subsection shall not entitle the claimant entry into the grand prize drawing, if any, for that or any subsequent instant game.

(3) Any ticket not passing all the validation requirements in subsection (1) of this section and the specific validation requirements contained in the rules for its specific game is invalid and ineligible for any prize.

(4) The director may replace any invalid ticket with an unplayed ticket of equivalent sales price from any current instant game. In the event a defective ticket is purchased, the only responsibility or liability of the lottery shall be the replacement of the defective ticket with an unplayed ticket of equivalent sales price from any current instant game, or issue a refund of the sales price. However, if the ticket is partially mutilated or if the ticket is not intact but it still can be validated by other validation tests, the director may pay the prize for that ticket.

[Statutory Authority: RCW 67.70.040, 85-16-031 (Order 77), § 315-10-070, filed 7/30/85; 84-22-047 (Order 68), § 315-10-070, filed 11/7/84.]

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

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

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

**Chapter 315-11 WAC**

**INSTANT GAME RULES—SPECIFIC RULES**

**WAC**

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315-11-561	Criteria for Instant Game Number 56.	315-11-720	Definitions for Instant Game Number 72 ("Moolah Moolah").
315-11-562	Ticket validation requirements for Instant Game Number 56.	315-11-721	Criteria for Instant Game Number 72.









- 315-11-380 Definitions for Instant Game Number 38 ("Jackpot"). [Statutory Authority: RCW 67.70.040. 89-01-022 (Order 113), § 315-11-380, filed 12/12/88.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
- 315-11-381 Criteria for Instant Game Number 38. [Statutory Authority: RCW 67.70.040. 89-01-022 (Order 113), § 315-11-381, filed 12/12/88.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
- 315-11-382 Ticket validation requirements for Instant Game Number 38. [Statutory Authority: RCW 67.70.040. 89-01-022 (Order 113), § 315-11-382, filed 12/12/88.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
- 315-11-390 Definitions for Instant Game Number 39 ("Centennial Cash"). [Statutory Authority: RCW 67.70.040. 89-01-022 (Order 113), § 315-11-390, filed 12/12/88.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
- 315-11-391 Criteria for Instant Game Number 39. [Statutory Authority: RCW 67.70.040. 89-01-022 (Order 113), § 315-11-391, filed 12/12/88.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
- 315-11-392 Ticket validation requirements for Instant Game Number 39. [Statutory Authority: RCW 67.70.040. 89-01-022 (Order 113), § 315-11-392, filed 12/12/88.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.
- 315-11-700 Definitions for Instant Game Number 70 ("Tic-Tac-Toe Money Match"). [Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-700, filed 9/25/91, effective 10/26/91.] Repealed by 91-23-027, filed 11/12/91, effective 12/13/91. Statutory Authority: RCW 67.70.040.
- 315-11-701 Criteria for Instant Game Number 70. [Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-701, filed 9/25/91, effective 10/26/91.] Repealed by 91-23-027, filed 11/12/91, effective 12/13/91. Statutory Authority: RCW 67.70.040.
- 315-11-702 Ticket validation requirements for Instant Game Number 70. [Statutory Authority: RCW 67.70.040. 91-20-062, § 315-11-702, filed 9/25/91, effective 10/26/91.] Repealed by 91-23-027, filed 11/12/91, effective 12/13/91. Statutory Authority: RCW 67.70.040.

**WAC 315-11-400 Definitions for Instant Game Number 40 ("Double Header").** (1) Play symbols: The following are the "play symbols": "0"; "1"; "2"; "3"; "5"; "6"; "7"; and "9." One of these symbols appears under each of the two rub-off spots in the "your score" column and under each of the two rub-off spots in the "their score" column in the play field on the front of the ticket.

(2) 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. The number 1 or 2 precedes the play symbols to indicate the location of the play symbol in game 1 or game 2. For Instant Game Number 40, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
0	ZRO
1	ONE
2	TWO
3	THR
5	FIV
6	SIX
7	SVN

(3) Prize symbols: The following are the "prize symbols": "\$1.00," "\$4.00," "50.00," "\$250." One of these prize symbols appears for each game (row) in the prize column on the front of the ticket.

(4) 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. The number 1 or 2 precedes the prize symbols to indicate the location of the prize symbol in game 1 or game 2. For Instant Game Number 40, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 4.00	FOR DOL
\$ 50.00	\$FIFTY\$
\$ 250	TWO FIF

(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 4000001-000 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 40 constitute the "pack number" which starts at 4000001; the last two digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 and less. For Instant Game Number 40, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols and prize symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$1.00
TWO	\$2.00 (\$1 and \$1)
FOR	\$4.00
EGT	\$8.00 (\$4 and \$4)

(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. 89-05-015 (Order 114), § 315-11-400, filed 2/9/89.]

**WAC 315-11-401 Criteria for Instant Game Number 40.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner: The bearer of a ticket having a play symbol in the "your score" column that is a larger number than the play symbol in the "their score" column in the same game (row) shall win the prize shown in the prize column for that game (row). The bearer of a ticket having winning play symbols in both game

1 and game 2 shall win the total amount of both prizes. Play symbols in different games (rows) may not be combined to win a prize.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or 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 40 set forth in WAC 315-11-402, 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 40; and/or

(b) Vary the number of tickets sold in Instant Game Number 40 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-05-015 (Order 114), § 315-11-401, filed 2/9/89.]

**WAC 315-11-402 Ticket validation requirements for Instant Game Number 40.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 40 all of the following validation requirements apply.

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

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

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

(d) Each of the two 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 Symbol	Positive Archer Font
Captions	Positive 5 x 9 Font
Prize Symbols	Positive Archer Font
Prize Symbol Captions	Positive 5 x 9 Archer 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 retailer verification code must be printed in black ink.

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-400(1); each of the captions must be exactly one of those described in WAC 315-11-400(2), the prize symbol must be exactly one of those described in WAC 315-11-400(3); and the prize symbol

caption must be exactly one of those described in WAC 315-11-400(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. 89-05-015 (Order 114), § 315-11-402, filed 2/9/89.]

**WAC 315-11-410 Definitions for Instant Game Number 41 ("Three of a Kind").** (1) Play symbols: The following are the "play symbols": "A," "K," "Q," "J," "10," "9," "8," and "7." 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 41, 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
7	SVN

(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 4100001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 41 constitute the "pack number" which starts at 4100001; 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 41, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
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. 89-09-009 (Order 116), § 315-11-410, filed 4/10/89.]

**WAC 315-11-411 Criteria for Instant Game Number 41.** (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 play symbols in any 3 of 6 spots beneath the removable covering on the front of the ticket shall win the following prize:

Three 7's - Win	\$ 1.00
Three 8's - Win	\$ 2.00
Three 9's - Win	\$ 5.00
Three 10's - Win	\$ 10.00
Three J's - Win	\$ 20.00
Three Q's - Win	\$ 50.00
Three K's - Win	\$ 500.00
Three A's - Win	\$ 10,000.00

(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 41 set forth in WAC 315-11-412, 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 41; and/or

(b) Vary the number of tickets sold in Instant Game Number 41 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-411, filed 4/10/89.]

**WAC 315-11-412 Ticket validation requirements for Instant Game Number 41.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 41 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	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 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 315-11-410(1) and each of the captions must be exactly one of those described in WAC 315-11-410(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. 89-09-009 (Order 116), § 315-11-412, filed 4/10/89.]

**WAC 315-11-420 Definitions for Instant Game Number 42 ("Zodiac").** (1) Play symbols: The following are the "play symbols": "\$2.00"; "\$4.00"; "\$10.00"; "\$50.00"; "\$100"; 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 42, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 10.00	TEN DOL
\$ 50.00	\$FIFTY\$
\$ 100	ONE HUN
\$ 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 4200001-000 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 42 constitute the "pack number" which starts at 4200001; 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 42, 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 agent verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
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. 89-09-009 (Order 116), § 315-11-420, filed 4/10/89.]

**WAC 315-11-421 Criteria for Instant Game Number 42.** (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	\$ 2.00	play symbols - Win	\$ 2.00
Three	\$ 4.00	play symbols - Win	\$ 4.00
Three	\$ 10.00	play symbols - Win	\$ 10.00
Three	\$ 50.00	play symbols - Win	\$ 50.00
Three	\$ 100	play symbols - Win	\$ 100.00
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 42 set forth in WAC 315-11-422, 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 42 and/or

(b) Vary the number of tickets sold in Instant Game Number 42 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-421, filed 4/10/89.]

**WAC 315-11-422 Ticket validation requirements for Instant Game Number 42.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 42 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
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 315-11-420(1) and each of the captions must be exactly one of those described in WAC 315-11-420(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. 89-09-009 (Order 116), § 315-11-422, filed 4/10/89.]

**WAC 315-11-430 Definitions for Instant Game Number 43 ("7-11-21").** (1) Play symbols: The following are the "play symbols": "0"; "1"; "2"; "3"; "4"; "5"; "6"; and "9."

(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 4300001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 43 constitute the "pack number" which starts at 4300001; 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 prize and play symbol which verifies and corresponds with that symbol. The caption is a spelling out, in full or abbreviated form of the symbol. One and only one of these captions appears under each symbol. For Instant Game Number 43, the captions which correspond with and verify the symbols are:

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

For Instant Game Number 43, the captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 7.00	SVN DOL
\$ 11.00	ELV DOL
\$ 21.00	TTN ONE
\$ 70.00	\$SVNTY\$
\$ 21,000.00	21 THOU

(5) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 and below. For Instant Game Number 43, 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

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
SVN	\$ 7.00
ELV	\$ 11.00
TTN	\$ 21.00

(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. 89-09-009 (Order 116), § 315-11-430, filed 4/10/89.]

**WAC 315-11-431 Criteria for Instant Game Number 43.** (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) An instant prize winning ticket shall have an occurrence of three play symbols which total 7, 11 or 21; if the sum of the three play symbols on the ticket is 7, 11 or 21 the player wins the prize specified in the prize box.

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 43 set forth in WAC 315-11-432, 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 43 and/or

(b) Vary the number of tickets sold in Instant Game Number 43 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-431, filed 4/10/89.]

**WAC 315-11-432 Ticket validation requirements for Instant Game Number 43.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 43 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, and exactly one prize symbol must appear under the prize box rub-off spot.

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

(c) The display printing and the printed numbers, letters, and play 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 play 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 315-11-430(1) and each of the captions must be exactly one of those described in WAC 315-11-430(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. 89-09-009 (Order 116), § 315-11-432, filed 4/10/89.]

**WAC 315-11-440 Definitions for Instant Game Number 44 ("Money Tree").** (1) Play symbols: The following are the "play symbols": \$1.00; \$2.00; \$5.00; 10.00; 20.00; 50.00; \$100\$; 5,000. 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 4400001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 44 constitute the "pack number" which starts at 4400001; 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 44, 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\$
\$100\$	ONE HUN
5,000	FIVTHOU

(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 44, 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:

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. 89-12-042 (Order 116), § 315-11-440, filed 6/1/89.]

**WAC 315-11-441 Criteria for Instant Game Number 44.** (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	\$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	\$100\$	play symbols - Win	\$100.00
Three	5,000	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 44 set forth in WAC 315-11-442, 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 44 and/or

(b) Vary the number of tickets sold in Instant Game Number 44 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-11-441, filed 6/1/89.]

**WAC 315-11-442 Ticket validation requirements for Instant Game Number 44.** (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 44 all of the following validation requirements apply:

(1992 Ed.)

(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 315-11-440(1) and each of the captions must be exactly one of those described in WAC 315-11-440(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. 89-12-042 (Order 116), § 315-11-442, filed 6/1/89.]

**WAC 315-11-450 Definitions for Instant Game Number 45 ("Pot O' Gold").** (1) Play symbols: The following are the "play symbols": a graphic representation of a pot containing gold coins; \$2.00; \$5.00; 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 4500001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 45 constitute the "pack number" which starts at 4500001; 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 45, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
a graphic representation of a pot containing gold coins	\$ENTRY\$
\$2.00	TWO DOL
\$5.00	FIV 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 45, 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>
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. 89-12-042 (Order 116), § 315-11-450, filed 6/1/89.]

**WAC 315-11-451 Criteria for Instant Game Number 45.** (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	\$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	\$ 500.00

(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 45 set forth in WAC 315-11-452, 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 the grand prize drawing 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 45 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 which is a graphic representation of a pot containing gold coins 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 one hundred grand prize entries that will be retained and will be eligible for the grand prize drawing. Each of the entries selected at the preliminary drawing will be awarded a \$1,000 prize. 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 45 and/or
- (b) Vary the number of tickets sold in Instant Game Number 45 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-11-451, filed 6/1/89.]

**WAC 315-11-452 Ticket validation requirements for Instant Game Number 45.** (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 45 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 315-11-450(1) and each of the captions must be exactly one of those described in WAC 315-11-450(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. 89-12-042 (Order 116), § 315-11-452, filed 6/1/89.]

**WAC 315-11-460 Definitions for Instant Game Number 46 ("Big Wheel").** (1) Play symbols: The following are the "play symbols": "1," "2," "3," "4," "5," "6" and "9." One of these symbols appears in each of the circles under the rub-off material 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. The first 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 46, the captions which correspond with and verify the play symbols are:

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

(3) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$10.00," "\$20.00," "\$100," and "\$10,000." One of these prize symbols appears in each of the outer circles under the rub-off material on the front of the ticket.

(4) Prize symbol caption: The small printed characters which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. For Instant Game Number 46, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	OND
\$ 2.00	TWD
\$ 4.00	FOD
\$ 10.00	TED
\$ 20.00	TYD
\$ 100	OHC
\$ 10,000	TTD

The center circle will contain one play symbol and its corresponding caption below. Each of the outer circles will contain one play symbol, a prize symbol and a seven-character caption below which combines the play symbol caption and the prize symbol caption.

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

(7) Pack-ticket number: The ten-digit number of the form 4600001-000 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 46 constitute the "pack number" which starts at 4600001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(8) 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 46, 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>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
TEN	\$ 10.00
TTY	\$ 20.00

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

[Statutory Authority: RCW 67.70.040. 89-17-021 (Order 118), § 315-11-460, filed 8/7/89, effective 9/7/89.]

**WAC 315-11-461 Criteria for Instant Game Number 46.** (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 one or more outer circles with play symbols which match the center circle play symbol shall win the prize in the each of the matching outer circles.

(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 46 set forth in WAC 315-11-462, 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. 89-17-021 (Order 118), § 315-11-461, filed 8/7/89, effective 9/7/89.]

**WAC 315-11-462 Ticket validation requirements for Instant Game Number 46.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 46 all of the following validation requirements apply.

(a) Exactly one play symbol must appear under the center circle rub-off spot on the front of the ticket.

(b) Each play symbol 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 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 315-11-460(1) and each of the captions must be exactly one of those described in WAC 315-11-460(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. 89-17-021 (Order 118), § 315-11-462, filed 8/7/89, effective 9/7/89.]

**WAC 315-11-470 Definitions for Instant Game Number 47 ("Fabulous Fifties").** (1) Play symbols: The following are the "play symbols": \$1.00; \$2.00; \$5.00; \$10.00; \$24.00; \$50.00; \$1,000. 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 4700001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 47 constitute the "pack number" which starts at 4700001; 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 47, 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	FIV
\$ 10.00	TEN
\$ 24.00	TWTY FOR
\$ 50.00	FIFTY
\$ 1,000	ONE THOU

(5) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 47, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$ 10.00
TFO	\$ 24.00

(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. 89-21-028, § 315-11-470, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-471 Criteria for Instant Game Number 47.** (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 \$ 2.00	play symbols - Win \$	2.00
Three \$ 5.00	play symbols - Win \$	5.00
Three \$ 10.00	play symbols - Win \$	10.00
Three \$ 24.00	play symbols - Win \$	24.00
Three \$ 50.00	play symbols - Win \$	50.00
Three \$ 1,000	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 47 set forth in WAC 315-11-472, 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 47; and/or

(b) Vary the number of tickets sold in Instant Game Number 47 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-21-028, § 315-11-471, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-472 Ticket validation requirements for Instant Game Number 47.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 47 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 specifications on file with the director. The numbers, letters, and symbols shall be printed as follows:

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

(d) Each of the play symbols and 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 315-11-470(1) and each of the captions must be exactly one of those described in WAC 315-11-470(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. 89-21-028, § 315-11-472, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-480 Definitions for Instant Game Number 48 ("Black Jack").** (1) Play symbols: The following are the "play symbols": "11"; "12"; "13"; "15"; "16"; "17"; "19"; "20"; "21." One of these symbols appears under each of the three rub-off spots in the "your hand" column and under each of the three rub-off spots in the "dealer's hand" column in the play field on the front of the ticket.

(2) Captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out in full or in abbreviated form of the play symbol. One and only one caption appears under each play symbol. The number 1, 2 or 3 precedes the play symbols to indicate the location of the play symbol in Game 1, Game 2 or Game 3. For Instant Game Number 48, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
11	ELEVN
12	TWLVE
13	THRTN
15	FIFTN
16	SIXTN
17	SVNTN
19	NINTN
20	TWNTY
21	TTYON

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$10.00"; "\$50.00"; "\$500"; "\$21,000." One of these prize symbols appears for each game (row) in the prize column on the front of the ticket.

(4) Captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under the prize symbol. The number 1, 2 or 3 precedes the prize symbols to indicate the location of the prize symbol in Game 1, Game 2 or Game 3. For Instant Game Number 48, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE
\$ 2.00	TWO
\$ 4.00	FOUR
\$ 10.00	TEN
\$ 50.00	FIFTY
\$ 500	FIV HUN
\$ 21,000	21 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 4800001-000 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 48 constitute the "pack number" which starts at 4800001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 and less. For Instant Game Number 48, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols and prize symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$1.00
TWO	\$2.00 (\$1 and \$1)
FOR	\$4.00 (\$1 and \$1 and \$2; \$2 and \$2; \$4)
TEN	\$10.00 (\$4 and \$4 and \$2; \$10)
TWY	\$20.00 (\$10 and \$10)

(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. 90-03-023, § 315-11-480, filed 1/10/90, effective 2/10/90; 89-21-028, § 315-11-480, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-481 Criteria for Instant Game Number 48.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner: The bearer of a ticket having a play symbol in the "your hand" column that is a larger number than the play symbol in the "dealer's hand" column in the same game (row) shall win the prize shown in the prize column for that game (row). The bearer of a ticket having winning play symbols in Game 1, Game 2 or Game 3 shall win the total amount of all game prizes. Play symbols in different games (rows) may not be combined to win a prize.

(3) No portion of the display printing nor any extraneous matter whatever shall be usable or 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 48 set forth in WAC 315-11-482, 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 48; and/or

(b) Vary the number of tickets sold in Instant Game Number 48 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-21-028, § 315-11-481, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-482 Ticket validation requirements for Instant Game Number 48.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 48 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 hand" column and under each of the three rub-off spots in the "dealer's hand" column on the front of the ticket.

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

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

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

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

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

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-480(1); each of the captions must be exactly one of those described in WAC 315-11-480(2), the prize symbol must be exactly one of those described in WAC 315-11-480(3); and the prize symbol caption must be exactly one of those described in WAC 315-11-480(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. 89-21-028, § 315-11-482, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-490 Definitions for Instant Game Number 49 ("Play it Again").** (1) Play symbols: The following are the "play symbols":

- \$ 1.00
- \$ 2.00
- \$ 7.00
- \$11.00
- \$24.00
- \$70.00
- \$7,000



One of these play symbols appears in each of the seven 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 49, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
\$ 1.00	ONE
\$ 2.00	TWO
\$ 7.00	SEVEN
\$ 11.00	ELEVN
\$ 24.00	TWTY FOR
\$ 70.00	SEVENTY
\$ 7,000	SVN 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 4900001-000 printed on the front of the ticket. The first seven digits of the pack-ticket number for Instant Game Number 49 constitute the "pack number" which starts at 4900001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 49, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
TWO	\$ 2.00
SVN	\$ 7.00
ELV	\$ 11.00
TFO	\$ 24.00

(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, 90-03-023, § 315-11-490, filed 1/10/90, effective 2/10/90; 89-21-028, § 315-11-490, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-491 Criteria for Instant Game Number 49.** (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 seven 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 Bonus	- Win \$	1.00
Three \$	2.00 play symbols	- Win \$	2.00
Two \$	2.00 play symbols and one \$ 2.00 Bonus	- Win \$	2.00
Three \$	7.00 play symbols	- Win \$	7.00
Two \$	7.00 play symbols and one \$ 7.00 Bonus	- Win \$	7.00
Three \$	11.00 play symbols	- Win \$	11.00
Two \$	11.00 play symbols and one \$11.00 Bonus	- Win \$	11.00
Three \$	24.00 play symbols	- Win \$	24.00
Two \$	24.00 play symbols and one \$24.00 Bonus	- Win \$	24.00
Three \$	70.00 play symbols	- Win \$	70.00
Two \$	70.00 play symbols and one \$70.00 Bonus	- Win \$	70.00
Three \$	7,000 play symbols	- Win \$	7,000
Two \$	7,000 play symbols and one \$7,000 Bonus	- Win \$	7,000

(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 49 set forth in WAC 315-11-492, 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 49; and/or

(b) Vary the number of tickets sold in Instant Game Number 49 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 90-03-023, § 315-11-491, filed 1/10/90, effective 2/10/90; 89-21-028, § 315-11-491, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-492 Ticket validation requirements for Instant Game Number 49.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 49 all of the following validation requirements apply:

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

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

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

(d) Each of the play symbols and 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 315-11-490(1) and each of the captions must be exactly one of those described in WAC 315-11-490(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. 89-21-028, § 315-11-492, filed 10/10/89, effective 11/10/89.]

