

furnish the above required records at a designated location within the state for review by the board.

[Statutory Authority: RCW 66.08.030. 93-11-028, § 314-52-080, filed 5/10/93, effective 6/10/93. Statutory Authority: RCW 66.08.030 and 66.98.070. 82-17-031 (Order 108, Resolution No. 117), § 314-52-080, filed 8/11/82. Statutory Authority: RCW 66.08.030, 66.08.060 and 66.98.070. 81-04-011 (Order 76, Resolution No. 85), § 314-52-080, filed 1/28/81; 80-09-078 (Order 73, Resolution No. 82), § 314-52-080, filed 7/18/80; 78-02-056 (Order 62), § 314-52-080, filed 1/20/78; Order 46, § 314-52-080, Rule 123, filed 6/9/76; Order 10, § 314-52-080, filed 10/27/70, effective 11/27/70; Rule 123, filed 6/13/63.]

Chapter 314-70 WAC

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

WAC

314-70-050 Destruction of liquor by liquor enforcement officers.

WAC 314-70-050 Destruction of liquor by liquor enforcement officers. (1) Pursuant to RCW 66.08.030, liquor enforcement officers are authorized to seize, confiscate, and destroy any liquor manufactured, sold, or offered for sale within the state that does not conform in all respects to the standards prescribed by Title 66 RCW and board regulations.

(2) Destruction shall be carried out under competent supervision and a record of the type, brand, and amount of liquor shall be maintained on a form prescribed by the board. Records made pursuant to this regulation shall be maintained for a period not less than one year.

(3) Liquor may be destroyed only after:

(a) The board's charges of a violation of Title 66 RCW or board regulations have been sustained after an administrative proceeding pursuant to chapter 314-04 or 314-08 WAC in which the liquor to be destroyed has been the subject of, or evidence in, that administrative proceeding; or

(b) The board's charges of a violation of Title 66 RCW or board regulations have been admitted or are not contested by the person from whom the liquor was seized and the liquor seized was the subject of the charged violation; or

(c) Liquor was seized pursuant to lawful arrest and that liquor was held as evidence in a criminal proceeding where a final disposition has been reached; or

(d) When no administrative or judicial proceedings are held, all parties who claim a right, title, or interest in the seized liquor have been given notice and opportunity for a hearing to determine his or her right, title, or interest in the subject liquor. Claims of right, title, or interest in seized liquor must be made to the board, in writing, within thirty days of the date of seizure.

[Statutory Authority: RCW 66.08.030. 93-11-028, § 314-70-050, filed 5/10/93, effective 6/10/93.]

Title 315 WAC LOTTERY COMMISSION

Chapters

315-02 General provisions and definitions.

315-06 General lottery rules.

315-11 Instant game rules—Specific rules.

315-11A Instant game rules—Games commencing at 100.

315-20 Procedural rules—Contested cases—Petitions for declaratory ruling and rule making.

315-33A Quinto rules.

315-33B Beat the state.

315-34 Lotto 6 of 49 rules.

Chapter 315-02 WAC

GENERAL PROVISIONS AND DEFINITIONS

WAC

315-02-230 Claim defined.

WAC 315-02-230 Claim defined. "Claim" means actual, physical receipt of a ticket, and claim form if necessary under these rules, by a location authorized to pay the prize sought. Placement of the ticket, and claim form, if necessary, in the United States mail or another mail service does not constitute receipt.

[Statutory Authority: RCW 67.70.040. 93-04-004, § 315-02-230, filed 1/21/93, effective 2/21/93.]

Chapter 315-06 WAC

GENERAL LOTTERY RULES

WAC

315-06-120 Payment of prizes—General provisions.

315-06-125 Debts owed the state.

315-06-130 Prizes payable after death or disability of individual winner.

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 one claimant, which shall be either a natural person, association, corporation, general or limited partnership, club, trust, estate, society, company, joint stock company, receiver, trustee, or another acting in a fiduciary or representative capacity whether appointed by a court or otherwise. 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 claimant: *Provided*, That if the address label or stamp contains the name of more than one claimant, 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 claimant 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.

(3) A claim may be entered in the name of a claimant other than a natural person only if the claimant is a legal entity and possesses a federal employer's identification number (FEIN) as issued by the Internal Revenue Service, such number is shown on the claim form and the entity's terms comply with subsection (4) of this section. 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 natural person or one legal entity in whose name the claim is to be entered.

(4) The terms governing a claimant other than a natural person, i.e., articles of incorporation, trust terms, etc., shall be submitted to the director for approval. Terms not in compliance with lottery statutes or rules shall not be approved. Payment shall not be made to a claimant other than a natural person until the director has approved the terms.

All claimants other than natural persons shall have governing terms which:

(a) Prohibit assignment of any right or interest in the claimant and its assets;

(b) Prohibit deletion, amendment, or addition of terms without the director's approval;

(c) State the names of all natural persons who have a direct or indirect right or interest in the claimant, each of their percentage interests and their Social Security numbers;

(d) Acknowledge that the debt collection process mandated by RCW 67.70.255 and WAC 315-06-125 shall be applied to the natural persons who hold interests in the claimant through their Social Security numbers; and

(e) Provide that in the event the claimant ceases to exist prior to the full payout of the prize, the lottery will not make further payment without court order.