**WAC 315-11-500 Definitions for Instant Game Number 50 ("Wall Street").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$5.00"; "\$6.00"; "\$7.00"; "\$9.00"; "\$10.00"; "\$20.00"; "\$50.00"; "\$60.00"; "\$70.00"; "\$100"; "\$200"; "\$500"; "\$700"; "\$1,000"; "\$1,500"; "\$10,000"; "\$20,000"; "\$30,000"; and "\$40,000." One of these symbols appears under each of the three rub-off spots in the "buy" column and under each of the three rub-off spots in the "sell" column in the play field on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out in full or in abbreviated form of the play symbol. One and only one caption appears under each play symbol. For Instant Game Number 50, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOLS</u>	<u>CAPTION</u>
\$ 1.00	ONE
\$ 2.00	TWO
\$ 4.00	FOR
\$ 5.00	FIV
\$ 6.00	SIX
\$ 7.00	SVN
\$ 9.00	NIN
\$ 10.00	TEN
\$ 20.00	TWTY
\$ 50.00	FIFTY
\$ 60.00	SIXTY
\$ 70.00	SVNTY
\$ 100	ONEHUN
\$ 200	TWOHUN
\$ 500	FIVHUN
\$ 700	SVNHUN
\$ 1,000	ONETHO
\$ 1,500	FTNHUN
\$10,000	TENTHO
\$20,000	TWYTHO
\$30,000	THYTHO
\$40,000	FORTHO

(3) Prize symbols: The following are the "prize symbols": "\$1.00," "2.00," "\$4.00," "\$10.00," "\$50.00," "\$500," "\$10,000." One of these prize symbols appears for each game (row) in the "profit" column on the front of the ticket.

(4) Prize symbol captions: The small printed characters appearing below the prize symbols which correspond with and verify 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 50, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOLS</u>	<u>CAPTION</u>
\$ 1.00	ONE
\$ 2.00	TWO
\$ 4.00	FOR
\$ 10.00	TEN
\$ 50.00	FIFTY
\$ 500	FIVHUN
\$10,000	TENTHO

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

(6) Pack-ticket number: The ten-digit number of the form 5000001-000 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 50 constitute the "pack number" which starts at 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 of \$25 and less. For Instant Game Number 50, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols and prize symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00 (\$1 and \$1)
FOR	\$4.00 (\$1 and \$1 and \$2; \$2 and \$2; \$4)
TEN	\$10.00 (\$4 and \$4 and \$2; \$10)
TWY	\$20.00 (\$10 and \$10)

(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. 89-24-055, § 315-11-500, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-501 Criteria for Instant Game Number 50.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner: The bearer of a ticket having a play symbol in the "buy" column that is a lesser amount than the play symbol in the "sell" column in the same game (row) shall win the prize shown in the "profit" column for that game (row). The bearer of a ticket having winning play symbols in more than one game (row) shall win the total amount of prizes in the games (rows) in which there are winning symbols. Play symbols in different games (rows) may not be combined to win a prize.

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

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

set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 50 set forth in WAC 315-11-502, 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 50; and/or

(b) Vary the number of tickets sold in Instant Game Number 50 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-24-055, § 315-11-501, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-502 Ticket validation requirements for Instant Game Number 50.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 50 all of the following validation requirements apply.

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

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

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

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

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-500(1); each of the captions must be exactly one of those described in WAC 315-11-500(2), the prize symbol must be exactly one of those described in WAC 315-11-500(3); and the prize symbol caption must be exactly one of those described in WAC 315-11-500(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. 89-24-055, § 315-11-502, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-510 Definitions for Instant Game Number 51 ("Double Dough").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "4.00"; "24.00"; "50.00"; "2,500"; and "\$\$." One of these play symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 51, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 4.00	FOR DOL
\$ 24.00	TWY FOR
\$ 50.00	\$FIFTY\$
\$ 2,500	TWF HUN
\$\$	DOUBLE

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

(4) Pack-ticket number: The eleven-digit number of the form 05100001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 51 constitute the "pack number" which starts at 05100001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 51, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

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

(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. 89-24-055, § 315-11-510, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-511 Criteria for Instant Game Number 51.** (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 \$	4.00	play symbols	- Win \$	4.00
Two \$	4.00	play symbols and one \$\$	- Win \$	8.00
Three \$	24.00	play symbols	- Win \$	24.00
Three \$	50.00	play symbols	- Win \$	50.00
Two \$	50.00	play symbols and one \$\$	- Win \$	100.00
Three \$	2500.00	play symbols	- Win \$	2500.00
Two \$	2500.00	play symbols and one \$\$	- Win \$	5000.00

(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 51 set forth in WAC 315-11-512, 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 51; and/or

(b) Vary the number of tickets sold in Instant Game Number 51 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-24-055, § 315-11-511, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-512 Ticket validation requirements for Instant Game Number 51.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 51 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	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retail Verification Code	Validation Font

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-510(1) and each of the captions must be exactly one of those described in WAC 315-11-510(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. 89-24-055, § 315-11-512, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-520 Definitions for Instant Game Number 52 ("Grand Slam").** (1) Play symbols: The following are the "play symbols": "WALK"; "STEAL"; "SINGLE"; "DOUBLE"; "TRIPLE"; "HOMERUN"; "GRAND SLAM"; "STRIKE OUT"; "DOUBLE PLAY"; "FOULED OUT"; "POP FLY"; "THROWN OUT"; "TAGGED OUT"; AND "FORCED OUT." One of these symbols appears in each of the four play areas (games) under the rub-off area on the front of the ticket.

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

(3) Pack-ticket number: The eleven-digit number of the form 05200001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 52 constitute the "pack number" which starts at 05200001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(4) 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 52, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols and prize symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00 (\$1 and \$1)
FIV	\$5.00 (\$1, \$2 and \$2; \$1, \$1, \$1 and \$2; \$5)
TEN	\$10.00 (\$1, \$2, \$2 and \$5; \$5 and \$5; \$10)

(5) 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. 89-24-055, § 315-11-520, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-521 Criteria for Instant Game Number 52.** (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 ticket having the following play symbols in any of the four games shall win the following prizes:

<u>PLAY SYMBOL</u>	<u>PRIZE</u>
WALK	\$ 1.00
STEAL	\$ 2.00
SINGLE	\$ 5.00
DOUBLE	\$ 10.00
TRIPLE	\$ 50.00
HOMERUN	\$ 500
GRAND SLAM	\$ 10,000

The bearer of a ticket having winning play symbols in more than one game shall win the total amount of the prizes won in each game. The ticket shall bear a legend which lists the winning play symbols and their corresponding prizes.

(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 52 set forth in WAC 315-11-522, 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 52; and/or

(b) Vary the number of tickets sold in Instant Game Number 52 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 89-24-055, § 315-11-521, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-522 Ticket validation requirements for Instant Game Number 52.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 52 all of the following validation requirements apply.

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

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

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

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

(d) Each of the play symbols must be exactly one of those described in WAC 315-11-520(1).

(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. 89-24-055, § 315-11-522, filed 12/4/89, effective 1/4/90.]

**WAC 315-11-530 Definitions for Instant Game Number 53 ("Aces Wild").** (1) Play symbols: The following are the "play symbols": "A"; "K"; "Q"; "J"; "10"; and "9." One of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket.

(2) Captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 53, the captions which correspond with and verify the play symbols are:

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

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

(4) Pack-ticket number: The eleven-digit number of the form 05300001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 53 constitute the "pack number" which starts at 05300001; 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 53, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$ 10.00
TTF	\$ 24.00

(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. 90-06-060, § 315-11-530, filed 3/6/90, effective 4/6/90.]

**WAC 315-11-531 Criteria for Instant Game Number 53.** (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 3 of 6 spots beneath the removable covering on the front of the ticket shall win the following prize:

Three 9's		- Win	\$1.00
Two 9's and one	☐ symbol	- Win	\$2.00
Three 10's		- Win	\$5.00
Two 10's and one	☐ symbol	- Win	\$10.00
Three J's		- Win	\$24.00
Three Q's		- Win	\$50.00
Two Q's and one	☐ symbol	- Win	\$100.00
Three K's		- Win	\$5,000.00
Two K's and one	☐ symbol	- Win	\$10,000.00

(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 53 set forth in WAC 315-11-532, 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 53; and/or

(b) Vary the number of tickets sold in Instant Game Number 53 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 90-06-060, § 315-11-531, filed 3/6/90, effective 4/6/90.]

**WAC 315-11-532 Ticket validation requirements for Instant Game Number 53.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 53 all of the following validation requirements apply.

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

(b) Each of the six play symbols must have a caption 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	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retail Verification Code	Validation Font

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-530(1) and each of the captions must be exactly one of those described in WAC 315-11-530(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. 90-06-060, § 315-11-532, filed 3/6/90, effective 4/6/90.]

**WAC 315-11-540 Definitions for Instant Game Number 54 ("Two for the Money").** (1) Play symbols: The following are the "play symbols": "8"; "9"; "10"; "J"; "Q"; "K." One of these symbols appears in each of the twelve play spots under the latex covering on the front of the ticket. The twelve play spots are divided into two separate sets of six adjoining play spots. Each set of six adjoining play spots shall be known as a playfield. Each ticket shall have two playfields.

(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 eleven-digit number of the form 05400001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 54 constitute the "pack number" which starts at 05400001; 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 verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 54, the captions which correspond with and verify the play symbols are:

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

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 54, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations in both playfields. At least one letter of the three-letter code shall be in each playfield. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00 (\$1 and \$1)
FOR	\$4.00 (\$2 and \$2)
EGT	\$8.00 (\$4 and \$4)
TLV	\$12.00
TTF	\$24.00 (\$12 and \$12)

(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, 90-06-060, § 315-11-540, filed 3/6/90, effective 4/6/90.]

**WAC 315-11-541 Criteria for Instant Game Number 54.** (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 spots within a playfield 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	\$ 4.00
Three	J's	- Win	\$ 12.00
Three	Q's	- Win	\$ 50.00
Three	K's	- Win	\$ 2,500

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

(c) The bearer of a ticket having a winning set of symbols in both playfields shall win the total amount of the prizes won in each playfield. The ticket shall bear a legend which lists the winning play symbols and their corresponding prizes.

(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 54 set forth in WAC 315-11-542, 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 54; and/or

(b) Vary the number of tickets sold in Instant Game Number 54 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 90-06-060, § 315-11-541, filed 3/6/90, effective 4/6/90.]

**WAC 315-11-542 Ticket validation requirements for Instant Game Number 54.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 54 all of the following validation requirements apply:

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

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

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

Play Symbols  
Captions  
Pack-Ticket Number  
Validation Number  
Retail Verification Code

Play Symbol Font  
Caption Font  
Validation Font  
Validation Font  
Validation Font

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-540(1) and each of the captions must be exactly one of those described in WAC 315-11-540(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, 90-06-060, § 315-11-542, filed 3/6/90, effective 4/6/90.]

**WAC 315-11-550 Definitions for Instant Game Number 55 ("Jackpot").** (1) Play symbols: The following are the "play symbols": "⊗"; "☆"; "⊙"; "△"; "♯"; and "□." One of these play symbols appears in each of the nine play spots in the playfield under the scratch-off material covering the game play data. The nine play spots shall be arranged in three rows, with three play spots to each row.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 55, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
⊗	CHRY
☆	STAR
△	BELL
⊙	LEMN
♯	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 eleven-digit number of the form 05500001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 55 constitute the "pack number" which starts at 05500001; 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 55, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations

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

VERIFICATION CODE	PRIZE
ONE	\$1.00
TWO	\$2.00
FIV	\$5.00
EGT	\$8.00
TEN	10.00
TLV	12.00
TWY	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, 90-11-040, § 315-11-550, filed 5/10/90, effective 6/10/90.]

**WAC 315-11-551 Criteria for Instant Game Number 55.** (1) The price of each instant game ticket shall be \$1.00.

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

(a) The bearer of a ticket having three identical play symbols in the same game (horizontal row) shall win the prize which corresponds with that set of identical play symbols. Play symbols in different games (horizontal rows) may not be combined to win a prize. The ticket shall bear a legend which lists each set of identical play symbols and its corresponding prize:

Three  play symbols - Win \$	1.00
Three  play symbols - Win \$	2.00
Three  play symbols - Win \$	5.00
Three  play symbols - Win \$	10.00
Three  play symbols - Win \$	50.00
Three  play symbols - Win \$	20,000

(b) The bearer of a ticket having winning play symbols in more than one game (horizontal row) shall win the total amount of the prizes won in each game.

(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 55 set forth in WAC 315-11-552, 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 55 and/or

(b) Vary the number of tickets sold in Instant Game Number 55 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 90-11-040, § 315-11-551, filed 5/10/90, effective 6/10/90.]

**WAC 315-11-552 Ticket validation requirements for Instant Game Number 55.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 55, all of the following validation requirements apply.

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

(b) Each of the nine 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	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

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


(e) Each of the play symbols must be exactly one of those described in WAC 315-11-550(1) and each of the captions must be exactly one of those described in WAC 315-11-550(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, 90-11-040, § 315-11-552, filed 5/10/90, effective 6/10/90.]

**WAC 315-11-560 Definitions for Instant Game Number 56 ("Silver Bells").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$12.00"; "\$50.00"; "\$5,000"; and "". One of these play symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 56, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 12.00	TLV DOL
\$ 50.00	\$FIFTY\$
\$ 5,000	FIVTHOU
	DOUBLE

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

(4) Pack-ticket number: The eleven-digit number of the form 05600001-000 printed on the front of the ticket. The



first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 56 constitute the "pack number" which starts at 05600001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 56, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
EGT	\$ 8.00
TLV	\$ 12.00
TTF	\$ 24.00







(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. 90-15-014, § 315-11-560, filed 7/10/90, effective 8/10/90.]

**WAC 315-11-561 Criteria for Instant Game Number 56.** (1) The price of each instant game ticket shall be \$1.00.

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

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

Three \$ 1.00 play symbols		- Win \$ 1.00
Two \$ 1.00 play symbols and one		- Win \$ 2.00
Three \$ 2.00 play symbols		- Win \$ 2.00
Two \$ 2.00 play symbols and one		- Win \$ 4.00
Three \$ 4.00 play symbols		- Win \$ 4.00
Two \$ 4.00 play symbols and one		- Win \$ 8.00
Three \$ 12.00 play symbols		- Win \$ 12.00
Two \$ 12.00 play symbols and one		- Win \$ 24.00
Three \$ 50.00 play symbols		- Win \$ 50.00
Two \$ 50.00 play symbols and one		- Win \$ 100.00
Two \$ 5000.00 play symbols and one		- Win \$ 10000.00

(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 56 set forth in WAC 315-11-562, 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 56; and/or

(b) Vary the number of tickets sold in Instant Game Number 56 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 90-15-014, § 315-11-561, filed 7/10/90, effective 8/10/90.]

**WAC 315-11-562 Ticket validation requirements for Instant Game Number 56.** (1) A valid instant game ticket for Instant Game Number 56 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

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


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

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


(e) Each of the play symbols must be exactly one of those described in WAC 315-11-560(1) and each of the captions must be exactly one of those described in WAC 315-11-560(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. 90-15-014, § 315-11-562, filed 7/10/90, effective 8/10/90.]

**WAC 315-11-570 Definitions for Instant Game Number 57 ("Treasure Island").** (1) Play symbols: The following are the "play symbols": , "\$1.00"; "\$2.00"; "\$5.00"; "\$8.00"; "\$24.00"; "\$50.00"; "\$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 verify 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 57, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
	\$ENTRY\$
\$1.00	ONE DOL
\$2.00	TWO DOL
\$5.00	FIV DOL

\$8.00	EGT DOL
\$24.00	TWY FOR
\$50.00	\$FIFTY\$
\$5000	FIVTHOU

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

(4) Pack-ticket number: The eleven-digit number of the form 05700001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 57 constitute the "pack number" which starts at 05700001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 57, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FIV	\$5.00
EGT	\$8.00
TTF	\$24.00

(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. 90-15-014, § 315-11-570, filed 7/10/90, effective 8/10/90.]

**WAC 315-11-571 Criteria for Instant Game Number 57.** (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 \$ 8.00	play symbols - Win \$	8.00
Three \$ 24.00	play symbols - Win \$	24.00
Three \$ 50.00	play symbols - Win \$	50.00
Three \$ 5000	play symbols - Win \$	5000.00

(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 57 set forth in WAC 315-11-572, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.


(5) There will be a grand prize drawing held in conjunction with Instant Game Number 57. 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 grand prize drawing will be as follows:

One	\$ 10,000 prize
One	\$ 20,000 prize
One	\$ 30,000 prize
One	\$ 40,000 prize
One	\$ 50,000 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 57 will be entered into the grand prize drawing.

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

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

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

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

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

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

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

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

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

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

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

(6) A preliminary drawing will be held to select fifty grand prize entries that will be retained and will be eligible for the grand prize drawing. Each of the entries selected at the preliminary drawing will be awarded a \$1,000 prize. Entries received by the lottery at lottery headquarters by 5:00 p.m. local time on the last business day prior to the preliminary drawing shall be entitled to participation in the preliminary drawing. Entries received at one of the regional offices

must arrive no later than 5:00 p.m. two business days prior to the date of the preliminary drawing to be eligible for 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 will 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 57 and/or

(b) Vary the number of tickets sold in Instant Game Number 57 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 90-19-048, § 315-11-571, filed 9/14/90, effective 10/15/90; 90-15-014, § 315-11-571, filed 7/10/90, effective 8/10/90.]

**WAC 315-11-572 Ticket validation requirements for Instant Game Number 57.** (1) A valid instant game ticket for Instant Game Number 57 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations:

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-570(1) and each of the captions must be exactly one of those described in WAC 315-11-570(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. 90-15-014, § 315-11-572, filed 7/10/90, effective 8/10/90.]

**WAC 315-11-580 Definitions for Instant Game Number 58 ("Photo Finish").** (1) Play symbols: The following are the "play symbols": "1"; "2"; "3"; "5"; "6"; "7"; "9"; "10"; "11." One of these symbols appears under each of the four rub-off spots in the "Your Horse No." column and under each of the four rub-off spots in the "Winning Horse No." column in the play field on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out in full or in abbreviated form of the play symbol. One and only one caption appears under each play symbol. The three-digit ticket number for that ticket shall follow each play symbol caption. For Instant Game Number 58, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
1	ONE
2	TWO
3	THR
5	FIV
6	SIX
7	SVN
9	NIN
10	TEN
11	ELV

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$12.00"; "\$50.00"; "\$5,000." One of these prize symbols appears for each race (row) in the prize column on the front of the ticket.

(4) Prize symbol captions: The small printed characters appearing below each prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under each prize symbol. For Instant Game Number 58, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE
\$2.00	TWO
\$4.00	FOUR
\$8.00	EGT
\$12.00	TLV
\$50.00	FFTY
\$5,000	FVTH

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

(6) Pack-ticket number: The eleven-digit number of the form 05800001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 58 constitute the "pack number" which starts at 05800001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 and less. For Instant Game Number 58, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of eight 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>
ONE	\$1.00
TWO	\$2.00 (\$1 and \$1) (\$2)
FOR	\$4.00 (\$1 and \$1 and \$1 and \$1) (\$2 and \$2)
EGT	\$8.00 (\$4 and \$2 and \$2)
TLV	\$12.00 (\$8 and \$2 and \$1 and \$1)
TTF	\$24.00 (\$12 and \$8 and \$2 and \$2)

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

[Statutory Authority: RCW 67.70.040. 90-19-048, § 315-11-580, filed 9/14/90, effective 10/15/90.]

**WAC 315-11-581 Criteria for Instant Game Number 58.** (1) The price of each instant game ticket shall be \$1.00.

(2) Determination of prize winning tickets: An instant prize winner is determined in the following manner: The bearer of a ticket having a play symbol in the "Your Horse No." column that is exactly the same as in the "Winning Horse No." column in the same race (row) shall win the prize shown in the prize column for that race (row). The bearer of a ticket having winning play symbols in more than one race (row) shall win the total amount of the prizes in each winning race (row). Play symbols in different races (rows) may not be combined to win a prize.

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 58 set forth in WAC 315-11-582, 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 58; and/or

(b) Vary the number of tickets sold in Instant Game Number 58 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 90-19-048, § 315-11-581, filed 9/14/90, effective 10/15/90.]

**WAC 315-11-582 Ticket validation requirements for Instant Game Number 58.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 58 all of the following validation requirements apply.

(a) Exactly one play symbol must appear under each of the four rub-off spots in the "Your Horse No." column and under each of the four rub-off spots in the "Winning Horse No." column on the front of the ticket.

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

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

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

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

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

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-580(1); each of the play symbol captions must be exactly one of those described in WAC 315-11-580(2); each of the prize symbols must be exactly one of those described in WAC 315-11-580(3); and each of the prize symbol captions must be exactly one of those described in WAC 315-11-580(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. 90-19-048, § 315-11-582, filed 9/14/90, effective 10/15/90.]

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

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

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

6	SIX
5	FIV
4	FOR
2	TWO

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

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

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

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
SVN	\$ 7.00
TLV	\$ 12.00

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

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

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

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

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

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

Four matching play symbols (four of a kind) except A's	-	win \$	80.00
Four A's	-	win \$	24,000

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

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

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

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

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

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

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

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

**WAC 315-11-592 Ticket validation requirements for Instant Game Number 59.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 59 all of the following validation requirements apply.

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-590(1) and each of the captions must be exactly one of those described in WAC 315-11-590(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. 90-22-088, § 315-11-592, filed 11/6/90, effective 12/7/90.]

**WAC 315-11-600 Definitions for Instant Game Number 60 ("Double Feature").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$10.00"; "\$24.00"; "\$40.00"; and "\$5,000." One of these play symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 60, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 8.00	EGT DOL
\$ 10.00	TEN DOL
\$ 24.00	TTF DOL
\$ 40.00	\$FORTY\$
\$ 5,000	FIVTHOU

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

(4) Pack-ticket number: The eleven-digit number of the form 06000001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 60 constitute the "pack number" which starts at 06000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 60, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
EGT	\$8.00
TEN	\$10.00
TTF	\$24.00

(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. 90-22-088, § 315-11-600, filed 11/6/90, effective 12/7/90.]

**WAC 315-11-601 Criteria for Instant Game Number 60.** (1) The price of each instant game ticket shall be \$1.00.

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

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

Three \$ 1.00	play symbols - Win \$	1.00
Three \$ 2.00	play symbols - Win \$	2.00
Three \$ 4.00	play symbols - Win \$	4.00
Three \$ 8.00	play symbols - Win \$	8.00
Three \$ 10.00	play symbols - Win \$	10.00
Three \$ 24.00	play symbols - Win \$	24.00
Three \$ 40.00	play symbols - Win \$	40.00
Three \$ 5,000	play symbols - Win \$	5,000.00

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 60 set forth in WAC 315-11-602, 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 60; and/or

(b) Vary the number of tickets sold in Instant Game Number 60 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 90-22-088, § 315-11-601, filed 11/6/90, effective 12/7/90.]

**WAC 315-11-602 Ticket validation requirements for Instant Game Number 60.** (1) A valid instant game ticket for Instant Game Number 60 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-600(1) and each of the captions must be exactly one of those described in WAC 315-11-600(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. 90-22-088, § 315-11-602, filed 11/6/90, effective 12/7/90.]

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

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

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

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

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

Instant Game Number 61, the prize symbols and their corresponding captions are:

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

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

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

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

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

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

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

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

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

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

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

set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 61 set forth in WAC 315-11-612, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



(7) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 62, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

shall also have a prize symbol caption following its play symbol caption.

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

<u>Play Symbols</u>	<u>Play Symbol Font</u>
Prize Symbols	Prize Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

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

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

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

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

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

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

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

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

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out,

in full or abbreviated form, of the prize symbol. Only one caption appears under the prize symbol. For Instant Game Number 63, the prize symbol captions which correspond with and verify the prize symbols are:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 65 set

forth in WAC 315-11-652, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**WAC 315-11-660 Definitions for Instant Game Number 66 ("Tumbling Dice").** (1) Play symbols: The following are the "play symbols": "1," "2," "3," "4," "5," and "6." One of these play symbols appears in each of the

five play spots under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. The five play spots shall be configured with one play symbol at the top of the playfield which shall be labeled "winning number." The other four play symbols shall appear in a horizontal row below the play symbol labeled "winning number."

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

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

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

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

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

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

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

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

beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

director. The numbers, letters, and symbols shall be printed as follows:

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

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

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

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

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

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

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

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

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

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

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and corre-

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

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

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

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

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

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

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

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

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

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 67 set forth in WAC 315-11-672, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

PLAY SYMBOL	CAPTION
G	\$GOLD\$
\$1.00	ONE DOL
\$2.00	TWO DOL
\$5.00	FIV DOL
\$9.00	NIN DOL
\$18.00	EIGHTEEN
\$50.00	\$FIFTY\$
\$100.00	ONEHUND
\$10,000	TENTHOU

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

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

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

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5 00
NIN	\$ 9.00
EGN	\$18.00

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(6) Weekly drawings will be held to select a total of fifty winners who will each be awarded a \$1,000 prize. Entries addressed to Grand Prize Drawing and received by the lottery at its grand prize drawing P.O. Box, or at lottery headquarters or at one of the regional offices by 5:00 p.m. local time two business days prior to each weekly drawing shall be entitled to participation in that week's drawing. The weekly drawings will be conducted at times and places and pursuant to procedures established and announced by the director. A drawing will be held to select ten finalists from the fifty \$1,000 winners. The ten finalists will be eligible to participate in the grant prize drawing provided they have not been disqualified pursuant to these rules.

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

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

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

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-11-691, filed 1/10/92, effective 2/10/92; 91-20-062, § 315-11-691, filed 9/25/91, effective 10/26/91.]

Reviser's note: RCW 34.05.395 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 315-11-692 Ticket validation requirements for Instant Game Number 69.** (1) A valid instant game ticket for Instant Game Number 69 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations:

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

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

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

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

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

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

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

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

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

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

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

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

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

starts at 000 and continues through 399 within each pack of tickets.

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

VERIFICATION CODE	PRIZE
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
EGT	\$8.00
EGN	\$18.00

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**WAC 315-11-710 Definitions for Instant Game Number 71 ("Lucky 7's II").** (1) Play symbols: The following are the "play symbols": "0"; "2"; "3"; "4"; "5"; "6"; "7"; and "9." One of these play symbols appears in each of the nine play spots under the latex covering on the front of the ticket. The nine play spots are arranged in a three by three configuration. The area under the latex covering shall be known as the playfield.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out, in full or in abbreviated form of the play symbol. One and only one caption appears under each play symbol. For Instant Game Number 71, the captions which correspond with and verify the play symbols are:

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

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

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under the prize symbol. For Instant Game Number 71, the prize symbol captions which correspond with and verify the prize symbols are:

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

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

(6) Pack-ticket number: The eleven-digit number of the form 07100001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 71 constitute the "pack number" which starts at 07100001; 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 71, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

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

(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. 92-03-048, § 315-11-710, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-711 Criteria for Instant Game Number 71.** (1) The price of each instant game ticket shall be \$1.00.

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

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

(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 71 set forth in WAC 315-11-712, 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. 92-03-048, § 315-11-711, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-712 Ticket validation requirements for Instant Game Number 71.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 71, all of the following validation requirements apply.

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

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

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

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

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

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

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-710(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-710(2).

(h) Each of the prize symbols must be exactly one of those described in WAC 315-11-710(3) and each of the play symbol captions must be exactly one of those described in WAC 315-11-710(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. 92-03-048, § 315-11-712, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-720 Definitions for Instant Game Number 72 ("Moolah Moolah").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$40.00"; "\$5,000"; and "☛." One of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket.

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

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

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

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

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

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
EGT	\$ 8.00
SXT	\$16.00

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**WAC 315-11-730 Definitions for Instant Game Number 73 ("Whirlwin").** (1) Play symbols: The following are the "play symbols": "0"; "1"; "2"; "3"; "4"; "5"; "6"; and "9." One of these play symbols appears in each of the five play spots under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. One play symbol shall be in the center of the playfield. The other four play symbols shall be placed on the inside perimeter of the playfield.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption contains four characters. The first character repeats the play symbol. The last three characters repeat the ticket number. One and only one play symbol caption appears under each play symbol. An example of play symbol captions for Instant Game Number 73 follows:

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

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$5.00"; "\$8.00"; "\$40.00"; and "\$5,000." One of these prize symbols appears above each of the four play symbols placed on the inside perimeter of the playfield. There is no prize symbol above the center play symbol.

(4) Prize symbol captions: The small printed characters which follow the play symbol caption and verify and correspond with that prize symbol. The prize symbol caption is a spelling out, in full or abbreviated form, of the prize symbol. For Instant Game Number 73, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE
\$ 2.00	TWO
\$ 5.00	FIV
\$ 8.00	EGT
\$ 40.00	FRY
\$ 5,000	FTH

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

(6) Pack-ticket number: The eleven-digit number of the form 07300001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 73 constitute the "pack number" which starts at 07300001; 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 73, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

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

(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. 92-03-048, § 315-11-730, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-731 Criteria for Instant Game Number 73.** (1) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 73 set forth in WAC 315-11-732, 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. 92-03-048, § 315-11-731, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-732 Ticket validation requirements for Instant Game Number 73.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 73 all of the following validation requirements apply.

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

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

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

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

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

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

(f) Each of the play symbols must be exactly one of those described in WAC 315-11-730(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-730(2).

(g) Each of the prize symbols must be exactly one of those described in WAC 315-11-730(3) and each of the prize symbol captions must be exactly one of those described in WAC 315-11-730(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. 92-03-048, § 315-11-732, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-740 Definitions for Instant Game Number 74 ("Grand Slam II").** (1) Play symbols: The following are the "play symbols": "WALK"; "STEAL"; "SINGLE"; "TRIPLE"; "HOMERUN"; "GRAND SLAM"; "STRIKE"; "FOUL"; "POP FLY"; "THROWN OUT"; "TAGGED"; and "FORCED OUT." One of these symbols appears in each of the four areas (games) under the latex covering on the front of the ticket.

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

(3) Pack-ticket number: The eleven-digit number of the form 07400001-000 printed on the front of the ticket. The

first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 74 constitute the "pack number" which starts at 07400001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(4) 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 74, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00 (\$1 and \$1; \$2)
FOR	\$ 4.00 (\$2 and \$2; \$4)
SVN	\$ 7.00 (\$1, \$2, and \$4)
EGN	\$ 18.00 (\$10, \$4 and \$4)

(5) 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. 92-03-048, § 315-11-740, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-741 Criteria for Instant Game Number 74.** (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 ticket having the following play symbols in any of the four games shall win the following prizes:

<u>PLAY SYMBOL</u>	<u>PRIZE</u>
WALK	\$ 1.00
STEAL	\$ 2.00
SINGLE	\$ 4.00
TRIPLE	\$ 10.00
HOMERUN	\$ 50.00
GRAND SLAM	\$ 5,000

The bearer of a ticket having winning play symbols in more than one game shall win the total amount of the prizes won in each game. The ticket shall bear a legend which lists the winning play symbols and their corresponding prizes.

(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 74 set forth in WAC 315-11-742, 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 74; and/or

(b) Vary the number of tickets sold in Instant Game Number 74 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-11-741, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-742 Ticket validation requirements for Instant Game Number 74.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 74 all of the following validation requirements apply.

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

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

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

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

(d) Each of the play symbols must be exactly one of those described in WAC 315-11-740(1).

(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. 92-03-048, § 315-11-742, filed 1/10/92, effective 2/10/92.]

**WAC 315-11-753 Definitions for Instant Game Number 75 ("Wildcard").** (1) Play symbols: The following are the "play symbols": "A"; "K"; "Q"; "J"; "10"; and "9." One of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket.

(2) Captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 75, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
A	ACE
K	KNG
Q	QUE
J	JAC
10	TEN
9	NIN
☆	WLD

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

(4) Pack-ticket number: The eleven-digit number of the form 07500001-000 printed on the front of the ticket. The

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first eight digits of the pack-ticket number for Instant Game Number 75 constitute the "pack number" which starts at 07500001; 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 \$25.00 and less. For Instant Game Number 75, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
EGT	\$ 8.00
SXT	\$ 16.00

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

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-11-753, filed 3/18/92, effective 4/18/92.]

**WAC 315-11-754 Criteria for Instant Game Number 75.** (1) The price of each instant game ticket shall be \$1.00.

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

The bearer of a ticket having the following play symbols in any 3 of 6 spots beneath the removable covering on the front of the ticket shall win the following prize:

Three 9's	-	Win	\$ 1.00
Two 9's and one ☆ symbol	-	Win	\$ 2.00
Three 10's	-	Win	\$ 2.00
Two 10's and one ☆ symbol	-	Win	\$ 4.00
Three J's	-	Win	\$ 4.00
Two J's and one ☆ symbol	-	Win	\$ 8.00
Three Q's	-	Win	\$ 16.00
Three K's	-	Win	\$ 40.00
Two K's and one ☆ symbol	-	Win	\$ 80.00
Three A's	-	Win	\$ 10,000

(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 75 set forth in WAC 315-11-755, 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 75; and/or

(b) Vary the number of tickets sold in Instant Game Number 75 in a manner that will maintain the estimated average odds of purchasing a winning ticket.



[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-11-754, filed 3/18/92, effective 4/18/92.]

**WAC 315-11-755 Ticket validation requirements for Instant Game Number 75.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 75 all of the following validation requirements apply.

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

(b) Each of the six play symbols must have a caption 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	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-753(1) and each of the captions must be exactly one of those described in WAC 315-11-753(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. 92-08-002, § 315-11-755, filed 3/18/92, effective 4/18/92.]

**WAC 315-11-760 Definitions for Instant Game Number 76 ("Gold & Glory").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$18.00"; "\$40.00"; "\$80.00"; and "\$5,000." One of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 76, the captions which correspond with and verify the play symbols are:

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

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

(4) Pack-ticket number: The eleven-digit number of the form 07600001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 76 constitute the "pack number" which starts at 07600001; 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 \$25.00 or less. For Instant Game Number 76, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

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

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

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-11-760, filed 3/18/92, effective 4/18/92.]

**WAC 315-11-761 Criteria for Instant Game Number 76.** (1) The price of each instant game ticket shall be \$1.00.

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

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

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

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 76 set forth in WAC 315-11-762, 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 76; and/or

(b) Vary the number of tickets sold in Instant Game Number 76 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 92-08-002, § 315-11-761, filed 3/18/92, effective 4/18/92.]

**WAC 315-11-762 Ticket validation requirements for Instant Game Number 76.** (1) A valid instant game ticket for Instant Game Number 76 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-760(1) and each of the captions must be exactly one of those described in WAC 315-11-760(2).

(2) Any ticket not passing all the validation requirements in WAC 315-10-076 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040, 92-08-002, § 315-11-762, filed 3/18/92, effective 4/18/92.]

**WAC 315-11-770 Definitions for Instant Game Number 77 ("Three Cards Up").** (1) Play symbols: The following are the "play symbols": "A"; "K"; "Q"; "J"; "10"; "9"; "7"; "6"; "5"; "4"; "3"; and "2." One of these symbols appears in each of the six play spots on the front of the ticket. The six play spots shall be divided into two separate sets of three horizontally adjoining play spots. Each set of three horizontally adjoining play spots shall be known as a playfield and shall be covered with latex. Each ticket shall have two playfields.

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

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

For Instant Game Number 77, the captions which correspond with and verify the play symbols are:

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

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

(4) Pack-Ticket number: The eleven-digit number of the form 07700001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 77 constitute the "pack number" which starts at 07700001; 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 latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 and less. For Instant Game Number 77, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00 (\$2; \$1 & \$1)
FOR	\$ 4.00 (\$4; \$2 & \$2)
NIN	\$ 9.00 (\$5 & \$4)
TTN	\$ 21.00 (\$21)

(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, 92-11-033, § 315-11-770, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-771 Criteria for Instant Game Number 77.** (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 one of the playfields which total one of the following numbers shall win the corresponding prize:

15 - \$	1.00
16 - \$	2.00
17 - \$	4.00
18 - \$	5.00
19 - \$	21.00
20 - \$	50.00
21 - \$	2,500

(b) In determining the total in a playfield, a number play symbol shall count its face value; J, Q, and K shall each count ten and A shall count 11.

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

(d) The bearer of a ticket having a winning set of symbols in both playfields shall win the total amount of the prizes won in each playfield.

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 77 set forth in WAC 315-11-772, 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 77; and/or

(b) Vary the number of tickets sold in Instant Game Number 77 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-11-033, § 315-11-771, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-772 Ticket validation requirements for Instant Game Number 77.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 77 all of the following validation requirements apply.

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-770(1) and each of the

captions must be exactly one of those described in WAC 315-11-770(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. 92-11-033, § 315-11-772, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-780 Definitions for Instant Game Number 78 ("Applebucks").** (1) Play symbols: The following are the "play symbols": "♠"; "♣"; "♥"; "♦"; "♣"; "♠"; "♣"; "♠"; and "♣." One of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 78, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
♠	SKIER
♣	MOOSE
♥	CHRY
♦	SHIP
♣	TREE
♠	FISH
♣	PLANE
♠	APPLE

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

(4) Pack-ticket number: The eleven-digit number of the form 07800001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 78 constitute the "pack number" which starts at 07800001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25 or less. For Instant Game Number 78, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

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

(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, 92-11-033, § 315-11-780, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-781 Criteria for Instant Game Number 78.** (1) The price of each instant game ticket shall be \$1.00.

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

The bearer of a ticket having 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	☞	play symbols	-	Win	\$ 1.00
Three	☜	play symbols	-	Win	\$ 2.00
Three	☛	play symbols	-	Win	\$ 4.00
Three	☞	play symbols	-	Win	\$ 7.00
Three	☜	play symbols	-	Win	\$ 17.00
Three	☛	play symbols	-	Win	\$ 40.00
Three	☞	play symbols	-	Win	\$ 80.00
Three	☜	play symbols	-	Win	\$ 10,000

(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 78 set forth in WAC 315-11-782, 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 78; and/or

(b) Vary the number of tickets sold in Instant Game Number 78 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040, 92-11-033, § 315-11-781, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-782 Ticket validation requirements for Instant Game Number 78.** (1) A valid instant game ticket for Instant Game Number 78 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-780(1) and each of the captions must be exactly one of those described in WAC 315-11-780(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, 92-11-033, § 315-11-782, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-790 Definitions for Instant Game Number 79 ("Movie Money").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$9.00"; "\$19.00"; "\$50.00"; "\$500"; "\$5,000." One of these play symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 79, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 9.00	NIN DOL
\$ 19.00	NIT DOL
\$ 50.00	\$FIFTY\$
\$ 500	FIVHUND
\$ 5,000	FIVTHOU

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

(4) Pack-ticket number: The eleven-digit number of the form 07900001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 79 constitute the "pack number" which starts at 07900001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 79, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
NIN	\$ 9.00
NIT	\$ 19.00

(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. 92-11-033, § 315-11-790, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-791 Criteria for Instant Game Number 79.** (1) The price of each instant game ticket shall be \$1.00.

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

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

Three	\$1.00	play symbols	-	Win	\$1.00
Three	\$2.00	play symbols	-	Win	\$2.00
Three	\$4.00	play symbols	-	Win	\$4.00
Three	\$9.00	play symbols	-	Win	\$9.00
Three	\$19.00	play symbols	-	Win	\$19.00
Three	\$50.00	play symbols	-	Win	\$50.00
Three	\$500	play symbols	-	Win	\$500
Three	\$5,000	play symbols	-	Win	\$5,000

(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 79 set forth in WAC 315-11-792, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) A movie video promotion shall be offered in conjunction with Instant Game Number 79. The ticket shall contain a message under the latex covering informing the player whether cash or a video promotional gift has been won. Every nonwinning "Movie Money" ticket shall be eligible for entry into drawings for additional promotional gifts. Procedures for redemption of the video promotional gifts and drawings shall be established by the director.

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

(a) Vary the length of Instant Game Number 79; and/or

(b) Vary the number of tickets sold in Instant Game Number 79 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-11-033, § 315-11-791, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-792 Ticket validation requirements for Instant Game Number 79.** (1) A valid instant game ticket for Instant Game Number 79 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations:

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-790(1) and each of the captions must be exactly one of those described in WAC 315-11-790(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. 92-11-033, § 315-11-792, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-800 Definitions for Instant Game Number 80 ("Bowling for Bucks").** (1) Play symbols: The following are the "play symbols": "140"; "141"; "142"; "143"; "144"; "145"; "146"; "149"; "220"; "221"; "222"; "223"; "224"; "225"; "226"; "229"; "250"; "251"; "252"; "253"; "254"; "255"; "256"; and "259." One of these symbols appears under each of the three play spots under the latex covering in the "your score" column and under each of the three play spots under the latex covering in the "their score" column in the playfield on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. One and only one caption appears under each play symbol. The play symbol captions for Instant Game Number 80 shall consist of the number 1, 2, or 3, in parentheses, to indicate the location of the play symbol in game (row) 1, game (row) 2, or game (row) 3, followed by the three digit numerical play symbol.

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$5.00"; "\$8.00"; "\$40.00"; "\$5,000." One of these prize symbols appears in the prize column of each game (row) in the playfield on the front of the ticket.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. One and only one caption appears under each prize symbol. The number 1, 2, or 3 precedes each caption to indicate the location of the caption in Game 1, Game 2, or Game 3. For Instant Game Number 80, the prize symbols and their corresponding captions are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE
\$ 2.00	TWO
\$ 5.00	FIV
\$ 8.00	EGT
\$ 40.00	FORTY
\$ 5,000	FIVTHO

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

(6) Pack-ticket number: The eleven-digit number of the form 08000001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 80 constitute the "pack number" which starts at 08000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 and less. For Instant Game Number 80, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols and prize symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
TWO	\$ 2.00 (\$1 and \$1; \$2)
FIV	\$ 5.00 (\$5)
EGT	\$ 8.00 (\$5, \$2 and \$1)
SXT	\$ 16.00 (\$8 and \$8)

(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. 92-11-033, § 315-11-800, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-801 Criteria for Instant Game Number 80.** (1) The price of each instant game ticket shall be \$1.00.

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 80 set forth in WAC 315-11-802, 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 80; and/or

(b) Vary the number of tickets sold in Instant Game Number 80 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-11-033, § 315-11-801, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-802 Ticket validation requirements for Instant Game Number 80.**

(1) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 80 shall comply with all of the following validation requirements:

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

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

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

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

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

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

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-800(1); each of the play symbol captions must be exactly one of those described in WAC 315-11-800(2); each of the prize symbols must be exactly one of those described in WAC 315-11-800(3); and each of the prize symbol captions must be exactly one of those described in WAC 315-11-800(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. 92-11-033, § 315-11-802, filed 5/15/92, effective 6/15/92.]

**WAC 315-11-810 Definitions for Instant Game Number 81 ("Joker Poker").**

(1) Play symbols: The following are the "play symbols": "A"; "K"; "Q"; "J"; "10"; "9"; "8"; "7"; "6"; "5"; "4"; and "♠". One of these play symbols appears in each of the ten play spots under the latex

covering on the front of the ticket. The ten play spots are divided into two horizontal rows ("hands") of five adjoining spots. Each horizontal set of five adjoining play spots shall constitute one game and shall be known as a playfield. Each ticket shall have two playfields.