(5) The lottery shall not make payment to a claimant other than a natural person unless the terms governing the claimant include those enumerated in subsection (4) of this section.

(6) 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.

(7) 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.

(8) 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.

(9) No natural person or legal entity entitled to a prize may assign the right to payment 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.

(10) 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.

(11) 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.

(12) 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.

(13) 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.

(14) If any prize is payable for the life of the winner, only a natural person may claim such a prize.

(15) 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.

(16) 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.

(17) 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, 93-04-004, § 315-06-120, filed 1/21/93, effective 2/21/93; 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, 74.20A.055 and 82.32.210 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.

(f) Individual - A natural person.

(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 individual prize winner or to any other prize winner which has an individual holding a direct or indirect interest in the prize winner, and who owes 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 prize winner 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 (9) of this section.

(5) It shall be the obligation of the prize winner to provide the lottery with the names, Social Security numbers, and percentage interests of the individuals who collectively hold one hundred percent of the interest in the prize.

(6) Where an individual holds an interest in a prize claimed by another individual, the lottery must be informed of that interest, its percentage and the Social Security number (SSN) of the nonclaimant individual who holds the interest, prior to the validation and prize payment process described herein; otherwise, the Social Security number of the claimant individual and the full net amount of the prize will be used in completing the processing required under this section.

(7) Where the right to payment to an individual who holds an interest in a prize winner is discretionary with a third party or is contingent, the tax ID number of the prize winner shall be used in completing the processing required under this section, rather than the Social Security number of said individual.

(8) 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.

(9) Prior to disbursement, any verified debts owed to a creditor by the individual winner of any lottery prize exceeding six hundred dollars or by an individual holding more than a six hundred dollar interest in a prize winner shall be set off against the prize owing to the individual or against the proportionate interest of the individual in the prize winner. In the event a prize winner or an individual holding more than a six hundred dollar interest in a prize winner owes debts to more than one creditor, and the total prize to that winner or individual 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, 93-23-012, § 315-06-125, filed 11/5/93, effective 12/6/93; 93-11-056, § 315-06-125, filed 5/12/93, effective 6/12/93; 93-04-004, § 315-06-125, filed 1/21/93, effective 2/21/93; 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 individual winner. (1) All prizes or a portion thereof which remain unpaid at the time of an individual 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 winner 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 that a person is entitled to the payment of any prize winnings then due.

(4) The payment to the estate of the deceased winner 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 winner or a winner 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 winner 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 a winner's disability or otherwise, the director shall pay the prize winnings accordingly after application of that process mandated by RCW 67.70.255 and WAC 315-06-125.

(8) A deceased winner's estate shall be considered to be a winner, and payments thereto shall be governed by WAC 315-06-120.

[Statutory Authority: RCW 67.70.040, 93-04-004, § 315-06-130, filed 1/21/93, effective 2/21/93; 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.]

Chapter 315-11 WAC

INSTANT GAME RULES—SPECIFIC RULES

WAC

315-11-400	Repealed.
315-11-401	Repealed.
315-11-402	Repealed.
315-11-410	Repealed.
315-11-411	Repealed.
315-11-412	Repealed.
315-11-420	Repealed.
315-11-421	Repealed.
315-11-422	Repealed.
315-11-430	Repealed.
315-11-431	Repealed.
315-11-432	Repealed.
315-11-440	Repealed.
315-11-441	Repealed.
315-11-442	Repealed.
315-11-450	Repealed.
315-11-451	Repealed.