(2) Captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 81, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
	JKR
A	ACE
K	KNG
Q	QUE
J	JAC
10	TEN
9	NIN
8	EGT
7	SVN
6	SIX
5	FIV
4	FOR

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

(4) Pack-ticket number: The eleven-digit number of the form 08100001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 81 constitute the "pack number" which starts at 08100001; 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 \$25.00 and less. For Instant Game Number 81, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of eight locations among the play symbols on the front of the ticket. The retailer verification codes are:

VERIFICATION CODE	PRIZE
ONE	\$ 1.00
TWO	\$ 2.00 (\$2; \$1 and \$1)
FOR	\$ 4.00 (\$4; \$2 and \$2)
SVN	\$ 7.00
SVT	\$ 17.00


(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. 92-15-082, § 315-11-810, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-811 Criteria for Instant Game Number 81.** (1) The price of each instant game ticket shall be \$1.00.

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

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

Two	9's	-	win	\$1.00
Two	10's	-	win	\$2.00
Two	J's	-	win	\$4.00
Two	Q's	-	win	\$7.00
Two	K's	-	win	\$17.00
Two	A's	-	win	\$50.00
Two		-	win	\$21,000

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

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

(d) The bearer of a ticket having winning play symbols in both games shall win the total amount of the prizes won in each game.

(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 81 set forth in WAC 315-11-812, 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 81; and/or

(b) Vary the number of tickets sold in Instant Game Number 81 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-15-082, § 315-11-811, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-812 Ticket validation requirements for Instant Game Number 81.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 81 all of the following validation requirements apply.

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-810(1) and each of the captions must be exactly one of those described in WAC 315-11-810(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. 92-15-082, § 315-11-812, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-820 Definitions for Instant Game Number 82 ("10th Anniversary Game").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$10.00"; "\$20.00"; "\$100.00"; and "\$10,000." One of these play symbols appears in each of the nine play spots under the latex covering on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 82, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 10.00	TEN DOL
\$ 20.00	TWY DOL
\$ 100.00	ONEHUND
\$ 10,000	TENTHOU

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

(4) Pack-ticket number: The eleven-digit number of the form 08200001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 82 constitute the "pack number" which starts at 08200001; 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 \$25.00 or less. For Instant Game Number 82, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
TEN	\$ 10.00
TWY	\$ 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. 92-15-082, § 315-11-820, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-821 Criteria for Instant Game Number 82.** (1) The price of each instant game ticket shall be \$1.00.

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

The bearer of a ticket having the following play symbols in any three of the nine 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	\$ 100.00	play symbols	-	Win \$ 100.00
Three	\$ 10,000	play symbols	-	Win \$ 10,000

(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 82 set forth in WAC 315-11-822, 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 82; and/or

(b) Vary the number of tickets sold in Instant Game Number 82 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-15-082, § 315-11-821, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-822 Ticket validation requirements for Instant Game Number 82.** (1) A valid instant game ticket for Instant Game Number 82 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

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



director. The numbers, letters, and symbols shall be printed as follows:

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-820(1) and each of the captions must be exactly one of those described in WAC 315-11-820(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. 92-15-082, § 315-11-822, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-830 Definitions for Instant Game Number 83 ("Surprise Package").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$14.00"; "\$24.00"; "\$40.00"; "\$80.00"; and "\$5,000." One of these play symbols appears in each of the nine play spots under the latex covering on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 83, the captions which correspond with and verify the play symbols are:

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

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

(4) Pack-ticket number: The eleven-digit number of the form 08300001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 83 constitute the "pack number" which starts at 08300001; 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 \$25.00 or less. For Instant Game Number

83, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

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

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

[Statutory Authority: RCW 67.70.040. 92-15-082, § 315-11-830, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-831 Criteria for Instant Game Number 83.** (1) The price of each instant game ticket shall be \$1.00.

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

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

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

(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 83 set forth in WAC 315-11-832, 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 83; and/or

(b) Vary the number of tickets sold in Instant Game Number 83 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-15-082, § 315-11-831, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-832 Ticket validation requirements for Instant Game Number 83.** (1) A valid instant game ticket for Instant Game Number 83 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

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

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

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


(e) Each of the play symbols must be exactly one of those described in WAC 315-11-830(1) and each of the captions must be exactly one of those described in WAC 315-11-830(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. 92-15-082, § 315-11-832, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-840 Definitions for Instant Game Number 84 ("Fat Cat").** (1) Play symbols: The following are the "play symbols": "\$"; "\$1.00"; "\$2.00"; "\$4.00"; "\$9.00"; "\$19.00"; "\$50.00"; "\$100.00"; "\$10,000." One of these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 84, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
	FAT CAT
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 9.00	NIN DOL
\$ 19.00	NINTEEN
\$ 50.00	\$FIFTY\$
\$ 100.00	ONEHUND
\$ 10,000	TENTHOU

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

(4) Pack-ticket number: The eleven-digit number of the form 08400001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 84 constitute the "pack number" which starts at 08400001; the last three digits constitute the "ticket number"

which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 84, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
NIN	\$ 9.00
NIT	\$ 19.00

(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. 92-15-082, § 315-11-840, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-841 Criteria for Instant Game Number 84.** (1) The price of each instant game ticket shall be \$1.00.

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

The bearer of a ticket having 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	\$ 9.00	play symbols	-	Win \$	9.00
Three	\$ 19.00	play symbols	-	Win \$	19.00
Three	\$ 50.00	play symbols	-	Win \$	50.00
Three	\$ 100.00	play symbols	-	Win \$	100.00
Three	\$ 10,000	play symbols	-	Win \$	10,000

(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 84 set forth in WAC 315-11-842, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) There will be a grand prize drawing held in conjunction with Instant Game Number 84. It will be conducted at a time and place and pursuant to procedures to be established and announced by the director. Qualifying entries from Instant Game Number 84 will be entered into the grand prize drawing.

(a) To be eligible for entry into the drawings held pursuant to this section, an entrant must:

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

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

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

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

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

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

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

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

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

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

(6) Selection of the winning grand prize drawing entrants shall be made in the following manner:

(a) Weekly drawings will be held to select a total of fifty winners who will each be awarded a \$1,000 prize. Entries addressed to Grand Prize Drawing and received by the lottery at its grand prize drawing P.O. Box, or at lottery headquarters or at one of the regional offices by 5:00 p.m. local time two business days prior to each weekly drawing shall be entitled to participation in that week's drawing. The weekly drawings will be conducted at times and places and pursuant to procedures established and announced by the director.

(b) A drawing will be held to select ten grand prize drawing finalists from the fifty \$1,000 winners.

(c) The ten finalists selected for participation in the grand prize drawing will each win a prize ranging in amount from \$10,000 to \$100,000. In the event that the aggregate prize amount won by the ten finalist[s] at the grand prize drawing is less than \$550,000, each finalist shall also receive one-tenth of the difference between \$550,000 and the aggregate amount won.

(d) An entrant must be eligible for entry into the drawings held pursuant to these rules to participate in the grand prize drawing or to receive any prize money.

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

(a) Vary the length of Instant Game Number 84; and/or

(b) Vary the number of tickets sold in Instant Game Number 84 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-15-082, § 315-11-841, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-842 Ticket validation requirements for Instant Game Number 84.** (1) A valid instant game

ticket for Instant Game Number 84 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations:

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-840(1) and each of the captions must be exactly one of those described in WAC 315-11-840(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. 92-15-082, § 315-11-842, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-850 Definitions for Instant Game Number 85 ("7-11-21").** (1) Play symbols: The following are the "play symbols": "0"; "1"; "2"; "3"; "4"; "5"; "6"; and "9." One of these play symbols appears in each of the six play spots under the latex covering on the front of the ticket. The six play spots are divided into two horizontal rows of three adjoining spots. Each horizontal set of three adjoining play spots shall constitute one game and shall be known as a playfield. Each ticket shall have two playfields.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 85, the captions which correspond with and verify the play symbols are:

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

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$7.00"; "\$11.00"; "\$21.00"; "\$70.00"; "\$1,100"; and "\$21,000." One of these prize symbols appears under the box on front of the ticket

which has "Prize" printed on the latex covering. The prize box shall be contiguous to the playfield.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with the 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 85, the captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 7.00	SEV DOL
\$ 11.00	ELV DOL
\$ 21.00	TTN DOL
\$ 70.00	\$SVNTY\$
\$ 1,100	ELVHDRD
\$ 21,000	TTNTHOU

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

(6) Pack-ticket number: The eleven-digit number of the form 08500001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 85 constitute the "pack number" which starts at 08500001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(7) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 85, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FOR	\$ 4.00
SVN	\$ 7.00
ELV	\$ 11.00
TTN	\$ 21.00

(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. 92-15-082, § 315-11-850, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-851 Criteria for Instant Game Number 85.** (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 in which the sum of the three play symbols in one game is 7, 11, or 21 shall win the prize specified in the prize box.

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 85 set forth in WAC 315-11-852, 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 85; and/or

(b) Vary the number of tickets sold in Instant Game Number 85 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-15-082, § 315-11-851, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-852 Ticket validation requirements for Instant Game Number 85.** (1) A valid instant game ticket for Instant Game Number 85 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-850(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-850(2). The prize symbol must be exactly one of those described in WAC 315-11-850(3) and the prize symbol caption must be exactly one of those described in WAC 315-11-850(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. 92-15-082, § 315-11-852, filed 7/16/92, effective 8/16/92.]

**WAC 315-11-860 Definitions for Instant Game Number 86 ("Black Jack").** (1) Play symbols: The

following are the "play symbols": "11"; "12"; "13"; "15"; "16"; "17"; "19"; "20"; and "21." One of these play symbols appears in each of the three play spots in the "your hand" column and in each of the three play spots in the "their hand" column in the playfield on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. The number 1, 2, or 3 precedes each play symbol caption to indicate the location of the play symbol in Game 1, Game 2, or Game 3. For Instant Game Number 86, the captions which correspond with and verify the play symbols are:

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

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$16.00"; "\$40.00"; and "\$5,000." One of these prize symbols appears for each game (row) in the prize column on the front of the ticket.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under each prize symbol. The number 1, 2, or 3 precedes each prize symbol caption to indicate the location of the prize symbol in Game 1, Game 2, or Game 3. For Instant Game Number 86, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$8.00	EG DOL
\$16.00	SIXTEEN
\$40.00	\$FORTY\$
\$5,000	FIVTHOU

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

(6) Pack-ticket number: The eleven-digit number of the form 08600001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 86 constitute the "pack number" which starts at 08600001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

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

Number 86, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00 (\$2; \$1 and \$1)
FOR	\$4.00 (\$4; \$2, \$1 and \$1)
EGT	\$8.00 (\$4 and \$4)
SXT	\$16.00 (\$16; \$8, \$4 and \$4)

(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. 92-19-057, § 315-11-860, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-861 Criteria for Instant Game Number 86.** (1) The price of each instant game ticket shall be \$1.00.

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

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 86 set forth in WAC 315-11-862, 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 86; and/or

(b) Vary the number of tickets sold in Instant Game Number 86 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-11-861, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-862 Ticket validation requirements for Instant Game Number 86.** (1) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 86 shall comply with all of the following validation requirements.

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

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

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

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

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

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

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-860(1); each of the play symbol captions must be exactly one of those described in WAC 315-11-860(2); each of the prize symbols must be exactly one of those described in WAC 315-11-860(3); and each of the prize symbol captions must be exactly one of those described in WAC 315-11-860(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, 92-19-057, § 315-11-862, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-870 Definitions for Instant Game Number 87 ("Double Dribble").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$7.00"; "\$21.00"; "\$50.00"; and "\$10,000." One of these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 87, 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
\$7.00	SVN DOL
\$21.00	TTN DOL
\$50.00	\$FIFTY\$
\$10,000	TENTHOU

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

(4) Pack-ticket number: The eleven-digit number of the form 08700001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game

Number 87 constitute the "pack number" which starts at 08700001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 87, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
SVN	\$7.00
FRN	\$14.00
TTN	\$21.00

(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, 92-19-057, § 315-11-870, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-871 Criteria for Instant Game Number 87.** (1) The price of each instant game ticket shall be \$1.00.

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

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

Three \$1.00 play symbols - Win	\$1.00
Three \$2.00 play symbols - Win	\$2.00
Three \$7.00 play symbols - Win	\$7.00
Three \$21.00 play symbols - Win	\$21.00
Three \$50.00 play symbols - Win	\$50.00
Three \$10,000 play symbols - Win	\$10,000

(b) There shall be a latex covered area contiguous to the play area which may inform the ticket holder that the prize won in the play area is doubled. If such a statement is on a ticket, the ticket's prize shall be double the amount won pursuant to (a) of this subsection.

(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 87 set forth in WAC 315-11-872, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

(5) A Tee-shirt promotion shall be offered in conjunction with Instant Game Number 87. Players who obtain five tickets containing the message "Tee-shirt" under the latex covering shall be entitled to a free Tee-shirt. Procedures for

redemption of the Tee-shirt promotional gifts shall be established by the director.

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

(a) Vary the length of Instant Game Number 87; and/or

(b) Vary the number of tickets sold in Instant Game Number 87 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-11-871, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-872 Ticket validation requirements for Instant Game Number 87.** (1) A valid instant game ticket for Instant Game Number 87 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations:

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-870(1) and each of the captions must be exactly one of those described in WAC 315-11-870(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. 92-19-057, § 315-11-872, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-880 Definitions for Instant Game Number 88 ("Money Tree").** (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$19.00"; "\$50.00"; "\$500.00"; and "\$10,000." One of these play symbols appears in each of the nine play spots under the latex covering on the front of the ticket.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 88, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$8.00	EGT DOL
\$19.00	NIT DOL
\$50.00	\$FIFTY\$
\$500.00	FIVHUND
\$10,000	TENTHOU

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

(4) Pack-ticket number: The eleven-digit number of the form 08800001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 88 constitute the "pack number" which starts at 08800001; 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 \$25.00 or less. For Instant Game Number 88, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
EGT	\$8.00
NIT	\$19.00

(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. 92-19-057, § 315-11-880, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-881 Criteria for Instant Game Number 88.** (1) The price of each instant game ticket shall be \$1.00.

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

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

Three	\$1.00	play symbols - Win	\$1.00
Three	\$2.00	play symbols - Win	\$2.00
Three	\$4.00	play symbols - Win	\$4.00
Three	\$8.00	play symbols - Win	\$8.00
Three	\$19.00	play symbols - Win	\$19.00
Three	\$50.00	play symbols - Win	\$50.00
Three	\$500.00	play symbols - Win	\$500.00
Three	\$10,000	play symbols - Win	\$10,000

(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 88 set forth in WAC 315-11-882, 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 88; and/or

(b) Vary the number of tickets sold in Instant Game Number 88 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-11-881, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-882 Ticket validation requirements for Instant Game Number 88.** (1) A valid instant game ticket for Instant Game Number 88 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

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

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-880(1) and each of the captions must be exactly one of those described in WAC 315-11-880(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. 92-19-057, § 315-11-882, filed 9/11/92, effective 10/12/92.]

**WAC 315-11-890 Definitions for Instant Game Number 89 ("Eights Are Crazy").** (1) Play symbols: The following are the "play symbols": "1;" "2;" "4;" "5;" "6;" "8;" and "9." One of these play symbols appears in each of the nine play spots under the latex covering on the front of the ticket. The nine play spots are arranged in a three-by-three configuration. The area under the latex covering shall be known as the playfield.

(2) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption contains four characters. The first character repeats the play symbol. The last three characters repeat the ticket number. One and only one play symbol caption appears under each play symbol. An example of play symbol captions for Instant Game Number 89 follows:

<u>PLAY SYMBOL</u>	<u>CAPTION</u> (Example for ticket number 122)
1	1122
2	2122
4	4122
5	5122
6	6122
8	8122
9	9122

(3) Prize symbols: The following are the "prize symbols": "\$1.00;" "\$2.00;" "\$4.00;" "\$8.00;" "\$18.00;" "\$80.00;" "800;" and "\$8,888." One of these prize symbols appears under the prize box on the front of the ticket which has the word "PRIZE" printed on the latex covering. The prize box shall be contiguous to the playfield.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under the prize symbol. For Instant Game Number 89, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$8.00	EGT DOL
\$18.00	EGTTEEN
\$80.00	EIGHTYS
\$800	EGTHUND
\$8,888	FOREGTS

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

(6) Pack-ticket number: The eleven-digit number of the form 08900001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 89 constitute the "pack number" which starts at 08900001; 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 89, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:



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

(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. 92-23-032, § 315-11-890, filed 11/13/92, effective 12/14/92.]

**WAC 315-11-891 Criteria for Instant Game Number 89.** (1) The price of each instant game ticket shall be \$1.00.

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

(a) The bearer of a ticket having three "8" 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.

(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 89 set forth in WAC 315-11-892, 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. 92-23-032, § 315-11-891, filed 11/13/92, effective 12/14/92.]

**WAC 315-11-892 Ticket validation requirements for Instant Game Number 89.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 89, all of the following validation requirements apply.

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

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

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

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

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

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

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

(g) Each of the play symbols must be exactly one of those described in WAC 315-11-890(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-890(2).

(h) Each of the prize symbols must be exactly one of those described in WAC 315-11-890(3) and each of the prize symbol captions must be exactly one of those described in WAC 315-11-890(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. 92-23-032, § 315-11-892, filed 11/13/92, effective 12/14/92.]

**WAC 315-11-900 Definitions for Instant Game Number 90 ("Jackpot").** (1) Play symbols: The following are the "play symbols": "♣"; "☆"; "○"; "⊗"; "♠"; "△"; and "☒." One of these play symbols appears in each of the nine play spots in the playfield under the scratch-off material covering the game play data. The nine play spots shall be arranged in three rows, with three play spots to each row.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 90, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
♣	CHRY
☆	STAR
○	LEMN
⊗	CLVR
♠	BELL
♠	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 eleven-digit number of the form 09000001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 90 constitute the "pack number" which starts at 09000001; 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 90, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00 (\$1 and \$1)
FOR	\$ 4.00 (\$2 and \$2)
SVN	\$ 7.00 (\$5 and \$2)
NIN	\$ 9.00 (\$5 and \$2 and \$2; \$7 and \$2)
NIT	\$19.00

(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. 92-23-032, § 315-11-900, filed 11/13/92, effective 12/14/92.]

**WAC 315-11-901 Criteria for Instant Game Number 90.** (1) The price of each instant game ticket shall be \$1.00.

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

(a) The bearer of a ticket having three identical play symbols in the same game (horizontal row) shall win the prize which corresponds with that set of identical play symbols. Play symbols in different games (horizontal rows) may not be combined to win a prize. The ticket shall bear a legend which lists each set of identical play symbols and its corresponding prize.

Three	☉	play symbols - Win	\$1.00
Three	☆	play symbols - Win	\$2.00
Three	○	play symbols - Win	\$5.00
Three	⊗	play symbols - Win	\$7.00
Three	△	play symbols - Win	\$19.00
Three	⌘	play symbols - Win	\$40.00
Three	☒	play symbols - Win	\$21,000

(b) The bearer of a ticket having winning play symbols in more than one game (horizontal row) shall win the total amount of the prizes won in each game.

(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 90 set forth in WAC 315-11-902, 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 90; and/or

(b) Vary the number of tickets sold in Instant Game Number 90 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-23-032, § 315-11-901, filed 11/13/92, effective 12/14/92.]

**WAC 315-11-902 Ticket validation requirements for Instant Game Number 90.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 90, all of the following validation requirements apply.

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

(b) Each of the nine 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	Play Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer Verification Code	Validation Font

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-900(1) and each of the captions must be exactly one of those described in WAC 315-11-900(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. 92-23-032, § 315-11-902, filed 11/13/92, effective 12/14/92.]

**WAC 315-11-910 Definitions for Instant Game Number 91 ("Walla Walla Walla").** (1) Play symbols: The following are the "play symbols": "☉;" "\$1.00;" "\$2.00;" "\$4.00;" "\$8.00;" "\$16.00;" "\$50.00;" and "\$10,000." One of these symbols appears in each of the six blocks under the scratch-off material covering the game play data.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Instant Game Number 91, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
☉	ONION
\$1.00	ONE DOL
\$2.00	TWO DOL
\$4.00	FOR DOL
\$8.00	EGT DOL
\$16.00	SIXTEEN
\$50.00	FIFTY\$
\$10,000	TENTHOU

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

(4) Pack-ticket number: The eleven-digit number of the form 09100001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 91 constitute the "pack number" which starts at 09100001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(5) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$25.00 or less. For Instant Game Number 91, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$1.00
TWO	\$2.00
FOR	\$4.00
EGT	\$8.00
SXT	\$16.00





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

[Statutory Authority: RCW 67.70.040. 92-23-032, § 315-11-910, filed 11/13/92, effective 12/14/92.]

**WAC 315-11-911 Criteria for Instant Game Number 91.** (1) The price of each instant game ticket shall be \$1.00.

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

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

Three	\$1.00 play symbols	- Win	\$1.00
Two	\$1.00 play symbols and one 	- Win	\$2.00
Three	\$2.00 play symbols	- Win	\$2.00
Two	\$2.00 play symbols and one 	- Win	\$4.00
Three	\$4.00 play symbols	- Win	\$4.00
Two	\$4.00 play symbols and one 	- Win	\$8.00
Three	\$8.00 play symbols	- Win	\$8.00
Three	\$16.00 play symbols	- Win	\$16.00
Three	\$50.00 play symbols	- Win	\$50.00
Two	\$50.00 play symbols and one 	- Win	\$100.00
Three	\$10,000 play symbols	- Win	\$10,000

(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 91 set forth in WAC 315-11-912, 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 91; and/or
- (b) Vary the number of tickets sold in Instant Game Number 91 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-23-032, § 315-11-911, filed 11/13/92, effective 12/14/92.]

**WAC 315-11-912 Ticket validation requirements for Instant Game Number 91.** (1) A valid instant game ticket for Instant Game Number 91 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations:

- (a) Exactly one play symbol must appear under each of the six rub-off spots on the front of the ticket.
- (b) Each of the six play symbols must have a caption below it and each must agree with its caption.
- (c) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

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

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

(e) Each of the play symbols must be exactly one of those described in WAC 315-11-910(1) and each of the captions must be exactly one of those described in WAC 315-11-910(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. 92-23-032, § 315-11-912, filed 11/13/92, effective 12/14/92.]

**Chapter 315-12 WAC  
PUBLIC RECORDS DISCLOSURE**

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DISPOSITION OF SECTIONS FORMERLY  
CODIFIED IN THIS CHAPTER

315-12-140 Records index. [Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-140, filed 6/17/83.] Repealed by 91-03-035, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040.

**WAC 315-12-010 Purpose.** The purpose of this chapter shall be to ensure compliance by the Washington state lottery commission and the office of the director, Washington state lottery, with the provisions of RCW 42.17.250 - 42.17.340, dealing with public records.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-010, filed 6/17/83.]

**WAC 315-12-020 Definitions.** (1) Definitions set forth in chapter 315-02 WAC shall apply to this chapter.

(2) "Public record" includes any writing containing information relating to the conduct of government or the performance of any governmental or proprietary function prepared, owned, used or retained by any state or local agency regardless of physical form or characteristic.

(3) "Writing" means handwriting, typewriting, printing, photostating, photographing, and every other means of recording any form of communication or representation, including letters, words, pictures, sounds, or symbols, or combination thereof, and all papers, maps, data processing products, magnetic or paper tapes, photographic films and prints, magnetic or punched cards, discs, drums, and other documents.

(4) "Raw data" means facts, symbols, or observations which have not been processed, edited or interpreted, and are unorganized or unevaluated.

(5) "Information" means raw data that are organized, evaluated or interpreted to impart meaning to potential users and fulfill a recognized need.

(6) "Listing (list)" means a series of items of any kind including names, words or numbers no matter what the arrangement or purpose. When applied to the release of record information it means the names of two or more individuals obtained from more than one source document and contained in any form of writing.

(7) "Tabulation" means the systematic arrangement of facts, statistics, and similar information, except the names of individuals, in column or table format.

(8) "Individual" means a natural person.

(9) "Commercial purpose" means the use of or the intent to use information contained in a listing to contact or in some way personally affect an individual identified on the list or for the purpose of facilitating the profit expectations of the person(s) who requested or obtained the list.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-020, filed 6/17/83.]

**WAC 315-12-030 Description of central and field organization of the commission and the director.** The administrative office of the commission and director is located at 814 - 4th Avenue, Olympia, WA 98506. Regional offices of the director located in other cities are as follows:

CITY

EVERETT REGION  
Casino Square Shopping Plaza  
205 E. Casino Road  
Everett, WA 98204

OLYMPIA REGION  
814 - 4th Avenue  
Olympia, WA 98506

SEATTLE REGION  
Georgetown Center  
5963 Corson Ave. S., Suite 106  
Seattle, WA 98108-2611

SPOKANE REGION  
Montgomery Commerce Center  
Suite #1  
East 10807 Montgomery Avenue  
Spokane, WA 99207

VANCOUVER REGION  
El Camino Fountain Shopping Mall  
Suite 4  
1503 NE 78th Street  
Vancouver, WA 98665

YAKIMA REGION  
9 South 5th  
Yakima, WA 98901

SERVICES

(a) Sales Representative  
(b) Ticket Warehousing

(a) Sales Representative  
(b) Ticket Warehousing

(a) Sales Representative  
(b) Ticket Warehousing

(a) Sales Representative  
(b) Ticket Warehousing

(a) Sales Representative  
(b) Ticket Warehousing

(a) Sales Representative  
(b) Ticket Warehousing

All records of the commission and director are maintained in the administrative office in Olympia.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-12-030, filed 6/1/89; 87-01-057 (Order 96), § 315-12-030, filed 12/16/86; 84-05-008 (Order 51), § 315-12-030, filed 2/7/84. Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-030, filed 6/17/83.]

**WAC 315-12-040 Operations and procedures.** (1)

The commission is a part-time commission of citizens, created by chapter 7, Laws of 1982 2nd ex. sess., and RCW 67.70.030. It consists of five members who are appointed by the governor with the consent of the senate. The commission implements many of the provisions of chapter 7, Laws of 1982 2nd ex. sess., and chapter 67.70 RCW by rule making. It meets on a regular basis not less than six times per year, with such additional meetings as are necessary to carry on its business. One member of the commission, designated by the governor, serves as chairman.

(2) The office of director is created by chapter 7, Laws of 1982 2nd ex. sess., and RCW 67.70.050. The director is appointed by the governor with the consent of the senate. The director is responsible for supervision and administration of the operation of the lottery in accordance with the provisions of chapter 7, Laws of 1982 2nd ex. sess., chapter 67.70 RCW and the rules of the commission. The director has appointed a deputy director and three assistant directors to assist in carrying out the duties and functions of the office. The assistant directors have been delegated authority to act in the following functional areas: Operations and enforcement, marketing, and administration.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-040, filed 6/17/83.]

**WAC 315-12-050 Public records available.** All public records of the commission and director as defined in WAC 315-12-020(2) are deemed to be available for public inspection and copying pursuant to these rules, except as

otherwise provided by RCW 42.17.260, 42.17.310, 42.17.330, WAC 315-12-100, and other applicable laws.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-050, filed 6/17/83.]

**WAC 315-12-060 Public records officers.** The commission's and director's public records shall be in the charge of the public records officer(s) as designated by the director. The person(s) so designated shall be located in the administrative office of the director. The public records officer(s) shall be responsible for the following: The implementation of the commission's rules regarding release of public records, coordinating the staff of the director in this regard, maintaining, keeping current, and publishing an index of all agency records as required by RCW 42.17.260 and WAC 315-12-140, and generally ensuring compliance by the staff with the public records disclosure requirements of chapter 42.17 RCW.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-060, filed 6/17/83.]

**WAC 315-12-070 Hours for record inspection and copying.** Public records shall be available for inspection and copying during the customary office hours of the director. For the purposes of this chapter, the customary office hours shall be from 8:00 a.m. to noon and from 1:00 p.m. to 5:00 p.m., Monday through Friday, excluding legal holidays.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-070, filed 6/17/83.]

**WAC 315-12-080 Requests for public records.** In accordance with requirements of chapter 42.17 RCW that agencies prevent unreasonable invasions of privacy, protect public records from damage or disorganization, and prevent excessive interference with essential functions of the agency, public records may be inspected or copied or copies of such records may be obtained, by members of the public, upon compliance with the following procedures:

(1) A request shall be made in writing upon a form prescribed by the director which shall be available at its administrative office. The form shall be presented to any member of the director's staff designated by the responsible public records officer to receive requests, at the administrative office of the director during customary office hours. The request shall include the following information:

- (a) The name and address of the person requesting the record.
- (b) The time of day and calendar date on which the request was made.
- (c) The nature of the request.
- (d) A reference to the requested record as it is described in the current record index.

Note: If the material is not identifiable by reference to the current index, an accurate description of the record is requested.

(e) The purpose for which a list of individuals, if so requested, will be used.

(f) The signature of the requestor.

(2) In all cases in which a member of the public makes a request, it shall be the obligation of the staff member to

whom the request is made to assist the member of the public in appropriately identifying the public record requested.

(3) Any persons authorized by law to obtain a list of names of individuals from public records will be required to complete a statement agreeing not to release or use the information for commercial purposes.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-080, filed 6/17/83.]

**WAC 315-12-090 Copying.** (1) There is no fee for the inspection of public records.

(2) The director will charge a fee of twenty-five cents per page for providing copies of public records and for use of the director's copy equipment. This charge is to reimburse the director for costs incident to such copying. The charge for providing other public records will be at actual cost as determined by the public records officer. Postal charges will be added when applicable. No copies of records will be provided to the requestor until all such charges have been paid.

(3) Nothing contained in this section shall preclude the director from agreeing to exchange or provide copies of manuals or other public records with other state or federal agencies, whenever doing so is in the best interest of the agency.

(4) The director or his or her designee is authorized to waive any of the foregoing copying costs.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-090, filed 6/17/83.]

**WAC 315-12-100 Exemptions.** (1) The director reserves the right not to release any public records for inspection and copying which he has determined to be exempt under the provisions of RCW 42.17.310.

(2) The director shall delete identifying details when making available or publishing any public record to the extent required to prevent an unreasonable invasion of personal privacy pursuant to RCW 42.17.260. The public records officer shall set out his or her reasons for such deletion in writing.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-100, filed 6/17/83.]

**WAC 315-12-110 Denial of request.** Each denial of a request for a public record shall be accompanied by a written statement to the requestor clearly specifying the reasons for the denial, including a statement of the specific exemption authorizing the withholding of the record and a brief explanation of how the exemption applies to the record withheld. Such statement shall be sufficiently clear and complete to permit the director or his or her designee to review the denial in accordance with WAC 315-12-120.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-110, filed 6/17/83.]

**WAC 315-12-120 Request for review of denials of public records requests.** (1) Any person who objects to the denial of a request for a public record may request the public records officer for prompt review of such decision by tendering a written request for review. The written request

shall specifically refer to the written statement by the public records officer or other staff member which constituted or accompanied the denial.

(2) After receiving a written request for review of a decision denying a public record, if the public records officer determines to affirm the denial, the public records officer shall immediately refer the written request and the pertinent documents to the director. The director or the director's designee shall promptly consider the matter and either affirm or reverse such denial. The decision of the director or the director's designee shall constitute final agency action for purposes of judicial review.

[Statutory Authority: RCW 42.17.250. 83-13-080 (Order 23), § 315-12-120, filed 6/17/83.]

#### **WAC 315-12-130 Protection of public records.**

Public records shall be disclosed only in the presence of a public records officer or his/her designee, who shall withdraw the record(s) if the person requesting disclosure acts in a manner which will damage or substantially disorganize the records or interfere excessively with other essential functions of the agency. This section shall not be construed to prevent the director from accommodating a requestor by use of the mails in the disclosure process or by providing disclosure at a time which will not interfere with the agency's essential functions.

[Statutory Authority: RCW 42.17.250. 83-13-080 (Order 23), § 315-12-130, filed 6/17/83.]

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

- (a) All records issued before July 1, 1990, for which the agency has maintained an index;
- (b) Final adjudicative orders and declaratory orders issued after June 30, 1990, that contain an analysis or decision of substantial importance to the agency in carrying out its duties;
- (c) Interpretive and policy statements that were entered after June 30, 1990.

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

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

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

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

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

**WAC 315-12-150 Communications.** All written communications with the commission or director pertaining to the administration or enforcement of chapter 42.17 RCW and these rules shall be addressed as follows: Washington

State Lottery, P.O. Box 9770, Olympia, WA 98504, Attn: Public Records Officer.

[Statutory Authority: RCW 42.17.250. 83-13-080 (Order 23), § 315-12-150, filed 6/17/83.]

### **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

315-20-010	Director may temporarily suspend license pending a hearing.
315-20-020	Appearance and practice before the director—Who may appear.
315-20-040	Standards of ethical conduct.
315-20-050	Appearance by former employee of commission or former member of attorney general's staff.
315-20-060	Waiver of hearing.
315-20-070	Depositions in contested cases—Right to take.
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315-20-120	Petitions for rule making, amendments or repeal—Agency must consider.
315-20-130	Petitions for rule making, amendments or repeal—Notice of disposition.
315-20-140	Declaratory rulings.
315-20-150	Forms.

**WAC 315-20-010 Director may temporarily suspend license pending a hearing.** (1) The director may temporarily suspend a license or addendum thereto issued pursuant to these rules pending a hearing upon suspension or revocation of the license, or issuance of a renewal thereof, when in the opinion of the director:

(a) The lottery retailer has obtained the license or addendum by fraud, trick, misrepresentation, concealment, or through inadvertence or mistake; or

(b) The lottery retailer has engaged in any act, practice or course of operation as would operate as a fraud or deceit on any person, or has employed any device, scheme or artifice to defraud any person; or

(c) The lottery retailer has violated, failed, or refused to comply with any of the provisions, requirements, limitations, or duties imposed by chapter 67.70 RCW and any amendments thereto or any rules adopted by the commission pursuant thereto; or

(d) Immediate cessation of the licensed activities by the lottery retailer is necessary for the protection or preservation of the welfare of the community within which these activities are being conducted.

(2) Notice of such temporary suspensions shall be served in accordance with WAC 10-08-110.

(1992 Ed.)

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-20-010, filed 12/16/85; 83-13-081 (Resolution No. 24), § 315-20-010, filed 6/17/83.]

**WAC 315-20-020 Appearance and practice before the director—Who may appear.** (1) No person may appear in a representative capacity before the commission or the director of his or her designated administrative law judge other than the following:

(a) Attorneys at law duly qualified and entitled to practice before the supreme court of the state of Washington.

(b) Attorneys at law qualified and entitled to practice before the highest court of record of any other state, if the attorneys at law of the state of Washington are permitted to appear in a representative capacity before administrative agencies of such other state, and if not otherwise prohibited by Washington state law.

(c) A bona fide officer, authorized manager, partner, or full time employee of an individual firm, association, partnership, or corporation who appears for such individual firm, association, partnership or corporation.

(d) Such other persons as may be permitted by the commission or director upon a showing by a party to the hearing of such a necessity or such a hardship as would make it unduly burdensome upon him to have a representative as set forth under subsections (a), (b) and (c) above.

(2) Nothing herein shall preclude an individual from appearing on his own behalf, pro se.

[Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-020, filed 6/17/83.]

**WAC 315-20-040 Standards of ethical conduct.** All persons appearing in proceedings before the commission or the director in a representative capacity shall conform to the standards of ethical conduct required of attorneys before the courts of the state of Washington. If any such person does not conform to such standards, the commission or the director may decline to permit such person to continue to appear in a representative capacity in that proceeding or in any other proceeding before the commission or the director.

[Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-040, filed 6/17/83.]

**WAC 315-20-050 Appearance by former employee of commission or former member of attorney general's staff.** Former director(s), commissioners, employees of the director and the assistant attorney general assigned to the director and/or the commission shall not appear in a representative capacity on behalf of any party in a formal proceeding before the director, his or her designated administrative law judge or the commission unless:

(1) The appearance is more than two years after he or she severed his or her relationship or employment and

(2) He or she did not take an active part on behalf of the director or commission in the matter being decided.

[Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-050, filed 6/17/83.]

**WAC 315-20-060 Waiver of hearing.** In any case involving violations of the lottery laws, rules or regulations, where the director deems it appropriate, the director may

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afford the lottery retailer an opportunity to waive a formal hearing which he has timely requested. If the lottery retailer so elects to waive formal hearing, he or she may then state in writing any matter in explanation or mitigation of the violations which he or she desires the director to consider in making his or her decision. The lottery retailer at the time he or she submits the waiver, may also request to be present when the director meets to consider his or her decision in the matter. In the event the lottery retailer elects to waive formal hearing he or she shall thereafter be bound by such election and may not thereafter request formal hearing.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-20-060, filed 12/16/85; 83-13-081 (Resolution No. 24), § 315-20-060, filed 6/17/83.]

#### **WAC 315-20-070 Depositions in contested cases—**

**Right to take.** Except as may be otherwise provided, any party may take the testimony of any person, including a party, by deposition upon oral examination for the same purposes and to the same extent allowed by the superior court civil rules. The attendance of witnesses may be compelled by the use of a subpoena. The taking of depositions, limitations upon the taking of depositions and use of depositions shall be as set forth in superior court civil rules 26-30 and 32.

[Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-070, filed 6/17/83.]

#### **WAC 315-20-080 Official notice—Material facts.**

In the absence of controverting evidence, the director, upon request made before or during a hearing, or upon his or her own motion, may officially notice:

(1) Lottery proceedings. The pendency of, the issues and position of the parties therein, and the disposition of any proceeding than pending before or theretofore concluded by the commission or the director;

(2) Business customs. General customs and practices followed in the transaction of business;

(3) Notorious facts. Facts so generally and widely known to all well informed persons as not to be subject to reasonable dispute, or specific facts which are capable of immediate and accurate demonstration by resort to accessible sources of generally accepted authority, including but not exclusively, facts stated in any publication authorized or permitted by law to be made by any federal or state officer, department or agency;

(4) Technical knowledge. Matters within the technical knowledge of the director as an expert, within the scope or pertaining to the subject matter of his or her statutory duties, responsibilities or jurisdiction;

(5) Request or suggestion. Any party may request, or the administrative law judge or the commission or the director may suggest, that official notice be taken of material fact, which shall be clearly and precisely stated, orally on the record, at any prehearing conference or oral hearing or argument, or may make such request or suggestion by written notice, any pleading, motion, memorandum, or brief served upon all parties, at any time prior to a final decision;

(6) Statement. Where an initial or final decision of the commission or the director rests in whole or in part upon official notice of a material fact, such fact shall be clearly

and precisely stated in such decision. In determining whether to take official notice of material facts, the administrative law judge or the commission or the director may consult any source of pertinent information, whether or not furnished by any party and whether or not admissible under the rules of evidence;

(7) Controversion. Any party may controvert a request or a suggestion that official notice of a material fact be taken at the time the same is made if it is made orally, or by a pleading, reply or brief in response to the pleading or brief or notice in which the same is made. If any decision is stated to rest in whole or in part upon official notice of a material fact which the parties have not had a prior opportunity to controvert, any party may controvert such fact by appropriate exceptions if such notice is taken in an initial or intermediate decision or by a petition for reconsideration if notice of such fact is taken in a final report. Such controversion shall concisely and clearly set forth the sources, authority and other data relied upon to show the existence or nonexistence of the material fact assumed or denied in the decision;

(8) Evaluation of evidence. Nothing herein shall be construed to preclude the director from utilizing his or her experience, technical competence, and specialized knowledge in the evaluation of the evidence presented.

[Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-080, filed 6/17/83.]

#### **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 affirmation 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.]



**WAC 315-20-100 Petitions for rule making, amendments or repeal—Who may petition.** Any interested person may petition the commission requesting the promulgation, amendment, or repeal of any rule.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-100, filed 6/17/83.]

**WAC 315-20-110 Petitions for rule making, amendments or repeal—Requisites.** Where the petition requests the promulgation of a rule, the requested or proposed rule must be set out in full. The petition must also include all the reasons for the requested rule together with briefs of any applicable law. Where the petition requests the amendment or repeal of a rule presently in effect, the rule or portion of the rule in question must be set out as well as a suggested amended form, if any. The petition must include all reasons for the requested amendment or repeal of the rule.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-110, filed 6/17/83.]

**WAC 315-20-120 Petitions for rule making, amendments or repeal—Agency must consider.** All petitions shall be considered by the commission and the commission may, in its discretion, order a hearing for the further consideration and discussion of the requested promulgation, amendment, repeal, or modification of any rule.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-120, filed 6/17/83.]

**WAC 315-20-130 Petitions for rule making, amendments or repeal—Notice of disposition.** The commission shall notify the petitioning party within a reasonable time of the disposition, if any, of the petition.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-130, filed 6/17/83.]

**WAC 315-20-140 Declaratory rulings.** (1) As prescribed by RCW 34.04.080, any interested person may petition the commission for a declaratory ruling. The commission shall consider the petition and within a reasonable time shall:

- (a) Issue a nonbinding declaratory ruling; or
- (b) Notify the person that no declaratory ruling is to be issued; or

(c) Set a reasonable time and place for hearing argument upon the matter, and give reasonable notification to the person of the time and place for such hearing and of the issues involved.

(2) If a hearing as provided in subsection (1)(c) is conducted, the commission shall within a reasonable time:

- (a) Issue a binding declaratory rule; or
- (b) Issue a nonbinding declaratory ruling; or
- (c) Notify the person that no declaratory ruling is to be issued.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-140, filed 6/17/83.]

**WAC 315-20-150 Forms.** (1) Any interested person petitioning the commission for a declaratory ruling pursuant

to RCW 34.04.080, shall generally adhere to the following form for such purpose.

(2) At the top of the page shall appear the wording "Before the Washington state lottery." On the left side of the page below the foregoing the following caption shall be set out: "In the matter of the petition of (name of petitioning party) for a declaratory ruling." Opposite the foregoing caption shall appear the word "petition."

(3) The body of the petition shall be set out in numbered paragraphs. The first paragraph shall state the name and address of the petitioning party. The second paragraph shall state all rules or statutes that may be brought into issue by the petition. Succeeding paragraphs shall state the facts relied upon in form similar to that applicable to complaints in civil actions before the superior courts of this state. The concluding paragraphs shall contain the prayer of the petitioner. The petition shall be subscribed and verified in the manner prescribed for verification of complaints in the superior courts of this state.

(4) The original and two legible copies shall be filed with the commission. Petitions shall be on white paper, either 8-1/2" X 11" or 8-1/2" X 13" in size.

(5) Any interested person petitioning the commission requesting the promulgation, amendment or repeal of any rules shall generally adhere to the following form for such purpose:

(a) At the top of the page shall appear the wording "Before the Washington state lottery." On the left side of the page below the foregoing the following caption shall be set out: "In the matter of the petition of (name of petitioning party) for (state whether promulgation, amendment or repeal) of rule (or rules)." Opposite the foregoing caption shall appear the word "petition."

(b) The body of the petition shall be set out in numbered paragraphs. The first paragraph shall state the name and address of the petitioning party and whether petitioner seeks the promulgation of new rule or rules, or amendment or repeal of existing rule or rules. The second paragraph, in case of a proposed new rule or amendment of an existing rule, shall set forth the desired rule in its entirety. Where the petition is for amendment, the new matter shall be underscored and the matter proposed to be deleted shall appear in double parentheses. Where the petition is for repeal of an existing rule, such shall be stated and the rule proposed to be repealed shall either be set forth in full or shall be referred to by commission rule number. The third paragraph shall set forth concisely the reasons for the proposal of the petitioner and shall contain a statement as to the interest of the petitioner in the subject matter of the rule. Additional numbered paragraphs may be used to give full explanation of petitioner's reason for the action sought.

(c) Petitions shall be dated and signed by the person or entity named in the first paragraph or by his or her attorney. The original and two legible copies of the petition shall be filed with the commission. Petitions shall be on white paper, either 8-1/2" X 11" or 8-1/2" X 13" in size.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-150, filed 6/17/83.]

**Chapter 315-30 WAC**  
**ON-LINE GAMES—GENERAL RULES**

**WAC**

315-30-010	On-line games—Authorized—Director's authority.
315-30-020	Definitions.
315-30-030	On-line games criteria.
315-30-040	Drawings and end of sales prior to drawings.
315-30-050	Validation requirements.
315-30-060	Payment of prizes by on-line retailers.
315-30-070	Retailer settlement.
315-30-075	On-line retailer agreement.
315-30-080	On-line retailer selection criteria.
315-30-090	On-line retailer credit criteria.

**WAC 315-30-010 On-line games—Authorized—Director's authority.** The commission hereby authorizes the director to select and operate on-line games which meet the criteria set forth in this chapter.

[Statutory Authority: RCW 67.70.040, 84-01-005 (Order 44), § 315-30-010, filed 12/8/83.]

**WAC 315-30-020 Definitions.** (1) On-line game. A lottery game in which a player pays a fee to a lottery retailer and selects a combination of digits, numbers, or symbols; type and amount of play; and drawing date and receives a computer generated ticket with those selections printed on it. The lottery will conduct a drawing to determine the winning combination(s) in accordance with the rules of the specific game being played. Each ticket bearer whose valid ticket includes a winning combination shall be entitled to a prize if claim is submitted within the specified time period.

(2) On-line retailer. A lottery retailer authorized by the lottery to sell on-line tickets. All on-line retailers also shall sell instant game tickets offered by the lottery.

(3) On-line ticket. A computer-generated ticket issued by an on-line retailer to a player as a receipt for the combination(s) a player has selected. That ticket shall be the only acceptable evidence of the combination(s) of digits, numbers, or symbols selected. On-line tickets may be purchased only from on-line retailers.

(4) Ticket distribution machine (TDM). The computer hardware through which an on-line retailer enters the combination selected by a player and by which on-line tickets are generated and claims are validated.

(5) Drawing. The procedure determined by the director by which the lottery selects the winning combination in accordance with the rules of the game.

(6) Certified drawing. A drawing about which the lottery and an independent certified public accountant attest that the drawing equipment functioned properly and that a random selection of a winning combination occurred.

(7) Winning combination. One or more digits, numbers, or symbols randomly selected by the lottery in a drawing which has been certified.

(8) Validation. The process of determining whether an on-line ticket presented for payment is a winning ticket.

(9) Validation number. The twelve-digit number printed on the front of each on-line ticket which is used for validation.

(10) Ticket bearer. The person who has signed the on-line ticket or who has possession of an unsigned ticket.

(11) Metropolitan area. Benton, Clark, Franklin, King, Kitsap, Pierce, Snohomish, Spokane, Thurston, Whatcom, and Yakima counties. (These geographic areas have been identified as the metropolitan statistical areas in the state of Washington by the Federal Committee on Standard Metropolitan Statistical Areas of the Office of Management and Budget.)

[Statutory Authority: RCW 67.70.040, 92-11-033, § 315-30-020, filed 5/15/92, effective 6/15/92; 86-01-060 (Order 83), § 315-30-020, filed 12/16/85; 85-09-004 (Order 72), § 315-30-020, filed 4/5/85; 84-19-045 (Order 64), § 315-30-020, filed 9/17/84; 84-01-005 (Order 44), § 315-30-020, filed 12/8/83.]

**WAC 315-30-030 On-line games criteria.** (1) The base price of an on-line play shall not be less than \$.50 and not more than \$5.00.

(2) On the average the total of all prizes available to be won in an on-line game shall not be less than forty-five percent of the on-line game's projected revenue.

(3) The manner and frequency of drawings may vary with the type of on-line game.

(4) The times, locations, and drawing procedures shall be determined by the director.

(5) A ticket bearer claiming a prize shall submit the apparent winning ticket as specified by the director. The ticket must be validated pursuant to WAC 315-30-050 by the lottery or an on-line retailer through use of the validation number and any other means as specified by the director.

(6) Procedures for claiming on-line prizes are as follows:

(a) To claim an on-line game prize of \$600.00 or less, the claimant shall present the winning on-line ticket to any on-line retailer or to the lottery.

(i) If the claim is presented to an on-line retailer, the on-line retailer shall validate the claim and, if determined to be a winning ticket, make payment of the amount due the claimant. If the on-line retailer cannot validate the claim, the claimant may obtain and complete a claim form, as provided in WAC 315-06-120, and submit it with the disputed ticket to the lottery by mail or in person. Upon determination that the ticket is a winning ticket, the lottery shall present or mail a check to the claimant in payment of the amount due. If the ticket is determined to be a nonwinning ticket, the claim shall be denied and the claimant shall be promptly notified. Nonwinning tickets will not be returned to the claimant.

(ii) If the claim is presented to the lottery, the claimant shall complete a claim form, as provided in WAC 315-06-120, and submit it with the apparent winning ticket to the lottery by mail or in person. Upon determination that the ticket is a winning ticket, the lottery shall present or mail a check to the claimant in payment of the amount due, less the withholding required by the Internal Revenue Code. If the ticket is determined to be a nonwinning ticket, the claim shall be denied and the claimant shall be promptly notified. Nonwinning tickets will not be returned to the claimant.

(b) To claim an on-line prize of more than \$600.00, the claimant shall obtain and complete a claim form, as provided in WAC 315-06-120, and submit it with the apparent winning ticket to the lottery by mail or in person. Upon determination that the ticket is a winning ticket, the lottery shall present or mail a check to the claimant in payment of

the amount due, less the withholding required by the Internal Revenue Code. If the ticket is determined to be a nonwinning ticket, the claim shall be denied and the claimant shall be promptly notified. Nonwinning tickets will not be returned to the claimant.

[Statutory Authority: RCW 67.70.040, 92-11-033, § 315-30-030, filed 5/15/92, effective 6/15/92; 86-01-060 (Order 83), § 315-30-030, filed 12/16/85; 85-16-031 (Order 77), § 315-30-030, filed 7/30/85; 84-19-045 (Order 64), § 315-30-030, filed 9/17/84; 84-01-005 (Order 44), § 315-30-030, filed 12/8/83.]

**WAC 315-30-040 Drawings and end of sales prior to drawings.** (1) Drawings shall be conducted in a location and at days and times designated by the director. Each on-line drawing script shall contain the statement, "Digits/numbers/symbols drawn are not official until validated."

(2) The director shall announce for each type of on-line game the time for the end of sales prior to the drawings. TDMs will not process orders for on-line tickets for that drawing after the time established by the director.

(3) The director shall designate the type of equipment to be used and shall establish procedures to randomly select the winning combination for each type of on-line game.

(4) The equipment used to determine the winning combination shall not be electronically or otherwise connected to the central computer or to any tapes, discs, files, etc., generated or produced by the central computer. The equipment shall be tested prior to and after each drawing to assure proper operation and lack of tampering or fraud. Drawings shall not be certified until all checks are completed. No prizes shall be paid until after the drawing is certified.

(5) The director shall establish procedures governing the conduct of drawings for each type of on-line game. The procedures shall include provisions for deviations which include but are not limited to: (a) Drawing equipment malfunction before validation of the winning combination; (b) video and/or audio malfunction during the drawing; (c) fouled drawing; (d) delayed drawing; and (e) other equipment, facility and/or personnel difficulties.

(6) In the event a deviation occurs, the drawing will be completed under lottery supervision. If the drawing was to be broadcast, the drawing shall be video taped for later broadcast, if broadcast time is available. The drawing shall be certified and the deviation documented on the certification form. The winning combination will be provided to the television network for dissemination to the public.

(7) If during any live-broadcast drawing for a game, a mechanical failure or operator error causes an interruption in the selection of all digits, numbers, or symbols, a "foul" shall be called by the lottery drawing official. Any digit/number/symbol drawn prior to a "foul" being called will stand and be deemed official after passing lottery validation tests.

(8) The director shall delay payment of all prizes if any evidence exists or there are grounds for suspicion that tampering or fraud has occurred. Payment shall be made after an investigation is completed and the drawing certified. If the drawing is not certified, another drawing will be conducted to determine the actual winner.

[Statutory Authority: RCW 67.70.040, 92-11-033, § 315-30-040, filed 5/15/92, effective 6/15/92; 89-12-042 (Order 116), § 315-30-040, filed

6/1/89; 84-19-045 (Order 64), § 315-30-040, filed 9/17/84; 84-01-005 (Order 44), § 315-30-040, filed 12/8/83.]

**WAC 315-30-050 Validation requirements.** (1) To be a valid winning on-line ticket, all of the following conditions must be met:

(a) All printing on the ticket shall be present in its entirety, be legible, and correspond, using the computer validation file, to the combination and date printed on the ticket.

(b) The ticket shall be intact.

(c) The ticket shall not be mutilated, altered, or tampered with in any manner.

(d) The ticket shall not be counterfeit or an exact duplicate of another winning ticket.

(e) The ticket must have been issued by an authorized on-line retailer in an authorized manner.

(f) The ticket must not have been stolen.

(g) The ticket must not have been cancelled or previously paid.

(h) The ticket shall pass all other confidential security checks of the lottery.

(2) Any ticket failing any validation requirement listed in WAC 315-30-050(1) is invalid and ineligible for a prize. Provided, if a court of competent jurisdiction determines that a claim based on a ticket which has failed to validate solely because of subsection (1)(g) of this section is valid, the claim shall be paid as a prize pursuant to WAC 315-06-120, 315-30-030, and the rules for that specific type of game. The agent that cancelled or paid such ticket shall indemnify the lottery for payment of the prize and from any other claim, suit, or action based on that ticket.

(3) The director may replace an invalid on-line ticket with an on-line ticket for a future drawing of the same game. The director may pay the prize for a ticket that is partially mutilated or is not intact if the on-line ticket can still be validated by the other validation requirements.

(4) In the event a ticket is issued in error or a defective on-line ticket is purchased, the only responsibility or liability of the lottery, its vendors or the on-line retailer shall be the replacement of the erroneous or defective on-line ticket with another on-line ticket for a future drawing of the same game.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-30-050, filed 6/1/89; 85-22-057 (Order 81), § 315-30-050, filed 11/5/85; 84-01-005 (Order 44), § 315-30-050, filed 12/8/83.]

**WAC 315-30-060 Payment of prizes by on-line retailers.** (1) An on-line retailer shall pay to the ticket bearer on-line game prizes of \$600.00 or less for any validated claims presented to that on-line retailer regardless of where the on-line ticket was purchased. These prizes shall be paid during all normal business hours of that on-line retailer, provided, the on-line system is operational and claims can be validated. The on-line retailer shall not charge the claimant any fee for payment of the prize or for cashing a business check drawn on the lottery retailer's account.

(2) An on-line retailer may pay prizes in cash or by business check, certified check, or money order. An on-line retailer that pays a prize with a check which is dishonored may be subject to suspension or revocation of its license, pursuant to WAC 315-04-200.

[Statutory Authority: RCW 67.70.040. 86-01-060 (Order 83), § 315-30-060, filed 12/16/85; 85-09-004 (Order 72), § 315-30-060, filed 4/5/85; 84-01-005 (Order 44), § 315-30-060, filed 12/8/83.]

**WAC 315-30-070 Retailer settlement.** (1) Each on-line retailer shall establish an account for deposit of monies derived from on-line games with a financial institution that has the capability of electronic funds transfer (EFT). Funds generated from the sale of on-line tickets shall be held in trust by the retailer for the lottery.

(2) Each on-line retailer shall make a deposit to that account at least once each week. The amount deposited shall be sufficient to cover monies due the lottery for that weekly accounting period. The lottery will withdraw by EFT the amount due the lottery on the day specified by the director. In the event the day specified for withdrawal falls on a legal holiday, withdrawal will be accomplished on the following business day.

[Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-30-070, filed 6/1/89; 86-01-060 (Order 83), § 315-30-070, filed 12/16/85; 84-01-005 (Order 44), § 315-30-070, filed 12/8/83.]

**WAC 315-30-075 On-line retailer agreement.** Each on-line retailer shall enter into an agreement with the lottery containing such terms and conditions as the director may require pursuant to WAC 315-30-080. Failure to enter into such an agreement may result in denial of a TDM; immediate discontinuance of a TDM's operation, or removal of a TDM from an on-line location.

[Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-30-075, filed 4/10/89.]

**WAC 315-30-080 On-line retailer selection criteria.** (1) The selection and distribution of on-line retailers throughout the state will be based on:

- (a) The number of licensed retailers in each of the regions identified in WAC 315-12-030, and then;
- (b) The potential for revenue generation, demographics, and public accessibility within that region.

(2) An on-line license endorsement shall be issued only to a person who possesses a valid general license, provided, the director may issue an on-line endorsement to a lottery retailer who possesses a valid provisional license if that retailer is a new owner of a previously established on-line location.

(3) In addition, the director shall consider the following factors in the selection of on-line retailers.

- (a) Business and security considerations which include but are not limited to: (i) Instant game accounts receivable record, (ii) criminal history of owners and officers, (iii) history of criminal activity at the business establishment, (iv) past security problems, (v) credit rating as defined in WAC 315-30-090, (vi) licensing requirements, and (vii) history of administrative or regulatory actions.

(b) Marketing considerations which include but are not limited to: (i) Instant ticket sales history, (ii) outside vehicle traffic, (iii) retail customer count, (iv) access to location, and (v) management attitude and willingness to promote lottery products.

(4) The director shall determine the total number of TDM's to be installed throughout the state and shall establish procedures for on-line site selection. In determining the

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order in which TDMs will be installed within a given geographic area[,] an on-line site selection survey will be completed in which, the factors considered will include but not be limited to:

- (a) General information;
  - (b) Description of proposed site;
  - (c) Proposed TDM location;
  - (d) Products sold;
  - (e) Services available;
  - (f) Store's hours;
  - (g) Estimated on-line sales;
  - (h) Instant sales per week;
  - (i) Nearest four on-line agents' sales per week;
  - (j) District sales representative's assessment; and
  - (k) Regional sales manager's assessment.
- (5) The director may, after a TDM has been in operation for six months, order the removal of a TDM from a low producing on-line retailer location after considering marketing factors which include but are not limited to:
- (a) Sales volume not increasing at state-wide average;
  - (b) Weekly sales volume below that of similar businesses with similar market potential;
  - (c) Sales volume below \$5,000 per week in metropolitan areas;
  - (d) Public is adequately served by other on-line agent locations; and
  - (e) Failure to generate sufficient sales volume to cover the lottery's administrative costs.
- (6) The director may immediately discontinue a TDM's operation, order removal of a TDM from an on-line retailer location, or take any other action authorized under WAC 315-04-200 in the event that the on-line agent:
- (a) Fails to comply with any rule established by the commission, any instruction issued by the director;
  - (b) Tampers with or attempts to tamper with the TDM or on-line system;
  - (c) Fails to make payment of a prize;
  - (d) Makes payment with a business check and the check is dishonored for any reason; or
  - (e) Fails to enter into the uniform agreement with the lottery as required in WAC 315-30-075.

[Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-30-080, filed 4/10/89; 85-22-057 (Order 81), § 315-30-080, filed 11/5/85; 85-09-004 (Order 72), § 315-30-080, filed 4/5/85; 84-21-013 (Order 66), § 315-30-080, filed 10/5/84; 84-05-008 (Order 51), § 315-30-080, filed 2/7/84.]

**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 315-30-090 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 315-31 WAC DAILY GAME RULES

### WAC

315-31-020	Price of Daily Game on-line ticket.
315-31-030	Types of play for Daily Game.
315-31-040	Prizes for Daily Game.
315-31-050	Ticket purchases.
315-31-060	Drawings.

**WAC 315-31-020 Price of Daily Game on-line ticket.** The base price of a Daily Game on-line ticket shall be \$.50 or \$1.00, except six-way straight box and three-way straight box tickets, which cost \$1.00 each.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-31-020, filed 6/1/89; 84-19-045 (Order 64), § 315-31-020, filed 9/17/84; 84-01-005 (Order 44), § 315-31-020, filed 12/8/83.]

**WAC 315-31-030 Types of play for Daily Game.** (1) The following play options may be selected by the player for Daily Game:

(a) Straight. A play in which winning is achieved only when the three digits selected by the player match in exact order the winning digits drawn for the day selected. For example, if the winning digits are "123," only straight plays of "123" in that exact order will be winners.

(b) Six-way box. A play in which winning is achieved only when the three digits selected by the player contains three unique digits and those three digits are contained in any combination of the winning digits drawn for the day

selected. For example, if the winning digits are "123," only box plays of "123," "132," "213," "231," "312," and "321" will be winners.

(c) Three-way box. A play in which winning is achieved only when the three digits selected by the player contains two identical digits and one unique digit and those three digits are contained in the winning digits drawn for the day selected. For example, if the winning digits are "122," only box plays of "122," "212," and "221" will be winners.

(d) Front-pair. A play in which winning is achieved only when the player selects two digits and those two digits match in exact order the first two winning digits drawn for the day selected. For example, if the player selects a front-pair play of "12\*," the player will win only if the winning digits are "120," "121," "122," "123," "124," "125," "126," "127," "128," or "129."

(e) Back-pair. A play in which winning is achieved only when the player selects two digits and those two digits match in exact order the last two winning digits drawn for the day selected. For example, if the player selects a back-pair play of "\*12," the player will win only if the winning digits are "012," "112," "212," "312," "412," "512," "612," "712," "812," or "912."

(f) Six-way straight box. A play in which the player selects three digits with three unique digits and plays \$.50 on a straight play and \$.50 on a box play for a particular day. For example, if the player selects a "123" six-way straight/box play:

(i) The player will win both the straight and box plays if the winning digits are "123" for the day selected.

(ii) The player will win the box play only if the winning digits are "132," "213," "231," "312," or "321" for the day selected.

(g) Three-way straight/box. A play in which the player selects three digits with two identical digits and one unique digit and plays \$.50 on a straight play and \$.50 on a box play for a particular day. For example, if the player selects a "122" three-way straight/box play:

(i) The player will win both the straight and box plays if the winning digits are "122" for the day selected.

(ii) The player will win the box play only if the winning digits are "212" or "221" for the day selected.

(h) Super six-way box. A play in which winning is achieved only when the three digits selected by the player contain three unique digits and those three digits are contained in the winning digits drawn for the day selected. This play is the equivalent of six straight plays on a single on-line ticket. The cost of this type of play is 6 times the base price. For example, if the player selects a "123" super six-way box play, the player will win one straight play if the winning digits are "123," "132," "213," "231," "312," or "321."

(i) Super three-way box. A play in which winning is achieved only when the three digits selected by the player contain two identical digits and one unique digit and those three digits are contained in the winning digits drawn for the day selected. This play is the equivalent of three straight plays on a single on-line ticket. The cost of this type of play is three times the base price. For example, if the player selects a "122" super three-way box play, the player will win one straight play if the winning digits are "122," "212," or "221."

(2) Method of play: The player may use play slips to make number selections. The TDM will read the play slip and issue ticket(s) with corresponding plays. If a play slip is not available, the on-line retailer may enter the selected numbers via the keyboard. A player may leave all play selections to a random number generator operated by the computer, commonly referred to as "quick play."

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-31-030, filed 6/1/89; 84-01-005 (Order 44), § 315-31-030, filed 12/8/83.]

**WAC 315-31-040 Prizes for Daily Game.** (1) The prize amounts for winning \$.50 plays are:

(a) Straight	\$ 250.00
(b) Six-way box	\$ 40.00
(c) Three-way box	\$ 80.00
(d) Front-pair or back-pair	\$ 25.00

(2) The prize amounts for winning \$1.00 plays are:

(a) Straight	\$ 500.00
(b) Six-way box	\$ 80.00
(c) Three-way box	\$ 160.00
(d) Front-pair or back-pair	\$ 50.00
(e) Six-way straight/box	
Straight play win	\$ 290.00
Box play only win	\$ 40.00
(f) Three-way straight/box	
Straight play win	\$ 330.00
Box play only win	\$ 80.00

(3) The prize amounts for winning super six-way plays are:

(a) Base price \$.50, cost \$3.00	\$ 250.00
(b) Base price \$1.00, cost \$6.00	\$ 500.00

(4) The prize amounts for winning super three-way plays are:

(a) Base price \$.50, cost \$1.50	\$ 250.00
(b) Base price \$1.00, cost \$3.00	\$ 500.00

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-31-040, filed 6/1/89; 84-01-005 (Order 44), § 315-31-040, filed 12/8/83.]

**WAC 315-31-050 Ticket purchases.** (1) Daily Game tickets may be purchased or redeemed no less than seventeen hours each day in accordance with a schedule to be determined by the director, provided on-line retailers shall only sell and redeem tickets during their normal business hours.

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

(3) Each Daily Game ticket shall contain the player's selection of digits, amount, type of play, and drawing date.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-31-050, filed 6/1/89; 86-01-060 (Order 83), § 315-31-050, filed 12/16/85; 84-01-005 (Order 44), § 315-31-050, filed 12/8/83.]

**WAC 315-31-060 Drawings.** (1) Drawings for Daily Game shall be held on a daily basis, Monday through Sunday, except that the director may exclude certain holidays from the drawing schedule.

(2) The drawing shall determine, at random, three winning digits or symbols with the aid of mechanical drawing equipment which shall be tested before and after each drawing. Any drawn digits are not declared winning digits until the drawing is certified by the lottery. The winning digits shall be used in determining all Daily Game winners for the day of the drawing. If a drawing is not

certified, another drawing will be conducted to determine actual winners.

(3) The winning digits shall not be invalidated based on the liability of the lottery.

[Statutory Authority: RCW 67.70.040, 92-16-004, § 315-31-060, filed 7/23/92, effective 11/5/92; 89-12-042 (Order 116), § 315-31-060, filed 6/1/89; 84-01-005 (Order 44), § 315-31-060, filed 12/8/83.]

## Chapter 315-32 WAC LOTTO

### WAC

315-32-010	Definitions for Lotto.
315-32-020	Price of Lotto ticket.
315-32-030	Play for Lotto.
315-32-040	Prizes for Lotto.
315-32-050	Ticket purchases.
315-32-060	Drawings.

**WAC 315-32-010 Definitions for Lotto.** (1) Number: Any play integer from 1 through 44 inclusive.

(2) Game grids: A field of the 44 numbers found on the play slip.

(3) Play slip: A mark-sense game card used by players of Lotto to select plays. There shall be ten game grids on each play slip identified as A, B, C, D, E, F, G, H, I and J.

[Statutory Authority: RCW 67.70.040, 85-22-057 (Order 81), § 315-32-010, filed 11/5/85; 84-17-018 (Order 61), § 315-32-010, filed 8/3/84.]

**WAC 315-32-020 Price of Lotto ticket.** The price of each Lotto ticket shall be \$1.00 and shall contain two plays. A player may use a play slip to purchase up to 5 tickets as follows:

1 ticket:	\$1 - game grids A and B.
2 tickets:	\$2 - game grids A, B, C and D.
3 tickets:	\$3 - game grids A, B, C, D, E and F.
4 tickets:	\$4 - game grids A, B, C, D, E, F, G and H.
5 tickets:	\$5 - game grids A, B, C, D, E, F, G, H, I and J.

[Statutory Authority: RCW 67.70.040, 85-22-057 (Order 81), § 315-32-020, filed 11/5/85; 84-17-018 (Order 61), § 315-32-020, filed 8/3/84.]

**WAC 315-32-030 Play for Lotto.** (1) Type of play: A Lotto player must select six numbers in each play. A winning play is achieved only when 3, 4, 5, or 6 of the numbers selected by the player match, in any order, the six winning numbers drawn by the lottery.

(2) Method of play: The player will use play slips to make number selections. The TDM will read the play slip and issue ticket(s) with corresponding plays. If a play slip is not available, the on-line retailer may enter the selected numbers via the keyboard. A player may leave all play selections to a random number generator operated by the computer, commonly referred to as "quick play."

[Statutory Authority: RCW 67.70.040, 85-22-057 (Order 81), § 315-32-030, filed 11/5/85; 84-17-018 (Order 61), § 315-32-030, filed 8/3/84.]

**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.]

**WAC 315-32-050 Ticket purchases.** (1) Lotto tickets may be purchased or redeemed no less than seventeen hours each day in accordance with a schedule to be determined by the director, provided that on-line retailers shall sell and redeem tickets only during their normal business hours.

(2) 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. 89-12-042 (Order 116), § 315-32-050, filed 6/1/89; 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.

(5) The final drawing under this section shall take place on October 20, 1990.

[Statutory Authority: RCW 67.70.040. 90-19-048, § 315-32-060, filed 9/14/90, effective 10/15/90; 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.]

## Chapter 315-33 WAC QUINTO RULES

### WAC

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

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

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

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

[Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-010, filed 3/6/90, effective 4/6/90.]

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

[Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-020, filed 3/6/90, effective 4/6/90.]

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

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

[Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-030, filed 3/6/90, effective 4/6/90.]

**WAC 315-33-040 Prizes for Quinto.** (1) The prize amount to be paid to each Quinto player who holds a winning combination of sets in the first prize category shall be \$100,000. The prize amounts to be paid to each Quinto player who holds a winning combination of sets in the second and third prize categories vary due to the parimutuel



calculation of prizes. The prize amounts in the second and third prize categories are based on the total in the prize pool minus the prize amount(s) in the first prize category for that Quinto drawing distributed over the number of winning tickets in each category.

WINNING COMBINATIONS	PRIZE CATEGORIES	ODDS OF WINNING (ONE PLAY)
All five winning sets in one play	First Prize: \$100,000.00	1:2,598,960
Any four but not five winning sets in one play	Second Prize	1:11,059
Any three but not four or five winning sets in one play	Third Prize	1:240

(2) Prize allocation.

(a) The prize allocation consists of a minimum of fifty percent of Quinto revenue. The prize allocation will be divided between the prize pool and the prize reserve as follows: Prize pool—a minimum of forty-eight percent of Quinto revenue and prize reserve—a minimum of two percent of Quinto sales.

(b) Prize allocation, prize pool, and prize reserve percentages may be increased above their minimum levels at the discretion of the director.

(3) Prize amounts.

(a) First prize. A \$100,000.00 prize is to be paid to each player who holds all five winning sets in one play in any sequence.

(b) Second prize.

(i) Where there is no winner of the first prize, seventy percent of the prize pool shall be divided equally among all players who hold four of the five winning sets in one play in any sequence.

(ii) Where there are one or more winners of the first prize, seventy percent of the prize pool which remains after payment of one first prize shall be divided equally among all players who hold four of the five winning sets in one play in any sequence, except where sales for the drawing were less than \$300,000, then seventy percent of thirty percent of the prize pool shall be divided equally among all players who hold four of the five winning sets in one play in any sequence.

(c) Third prize.

(i) Where there is no winner of the first prize, thirty percent of the prize pool shall be divided equally among all players who hold three of the five winning sets in one play in any sequence.

(ii) Where there are one or more winners of the first prize, thirty percent of the prize pool which remains after payment of one first prize shall be divided equally among all players who hold three of the five winnings sets in one play in any sequence; except where sales for the drawing were less than \$300,000, then thirty percent of thirty percent of the prize pool shall be divided equally among all players who hold three of the five winning sets in one play in any sequence.

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

(e) 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.

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

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

(4) Prize enhancement feature.

(a) If no player holds four of the five winning sets for any given drawing, the second prize allocation will be added to the third prize allocation for that drawing.

(b) If no player holds three of the five winning sets for any given drawing, the third prize allocation will be added to the second prize allocation 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). Each prize shall be paid in a single payment. Federal income tax shall be withheld from prize payments as required by law.

[Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-040, filed 3/6/90, effective 4/6/90.]

**WAC 315-33-050 Ticket purchases.**

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

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

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

[Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-050, filed 3/6/90, effective 4/6/90.]

**WAC 315-33-060 Drawings.**

(1) The Quinto drawing shall be held once each Saturday evening, except that the director may change the drawing schedule if Saturday is a holiday.

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

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

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

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

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

#### WAC 315-33-070 Suspension/termination of Quinto.

(1) At the discretion of the director, Quinto may be suspended or terminated at any time, to be effective prior to the beginning of sales for any future drawing. The director may suspend or terminate sales and a drawing only where no sales have been made for the drawing.

[Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-070, filed 3/6/90, effective 4/6/90.]

### Chapter 315-33A WAC QUINTO RULES

#### WAC

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

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

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

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

(4) Play: One selection of five sets.

[Statutory Authority: RCW 67.70.040. 92-11-033, § 315-33A-010, filed 5/15/92, effective 6/15/92; 91-20-062, § 315-33A-010, filed 9/25/91, effective 10/26/91.]

**WAC 315-33A-020 Price of Quinto play.** The price of each Quinto play shall be \$1.00. Each Quinto ticket shall contain at least one, but not more than five Quinto plays.

[Statutory Authority: RCW 67.70.040. 92-11-033, § 315-33A-020, filed 5/15/92, effective 6/15/92; 91-20-062, § 315-33A-020, filed 9/25/91, effective 10/26/91.]

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

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

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

**WAC 315-33A-040 Prizes for Quinto.** (1) The prize amount to be paid to each Quinto player who holds a winning combination of sets in the first prize category shall vary due to the parimutuel calculation of prizes. The prize amount to be paid to each Quinto player who holds a winning combination of sets in the second prize category shall be \$1,000.00. The prize amount to be paid to each Quinto player who holds a winning combination of sets in

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

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

(2) Prize amounts.

(a) First prize.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Chapter 315-33B WAC  
BEAT THE STATE**

**WAC**

315-33B-010	Definitions for "Beat the State."
315-33B-020	Price of "Beat the State" play.
315-33B-030	Play for "Beat the State."
315-33B-040	Prizes for "Beat the State."
315-33B-050	"Beat the State" purchases.
315-33B-060	Drawings.
315-33B-070	Suspension/termination of "Beat the State."

**WAC 315-33B-010 Definitions for "Beat the State."**

(1) Card suit: Heart, diamond, club, or spade symbol.

(2) Number: Any integer from 2 through 10 inclusive and jack, queen, king, and ace. The sequential order of the

numbers shall be: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace. An ace may not be used to follow "king" and precede "2" in the same play.

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

(4) Play: A selection of five sets, also referred to as a "hand."

(5) Royal flush: A play containing the numbers 10, jack, queen, king, and ace, and all of the numbers are of the same suit.

(6) Straight flush: A play containing five different numbers, with no break in the sequential order among the numbers, and all of the numbers are of the same suit.

(7) Four of a kind: A play containing four numbers which are exactly the same as each other.

(8) Full house: A play containing three numbers which are exactly the same as each other, and in the same play, two other numbers which are exactly the same as each other.

(9) Flush: A play containing five numbers which are all of the same suit.

(10) Straight: A play containing five different numbers with no break in the sequential order among the numbers.

(11) Three of a kind: A play containing three numbers which are exactly the same as each other.

(12) Two pair: A play containing two numbers which are exactly the same as each other, and in the same play, two other numbers which are exactly the same as each other.

(13) One pair: A play containing two numbers which are exactly the same as each other.

(14) No pair: A play which does not contain any of the plays described above.

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-010, filed 3/18/92, effective 4/18/92.]

**WAC 315-33B-020 Price of "Beat the State" play.** The price of each "Beat the State" play shall be \$1.00 and shall contain one five set play.

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-020, filed 3/18/92, effective 4/18/92.]

**WAC 315-33B-030 Play for "Beat the State." (1)**

Type of play: A winning play is achieved only when the play held by the ticket holder is superior to the play held by the state.

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

(3) Hierarchy of plays: The play with the highest superiority is the royal flush, followed by the straight flush, four of a kind, full house, flush, straight, three of a kind, two pair, one pair, no pair and fold in that order.

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-030, filed 3/18/92, effective 4/18/92.]

**WAC 315-33B-040 Prizes for "Beat the State." (1)**

When the play held by the ticket holder is superior, as delineated in WAC 315-33B-030(3), to the play held by the state, the ticket holder shall be entitled to receive a prize, based on the play held by the ticket holder. Where the ticket holder's play contains more than one winning play, the ticket holder shall be entitled to only the largest prize for which

the play is eligible. Prizes corresponding to winning plays follow:

TICKET HOLDER'S HAND	PRIZE AMOUNT	ODDS OF WINNING (ONE PLAY)
Royal Flush	\$ 5,000	1:662,480.00
Straight Flush	1,000	1:75,081.07
Four of a Kind	250	1:4,512.08
Full House	75	1:784.71
Flush	29	1:615.30
Straight	19	1:348.67
Three of a Kind	9	1:79.39
Two Pair	5	1:57.57
One Pair	3	1:24.61
No Pair	2	1:20.75

Overall odds of winning a "Beat the State" prize: 1:8

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

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-040, filed 3/18/92, effective 4/18/92.]

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

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

(3) A "Beat the State" play may be purchased only as an addition to a Quinto play purchased under chapter 315-33A WAC. "Beat the State" must be purchased before the Quinto ticket is printed. "Beat the State" cannot be added to a Quinto ticket already printed by the on-line computer system.

(4) The purchase of a "Beat the State" play will be noted by the on-line computer system on a Quinto ticket, as described in WAC 315-33A-050(3).

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-050, filed 3/18/92, effective 4/18/92.]

**WAC 315-33B-060 Drawings.** (1) The "Beat the State" drawing held pursuant to this chapter shall be once each Saturday beginning May 16, 1992, in conjunction with the Quinto drawing held pursuant to chapter 315-33A WAC, except that the director may change the drawing schedule if Saturday is a holiday.

(2) The drawing of the state's hand will be overseen by lottery officials.

(3) The state's hand shall be determined by a random drawing of one hand from 52 possibilities, which shall be as follows:

Number of possibilities for Royal Flush:	1
Number of possibilities for Straight Flush:	1
Number of possibilities for Four of a Kind:	2
Number of possibilities for Full House:	2
Number of possibilities for Flush:	3
Number of possibilities for Straight:	5
Number of possibilities for Three of a Kind:	7
Number of possibilities for Two Pair:	12
Number of possibilities for One Pair:	14
Number of possibilities for Fold:	5
<b>Total possibilities</b>	<b>52</b>

(4) The state's hand shall not be declared official until certified by the lottery. If the state's hand is not certified, another drawing will be conducted to determine the state's hand.

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

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-060, filed 3/18/92, effective 4/18/92.]

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

[Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-070, filed 3/18/92, effective 4/18/92.]

**Chapter 315-34 WAC  
LOTTO 6 OF 49 RULES**

WAC	
315-34-010	Definitions for Lotto.
315-34-020	Price of Lotto play.
315-34-030	Play for Lotto.
315-34-040	Prizes for Lotto.
315-34-050	Ticket purchases.
315-34-060	Drawings.

**WAC 315-34-010 Definitions for Lotto.** (1) Number: Any play integer from 1 through 49 inclusive.

(2) Game grids: A field of the 49 numbers found on the play slip.

(3) Play: One selection of six numbers.

(4) Pair: Two plays.

(5) Play slip: A mark-sense game card used by players of Lotto to select plays. There shall be ten game grids on each play slip identified as A, B, C, D, E, F, G, H, I, and J.

[Statutory Authority: RCW 67.70.040. 92-11-033, § 315-34-010, filed 5/15/92, effective 6/15/92; 90-19-048, § 315-34-010, filed 9/14/90, effective 10/15/90.]

**WAC 315-34-020 Price of Lotto play.** The price of each Lotto play shall be \$.50 and shall be sold only in pairs for \$1.00. One ticket shall contain at least two but not more than ten plays. A player may use a play slip to purchase up to ten plays per ticket as follows:

- 1 pair: \$1 - game grids A and B.
- 2 pairs: \$2 - game grids A, B, C, and D.
- 3 pairs: \$3 - game grids A, B, C, D, E, and F.
- 4 pairs: \$4 - game grids A, B, C, D, E, F, G, and H.
- 5 pairs: \$5 - game grids A, B, C, D, E, F, G, H, I, and J.

[Statutory Authority: RCW 67.70.040. 92-11-033, § 315-34-020, filed 5/15/92, effective 6/15/92; 90-19-048, § 315-34-020, filed 9/14/90, effective 10/15/90.]

**WAC 315-34-030 Play for Lotto.** (1) Type of play: A Lotto player must select six numbers in each play. A winning play is achieved only when 3, 4, 5, or 6 of the numbers selected by the player match, in any order, the six winning numbers drawn by the lottery.

(2) Method of play: The player will use play slips to make number selections. The on-line terminal will read the play slip and issue ticket(s) with corresponding plays. If a play slip is not available, the on-line retailer may enter the selected numbers via the keyboard. A player may choose to have the number selections made by a random number generator operated by the computer, commonly referred to as "quick play."

[Statutory Authority: RCW 67.70.040. 90-19-048, § 315-34-030, filed 9/14/90, effective 10/15/90.]

**WAC 315-34-040 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, third and fourth prize categories vary due to parimutuel calculation of prizes.

WINNING COMBINATIONS	PRIZE CATEGORIES	ODDS OF WINNING (ONE PLAY)
All six winning numbers in one play	First Prize (Jackpot)	1:13,983,816
Any five but not six winning numbers in one play	Second Prize	1:54,201
Any four but not five or six winning numbers in one play	Third Prize	1:1,033
Any three but not four, five or six winning numbers in one play	Fourth Prize	1:57

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

(3) Prize amounts.

(a) First prize (jackpot). The first prize will be the amount announced by the director as the Lotto jackpot. The jackpot will be divided equally among all players who selected all six winning numbers in one play (in any sequence). The director may utilize the prize reserve to augment the cash available to fund the jackpot prize. Any revenue remaining in the prize pool after providing sufficient moneys for payment of all first, second, third, and fourth prizes of that drawing shall be placed in the Lotto prize

reserve for use pursuant to the terms of WAC 315-34-040 (3)(e).

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

(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 the 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 numbers drawn and 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).

(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 but less than \$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. 92-11-033, § 315-34-040, filed 5/15/92, effective 6/15/92; 92-07-014, § 315-34-040, filed 3/6/92, effective 4/6/92; 90-19-048, § 315-34-040, filed 9/14/90, effective 10/15/90.]

**WAC 315-34-050 Ticket purchases.** (1) Lotto tickets may be purchased or redeemed during no less than seventeen hours each day in accordance with a schedule to be determined by the director, provided that on-line retailers shall sell and redeem tickets only during their normal business hours.

(2) 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. 90-19-048, § 315-34-050, filed 9/14/90, effective 10/15/90.]

**WAC 315-34-060 Drawings.** (1) The Lotto drawing shall be held each week on Wednesday and Saturday evenings beginning October 24, 1990, 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 are not 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. 90-19-048, § 315-34-060, filed 9/14/90, effective 10/15/90.]

**Chapter 315-35 WAC**

**DAILY KENO**

**WAC**

315-35-010	Definitions for Daily Keno.
315-35-020	Price of Daily Keno play.
315-35-030	Play for Daily Keno.
315-35-040	Prizes for Daily Keno.
315-35-050	Ticket purchases.
315-35-060	Drawings.

**WAC 315-35-010 Definitions for Daily Keno.** (1) Number: Any play integer from 1 through 80 inclusive.

(2) Game grid: A field of the 80 numbers found on the play slip.

(3) Play: A selection of one to ten numbers.

(4) Play slip: A mark-sense game card used by players of Daily Keno to purchase a play.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-35-010, filed 9/11/92, effective 11/8/92.]

**WAC 315-35-020 Price of Daily Keno play.** The price of each Daily Keno play shall be \$1.00. A player must use a play slip to purchase a Daily Keno play.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-35-020, filed 9/11/92, effective 11/8/92.]

**WAC 315-35-030 Play for Daily Keno.** A Daily Keno player must use a play slip to purchase a Daily Keno play, selecting from one to ten numbers in each play. Players may choose their numbers by marking a play slip or may have the numbers selected by a random number generator operated by the computer, a method commonly referred to as "quick play." The lottery shall select twenty numbers from one to eighty. A winning play is achieved when the required quantity of the player's numbers match the numbers in the lottery's selection to receive a prize as stated in WAC 315-35-040.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-35-030, filed 9/11/92, effective 11/8/92.]

**WAC 315-35-040 Prizes for Daily Keno.** (1) The prize amounts to be paid to each Daily Keno player who selects a winning combination of numbers shall be as follows:

**MARK 10 SPOTS:**

NUMBER MATCHES	ODDS 1:	PRIZE
10	8,911,711.1	\$100,000
9	163,381.3	\$5,000
8	7,384.4	\$500
7	620.6	\$50
6	87.1	\$5
5	19.4	\$2
4	6.7	\$0
3	3.7	\$0
2	3.3	\$0
1	5.5	\$0
0	21.8	\$3
	9.0	

**MARK 9 SPOTS:**

NUMBER MATCHES	ODDS 1:	PRIZE
9	1,380,687.6	\$25,000
8	30,681.9	\$2,500
7	1,690.1	\$100
6	174.8	\$10
5	30.6	\$5
4	8.7	\$1
3	4.0	\$0

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2	3.1	\$0
1	4.5	\$0
0	15.6	\$0
	6.5	

MARK 8 SPOTS:

NUMBER MATCHES	ODDS 1:	PRIZE
8	230,114.6	\$10,000
7	6,232.2	\$500
6	422.5	\$50
5	54.6	\$5
4	12.2	\$2
3	4.6	\$0
2	3.0	\$0
1	3.7	\$0
0	11.3	\$0
	9.7	

MARK 7 SPOTS:

NUMBER MATCHES	ODDS 1:	PRIZE
7	40,979.3	\$2,500
6	1,365.9	\$100
5	115.7	\$10
4	19.1	\$2
3	5.7	\$1
2	3.0	\$0
1	3.1	\$0
0	8.2	\$0
	4.2	

MARK 6 SPOTS:

NUMBER MATCHES	ODDS 1:	PRIZE
6	7,752.8	\$1,000
5	323.0	\$40
4	35.0	\$4
3	7.7	\$1
2	3.2	\$0
1	2.7	\$0
0	6.0	\$0
	6.1	

MARK 5 SPOTS:

NUMBER MATCHES	ODDS 1:	PRIZE
5	1,550.5	\$200
4	82.6	\$17
3	11.9	\$2
2	3.6	\$0
1	2.4	\$0
0	4.4	\$0
	10.3	

MARK 4 SPOTS:

NUMBER MATCHES	ODDS 1:	PRIZE
4	326.4	\$24
3	23.1	\$5
2	4.7	\$1
1	2.3	\$0
0	3.2	\$0
	3.8	

MARK 3 SPOTS:

NUMBER MATCHES	ODDS 1:	PRIZE
3	72.0	\$16
2	7.2	\$2
1	2.3	\$0
0	2.4	\$0
	6.5	

MARK 2 SPOTS:

NUMBER MATCHES	ODDS 1:	PRIZE
2	16.6	\$8
1	2.6	\$0
0	1.7	\$0
	16.6	

MARK 1 SPOT:

NUMBER MATCHES	ODDS 1:	PRIZE
1	4.0	\$2
0	1.3	\$0
	4.0	

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

(3) In the event any player who holds a winning ticket does not claim the prize won within one hundred eighty days of 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) There shall be no more than \$500,000 paid per game to holders of plays with ten matching spots. If there are more than five plays which each have ten matching spots, \$500,000 shall be divided equally among the play holders thereof.

(5) Prize payment will be made in accordance with WAC 315-30-030(6).

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-35-040, filed 9/11/92, effective 11/8/92.]

**WAC 315-35-050 Ticket purchases.** (1) Daily Keno tickets may be purchased or redeemed during no less than seventeen hours each day in accordance with a schedule to be determined by the director, provided that on-line retailers

shall sell and redeem tickets only during their normal business hours.

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

(3) Daily Keno tickets shall on the front of the ticket contain the player's selection of numbers, amount wagered, drawing date and validation and reference numbers. The back of the ticket shall contain an estimate of the probability of purchasing a winning ticket, player instructions, player information and signature area, and the ticket serial number.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-35-050, filed 9/11/92, effective 11/8/92.]

**WAC 315-35-060 Drawings.** (1) The Daily Keno drawing shall be held once a day, seven days per week, except that the director may change the drawing schedule or cancel the drawing on a holiday.

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

(3) Each drawing shall determine, at random, twenty winning numbers. Any drawn numbers will not be declared winning numbers until the drawing is certified by the lottery. The winning numbers shall be used in determining all Daily Keno 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. 92-19-057, § 315-35-060, filed 9/11/92, effective 11/8/92.]

**Chapter 315-40 WAC**

**PAPER SCRATCH GAME GENERAL RULES**

**WAC**

315-40-010	Paper scratch games—Authorized—Director's authority.
315-40-020	Definitions.
315-40-030	Paper scratch games criteria.
315-40-040	Confidentiality of tickets.
315-40-050	Official end of game.
315-40-060	Ticket validation requirements.
315-40-070	Retailer settlement.
315-40-080	Paper scratch ticket purchase price.

**WAC 315-40-010 Paper scratch games—Authorized—Director's authority.** (1) The commission hereby authorizes paper scratch games which meet the criteria set forth in this chapter.

(2) The director is hereby authorized to select, operate, and contract relating to and for the operation of paper scratch games which meet the criteria set forth in this chapter.

(3) In the event of a conflict between any section of the Washington Administrative Code within this chapter and a section in another chapter, this chapter's rules shall take precedence and shall govern the play and administration of paper scratch games.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-010, filed 1/10/92, effective 2/10/92.]

**WAC 315-40-020 Definitions.** (1) Ticket. The ticket purchased for participation in a paper scratch game and any ticket used in authorized media promotions and authorized retailer incentive programs for a paper scratch game with a retail price of less than \$1.00.

(2) Paper scratch game. A game in which a ticket is purchased and upon removal of a latex covering on the back of the ticket, the ticket bearer determines his or her winnings, if any.

(3) Ticket bearer. The person who has possession of the ticket, or the right to possession.

(4) Play symbols. The symbols appearing in the designated areas under the removable covering on the back of the ticket.

(5) Claim. Receipt of a paper scratch ticket by the licensed retailer which sold the ticket within one hundred eighty days after the official end of that paper scratch game.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-020, filed 1/10/92, effective 2/10/92.]

**WAC 315-40-030 Paper scratch games criteria.** (1) The price of a paper scratch game ticket shall be less than \$1.00.

(2) Winners of a paper scratch game are determined by the matching or specified alignment of the play symbols on the tickets. The ticket bearer must submit the winning ticket to the lottery retailer where the ticket was purchased.

(3) The total of all prizes available to be won in a paper scratch game shall not be less than sixty percent of the paper scratch game's projected revenue. The director shall determine the number of prizes.

(4) There is no required frequency of drawing or method of selection of a winner in a paper scratch game.

(5) Procedures for claiming paper scratch game prizes are as follows:

(a)(i) To claim a paper scratch game prize under this chapter, the claimant shall present the apparent winning ticket to the lottery retailer from whom the ticket was purchased within one hundred eighty days after the official end of that paper scratch game. The lottery retailer shall verify the claim and, if acceptable, make payment of the amount due the claimant.

(ii) In the event the lottery retailer cannot or will not verify and pay the claim, the claimant may fill out a claim form, which shall be obtained from any lottery office and present the completed form, together with the disputed ticket to the director.

(iii) 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.

(iv) Where the director deems the claimant entitled to payment and the claimant could not obtain payment from the retailer, the director may pay the prize to the claimant and the lottery shall be entitled to reimbursement from the selling retailer.

(b) The prizes shall be paid during all normal business hours of the selling retailer. 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.



(c) 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. 92-03-048, § 315-40-030, filed 1/10/92, effective 2/10/92.]

**WAC 315-40-040 Confidentiality of tickets.** No lottery retailer or its employees or agent shall attempt to ascertain the numbers or symbols appearing in the designated areas under the removable latex coverings or otherwise attempt to identify winning tickets.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-040, filed 1/10/92, effective 2/10/92.]

**WAC 315-40-050 Official end of game.** (1) The director shall announce the official end of each paper scratch game. A player may submit a winning ticket to the lottery retailer from whom the ticket was purchased up to one hundred eighty days after the official end of the game.

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

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-050, filed 1/10/92, effective 2/10/92.]

**WAC 315-40-060 Ticket validation requirements.** (1) To be a valid Washington state lottery paper scratch game ticket, a ticket must meet all of the following validation requirements.

(a) The ticket must have been issued by the director in an authorized manner.

(b) The ticket must not be altered, unreadable, or tampered with in any manner.

(c) The ticket must not be counterfeit in whole or in part.

(d) The ticket must not be stolen nor appear on any list of omitted tickets on file with the lottery.

(e) The ticket must be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.

(f) The ticket must have exactly one play symbol and exactly one caption under each of the rub-off spots, and exactly one pack-ticket number. They must be present in their entirety, legible, right-side up, and not reversed in any manner.

(g) The ticket must pass all additional confidential validation requirements established by the director.

(2) Any ticket not passing all the validation requirements in subsection (1) of this section and the specific validation requirements contained in the rules for its specific game is invalid and ineligible for any prize.

(3) The director may replace any invalid ticket with an unplayed ticket of equivalent sales price from any current paper scratch game. In the event a defective ticket is

purchased, the only responsibility or liability of the lottery shall be the replacement of the defective ticket with an unplayed ticket or equivalent sales price from any current paper scratch game, or issue a refund of the sales price. However, if the ticket is partially mutilated or if the ticket is not intact but it still can be validated by other validation tests, the director may pay the prize for that ticket.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-060, filed 1/10/92, effective 2/10/92.]

**WAC 315-40-070 Retailer settlement.** (1) Each retailer licensed with the lottery after May 31, 1991, to sell any lottery product shall establish an account for deposit of moneys derived from paper scratch game sales with a financial institution that has the capability of electronic funds transfer (EFT). Funds generated from the sale of paper scratch tickets shall be held in trust by the retailer for the lottery.

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

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-070, filed 1/10/92, effective 2/10/92.]

**WAC 315-40-080 Paper scratch ticket purchase price.** The lottery retailer's purchase price for each pack of paper scratch tickets shall be the retail price of the pack, less the value of all prizes in the pack and any discount authorized by WAC 315-04-190.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-080, filed 1/10/92, effective 2/10/92.]

## Chapter 315-41 WAC

### PAPER SCRATCH GAMES—SPECIFIC RULES

WAC	
315-41-50100	Definitions for Paper Scratch Game Number 501 ("Jackpot").
315-41-50110	Criteria for Paper Scratch Game Number 501.
315-41-50120	Ticket validation requirements for Paper Scratch Game Number 501.
315-41-50200	Definitions for Paper Scratch Game Number 502 ("Lucky Charm").
315-41-50210	Criteria for Paper Scratch Game Number 502.
315-41-50220	Ticket validation requirements for Paper Scratch Game Number 502.
315-41-50300	Definitions for Paper Scratch Game Number 503 ("Jacks-R-Better").
315-41-50310	Criteria for Paper Scratch Game Number 503.
315-41-50320	Ticket validation requirements for Paper Scratch Game Number 503.
315-41-50400	Definitions for Paper Scratch Game Number 504 ("Treasure Hunt").
315-41-50410	Criteria for Paper Scratch Game Number 504.
315-41-50420	Ticket validation requirements for Paper Scratch Game Number 504.
315-41-50500	Definitions for Paper Scratch Game Number 505 ("Rooster Tail").
315-41-50510	Criteria for Paper Scratch Game Number 505.
315-41-50520	Ticket validation requirements for Paper Scratch Game Number 505.

- 315-41-50600 Definitions for Paper Scratch Game Number 506 ("Criss Cross").
- 315-41-50610 Criteria for Paper Scratch Game Number 506.
- 315-41-50620 Ticket validation requirements for Paper Scratch Game Number 506.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50100, filed 1/10/92, effective 2/10/92.]

**WAC 315-41-50100 Definitions for Paper Scratch Game Number 501 ("Jackpot").** (1) Play symbols: The following are the "play symbols": "♣"; "○"; "👞"; "△"; "♠"; "◊"; "👑"; "🎰"; and "🐟." One of these play symbols appears in each of the nine play spots in the playfield under the scratch-off material covering the game play data on the back of the ticket. The nine play spots shall be arranged in three rows, with three play spots to each row.

**WAC 315-41-50110 Criteria for Paper Scratch Game Number 501.** (1) The price of each paper scratch game ticket shall be \$.50.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Paper Scratch Game Number 501, the captions which correspond with and verify the play symbols are:

(2) Determination of prize winning tickets: A paper scratch prize winner is determined in the following manner:

(a) The bearer of a ticket having three identical play symbols in the same game (horizontal row) shall win the prize which corresponds with that set of identical play symbols. Play symbols in different games (horizontal rows) may not be combined to win a prize. The ticket shall bear a legend which lists each set of identical play symbols and its corresponding prize.

- Three ♣ play symbols - Win \$ .50
- Three ○ play symbols - Win \$ 2.00
- Three △ play symbols - Win \$ 10.00
- Three 🎰 play symbols - Win \$ 25.00

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
♣	CHRY
○	ORNG
👞	SHOE
🔔	BELL
♠	CLVR
◊	LEMN
👑	CRWN
🎰	BARR
🐟	FISH

(b) The bearer of a ticket having winning play symbols in more than one game (horizontal row) shall win the total amount of the prizes won in each game.

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

(3) Pack-ticket number: The eleven-digit number of the form 50100001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Paper Scratch Game Number 501 constitute the "pack number" which starts at 50100001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-40-060, to the particular ticket validation requirements for Paper Scratch Game Number 501 set forth in WAC 315-41-50120, 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 Paper Scratch Game Number 501; and/or

(b) Vary the number of tickets sold in Paper Scratch Game Number 501 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50110, filed 1/10/92, effective 2/10/92.]

(4) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the back of the ticket which the lottery retailer uses to verify all winners. For Paper Scratch Game Number 501, 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 back of the ticket. The retailer verification codes are:

**WAC 315-41-50120 Ticket validation requirements for Paper Scratch Game Number 501.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid paper scratch game ticket for Paper Scratch Game Number 501, all of the following validation requirements apply.

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

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
HAF	\$ .50
ONE	\$ 1.00 (\$.50 and \$.50)
TWO	\$ 2.00
TEN	\$ 10.00
TWF	\$ 25.00

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

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

(5) Pack: A set of four hundred individually cut game tickets packaged in plastic shrinkwrapping.

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

(d) Each of the play symbols and its caption, the 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 315-41-50100(1) and each of the captions must be exactly one of those described in WAC 315-41-50100(2).

(2) Any ticket not passing all the validation requirements in WAC 315-40-060 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50120, filed 1/10/92, effective 2/10/92.]

**WAC 315-41-50200 Definitions for Paper Scratch Game Number 502 ("Lucky Charm").** (1) Play symbols: The following are the "play symbols": "☉"; "☽"; "☾"; "☿"; "♁"; "♂"; "♀"; "♃"; "♄"; "♅"; "♆"; "♇"; "♈"; "♉"; "♊"; "♋"; "♌"; "♍"; "♎"; "♏"; "♐"; "♑"; "♒"; "♓". One of these play symbols appears in each of the twelve play spots in the playfield under the scratch-off material covering the game play data on the back of the ticket. The twelve play spots shall be arranged in four rows, with three play spots to each row.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Paper Scratch Game Number 502, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
	GOLD
	SHOE
	FOOT
	CLVR
	STAR
	BELL
	FIRE
	BONE
	PIGG
	BOOT

(3) Pack-ticket number: The eleven-digit number of the form 50200001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Paper Scratch Game Number 502 constitute the "pack number" which starts at 50200001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(4) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on

the back of the ticket which the lottery retailer uses to verify all winners. For Paper Scratch Game Number 502, 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 back of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
HAF	\$ .50
ONE	\$ 1.00
FIV	\$ 5.00
FIF	\$ 50.00

(5) Pack: A set of four hundred individually cut game tickets packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50200, filed 1/10/92, effective 2/10/92.]

**WAC 315-41-50210 Criteria for Paper Scratch Game Number 502.** (1) The price of each paper scratch game ticket shall be \$.50.

(2) Determination of prize winning tickets: A paper scratch prize winner is determined in the following manner:

The bearer of a ticket having the following designated prize symbols in one game (horizontal row) shall win the prize which corresponds with that set of designated play symbols. Play symbols in different games (horizontal rows) may not be combined to win a prize. The ticket shall bear a legend which lists each set of designated play symbols and its corresponding prize.

Three ☉ play symbols - Win \$	.50
Three ☽ play symbols - Win \$	1.00
Three ☾ play symbols - Win \$	5.00
Three ☿ play symbols - Win \$	50.00

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-40-060, to the particular ticket validation requirements for Paper Scratch Game Number 502 set forth in WAC 315-41-50220, 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 Paper Scratch Game Number 502; and/or

(b) Vary the number of tickets sold in Paper Scratch Game Number 502 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50210, filed 1/10/92, effective 2/10/92.]

**WAC 315-41-50220 Ticket validation requirements for Paper Scratch Game Number 502.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid paper scratch game ticket for Paper Scratch Game Number 502, all of the following validation requirements apply.



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

(a) Vary the length of Paper Scratch Game Number 503; and/or

(b) Vary the number of tickets sold in Paper Scratch Game Number 503 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50310, filed 1/10/92, effective 2/10/92.]

**WAC 315-41-50320 Ticket validation requirements for Paper Scratch Game Number 503.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid paper scratch game ticket for Paper Scratch Game Number 503, all of the following validation requirements apply.

(a) Exactly one play symbol must appear in each of the twelve rub-off spots on the back of the ticket under the latex covering.

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

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

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

(d) Each of the play symbols and its caption, the 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 315-41-50300(1) and each of the captions must be exactly one of those described in WAC 315-41-50300(2).

(2) Any ticket not passing all the validation requirements in WAC 315-40-060 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50320, filed 1/10/92, effective 2/10/92.]

**WAC 315-41-50400 Definitions for Paper Scratch Game Number 504 ("Treasure Hunt").** (1) Play symbols: The following are the "play symbols": "P"; "P"; "S"; "S"; "S"; "S"; "S"; "S"; "S"; "S"; "S"; and "S." One of these play symbols appears in each of the twelve play spots in the playfield under the scratch-off material covering the game play data on the back of the ticket. The twelve play spots shall be arranged in four rows, with three play spots to each row.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Paper Scratch Game Number 504, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
	FLAG
	PALM
	SHVL
	TRSUR
	SHIP
	SORD
	PAROT
	SNSHN
	SGLAS

(3) Pack-ticket number: The eleven-digit number of the form 50400001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Paper Scratch Game Number 504 constitute the "pack number" which starts at 50400001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(4) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the back of the ticket which the lottery retailer uses to verify all winners. For Paper Scratch Game Number 504, 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 back of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
HAF	\$ .50
ONE	\$ 1.00
FIV	\$ 5.00
HUN	\$ 100.00

(5) Pack: A set of four hundred individually cut game tickets packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50400, filed 3/31/92, effective 5/1/92.]

**WAC 315-41-50410 Criteria for Paper Scratch Game Number 504.** (1) The price of each paper scratch game ticket shall be \$.50.

(2) Determination of prize winning tickets: A paper scratch prize winner is determined in the following manner:

The bearer of a ticket having three identical play symbols in the same game (horizontal row) shall win the prize which corresponds with that set of identical play symbols. Play symbols in different games (horizontal rows) may not be combined to win a prize. The ticket shall bear a legend which lists each set of identical play symbols and its corresponding prize, as follows:

Three P play symbols	-	Win	\$ .50
Three P play symbols	-	Win	\$ 1.00
Three S play symbols	-	Win	\$ 5.00
Three S play symbols	-	Win	\$ 100.00

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-40-060, to the particular ticket



Three © play symbols	-	Win	\$ .50
Three ∞ play symbols	-	Win	\$ 1.00
Three ♠ play symbols	-	Win	\$ 2.00
Three ♣ play symbols	-	Win	\$ 4.00
Three ♠ play symbols	-	Win	\$ 25.00

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-40-060, to the particular ticket validation requirements for Paper Scratch Game Number 505 set forth in WAC 315-41-50520, 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 Paper Scratch Game Number 505; and/or

(b) Vary the number of tickets sold in Paper Scratch Game Number 505 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50510, filed 3/31/92, effective 5/1/92.]

**WAC 315-41-50520 Ticket validation requirements for Paper Scratch Game Number 505.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid paper scratch game ticket for Paper Scratch Game Number 505, all of the following validation requirements apply.

(a) Exactly one play symbol must appear in each of the twelve rub-off spots on the back of the ticket under the latex covering.

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

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

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

(d) Each of the play symbols and its caption, the 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 315-41-50500(1) and each of the captions must be exactly one of those described in WAC 315-41-50500(2).

(2) Any ticket not passing all the validation requirements in WAC 315-40-060 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50520, filed 3/31/92, effective 5/1/92.]

**WAC 315-41-50600 Definitions for Paper Scratch Game Number 506 ("Criss Cross").** (1) Play symbols: The following are the "play symbols": "#"; "☆"; "○"; "×"; "△"; "□"; "◇"; "∞"; and "⊞." One of these play symbols appears in each of the nine play spots in the playfield under the scratch-off material covering the game play data on the back of the ticket. The nine play spots shall be arranged in three rows, with three play spots to each row.

(2) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only one of these captions appears under each play symbol. For Paper Scratch Game Number 506, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
#	POUND
☆	STAR
○	CRCL
×	ECKS
△	TRNGL
□	SQUAR
◇	BELL
∞	KEYE
⊞	BONE

(3) Pack-ticket number: The eleven-digit number of the form 50600001-000 printed on the front of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Paper Scratch Game Number 506 constitute the "pack number" which starts at 50600001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(4) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the back of the ticket which the lottery retailer uses to verify all winners. For Paper Scratch Game Number 506, 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 back of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
HAF	\$ .50
ONE	\$ 1.00 (\$ .50 and \$ .50; \$ 1.00)
TWO	\$ 2.00 (\$ 1.00 and \$ 1.00; \$ 2.00)
TEN	\$ 10.00 (\$ 5.00 and \$ 5.00)
TWF	\$ 25.00

(5) Pack: A set of four hundred individually cut game tickets packaged in plastic shrinkwrapping.

[Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50600, filed 3/31/92, effective 5/1/92.]

**WAC 315-41-50610 Criteria for Paper Scratch Game Number 506.** (1) The price of each paper scratch game ticket shall be \$.50.

(2) Determination of prize winning tickets: A paper scratch prize winner is determined in the following manner:

(a) The bearer of a ticket having three identical play symbols in any row, column or diagonal shall win the prize which corresponds with that set of identical play symbols. The ticket shall bear a legend which lists each set of identical play symbols and its corresponding prize, as follows:

Three # play symbols	-	Win	\$	.50
Three ☆ play symbols	-	Win	\$	1.00
Three △ play symbols	-	Win	\$	2.00
Three ○ play symbols	-	Win	\$	5.00
Three × play symbols	-	Win	\$	25.00

(b) The bearer of a ticket having more than one set of winning play symbols shall win the total amount of the prizes for each winning set.

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

(4) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-40-060, to the particular ticket validation requirements for Paper Scratch Game Number 506 set forth in WAC 315-41-50620, 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 Paper Scratch Game Number 506; and/or

(b) Vary the number of tickets sold in Paper Scratch Game Number 506 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50610, filed 3/31/92, effective 5/1/92.]

**WAC 315-41-50620 Ticket validation requirements for Paper Scratch Game Number 506.** (1) In addition to meeting all other requirements in these rules and regulations, to be a valid paper scratch game ticket for Paper Scratch Game Number 506, all of the following validation requirements apply.

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

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

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

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

(d) Each of the play symbols and its caption, the 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 315-41-50600(1) and each of the captions must be exactly one of those described in WAC 315-41-50600(2).

(2) Any ticket not passing all the validation requirements in WAC 315-40-060 and subsection (1) of this section is invalid and ineligible for any prize.

[Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50620, filed 3/31/92, effective 5/1/92.]