315-11-452	Repealed.
315-11-460	Repealed.
315-11-461	Repealed.
315-11-462	Repealed.
315-11-470	Repealed.
315-11-471	Repealed.
315-11-472	Repealed.
315-11-480	Repealed.
315-11-481	Repealed.
315-11-482	Repealed.
315-11-490	Repealed.
315-11-491	Repealed.
315-11-492	Repealed.
315-11-500	Repealed.
315-11-501	Repealed.
315-11-502	Repealed.
315-11-510	Repealed.
315-11-511	Repealed.
315-11-512	Repealed.
315-11-520	Repealed.
315-11-521	Repealed.
315-11-522	Repealed.
315-11-530	Repealed.
315-11-531	Repealed.
315-11-532	Repealed.
315-11-540	Repealed.
315-11-541	Repealed.
315-11-542	Repealed.
315-11-550	Repealed.
315-11-551	Repealed.
315-11-552	Repealed.
315-11-560	Repealed.
315-11-561	Repealed.
315-11-562	Repealed.
315-11-570	Repealed.
315-11-571	Repealed.
315-11-572	Repealed.
315-11-580	Repealed.
315-11-581	Repealed.
315-11-582	Repealed.
315-11-590	Repealed.
315-11-591	Repealed.
315-11-592	Repealed.
315-11-890	Definitions for Instant Game Number 89 ("Lucky 8's").
315-11-920	Definitions for Instant Game Number 92 ("Triple Play").
315-11-921	Criteria for Instant Game Number 92.
315-11-922	Ticket validation requirements for Instant Game Number 92.
315-11-930	Definitions for Instant Game Number 93 ("Hog Mania").
315-11-931	Criteria for Instant Game Number 93.
315-11-932	Ticket validation requirements for Instant Game Number 93.
315-11-940	Definitions for Instant Game Number 94 ("Applebucks II").
315-11-941	Criteria for Instant Game Number 94.
315-11-942	Ticket validation requirements for Instant Game Number 94.
315-11-950	Definitions for Instant Game Number 95 ("High Roller").
315-11-951	Criteria for Instant Game Number 95.
315-11-952	Ticket validation requirements for Instant Game Number 95.
315-11-960	Definitions for Instant Game Number 96 ("Tic-Tac Dough").
315-11-961	Criteria for Instant Game Number 96.
315-11-962	Ticket validation requirements for Instant Game Number 96.
315-11-970	Definitions for Instant Game Number 97 ("Lucky Charm").
315-11-971	Criteria for Instant Game Number 97.
315-11-972	Ticket validation requirements for Instant Game Number 97.

- 315-11-980 Definitions for Instant Game Number 98 ("Ace in the Hole").
- 315-11-981 Criteria for Instant Game Number 98.
- 315-11-982 Ticket validation requirements for Instant Game Number 98.
- 315-11-990 Definitions for Instant Game Number 99 ("Megamoney").
- 315-11-991 Criteria for Instant Game Number 99.
- 315-11-992 Ticket validation requirements for Instant Game Number 99.

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

- 315-11-400 Definitions for Instant Game Number 40 ("Double Header"). [Statutory Authority: RCW 67.70.040. 89-05-015 (Order 114), § 315-11-400, filed 2/9/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-401 Criteria for Instant Game Number 40. [Statutory Authority: RCW 67.70.040. 89-05-015 (Order 114), § 315-11-401, filed 2/9/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-402 Ticket validation requirements for Instant Game Number 40. [Statutory Authority: RCW 67.70.040. 89-05-015 (Order 114), § 315-11-402, filed 2/9/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-410 Definitions for Instant Game Number 41 ("Three of a Kind"). [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-410, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-411 Criteria for Instant Game Number 41. [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-411, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-412 Ticket validation requirements for Instant Game Number 41. [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-412, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-420 Definitions for Instant Game Number 42 ("Zodiac"). [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-420, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-421 Criteria for Instant Game Number 42. [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-421, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-422 Ticket validation requirements for Instant Game Number 42. [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-422, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-430 Definitions for Instant Game Number 43 ("7-11-21"). [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-430, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-431 Criteria for Instant Game Number 43. [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-431, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-432 Ticket validation requirements for Instant Game Number 43. [Statutory Authority: RCW 67.70.040. 89-09-009 (Order 116), § 315-11-432, filed 4/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-440 Definitions for Instant Game Number 44 ("Money Tree"). [Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-11-440, filed 6/1/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-441 Criteria for Instant Game Number 44. [Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-11-441, filed 6/1/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-442 Ticket validation requirements for Instant Game Number 44. [Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-11-442, filed 6/1/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-450 Definitions for Instant Game Number 45 ("Pot O' Gold"). [Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-11-450, filed 6/1/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-451 Criteria for Instant Game Number 45. [Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-11-451, filed 6/1/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-452 Ticket validation requirements for Instant Game Number 45. [Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-11-452, filed 6/1/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-460 Definitions for Instant Game Number 46 ("Big Wheel"). [Statutory Authority: RCW 67.70.040. 89-17-021 (Order 118), § 315-11-460, filed 8/7/89, effective 9/7/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-461 Criteria for Instant Game Number 46. [Statutory Authority: RCW 67.70.040. 89-17-021 (Order 118), § 315-11-461, filed 8/7/89, effective 9/7/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-462 Ticket validation requirements for Instant Game Number 46. [Statutory Authority: RCW 67.70.040. 89-17-021 (Order 118), § 315-11-462, filed 8/7/89, effective 9/7/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-470 Definitions for Instant Game Number 47 ("Fabulous Fifties"). [Statutory Authority: RCW 67.70.040. 89-21-028, § 315-11-470, filed 10/10/89, effective 11/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-471 Criteria for Instant Game Number 47. [Statutory Authority: RCW 67.70.040. 89-21-028, § 315-11-471, filed 10/10/89, effective 11/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-472 Ticket validation requirements for Instant Game Number 47. [Statutory Authority: RCW 67.70.040. 89-21-028, § 315-11-472, filed 10/10/89, effective 11/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-480 Definitions for Instant Game Number 48 ("Black Jack"). [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.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-481 Criteria for Instant Game Number 48. [Statutory Authority: RCW 67.70.040. 89-21-028, § 315-11-481, filed 10/10/89, effective 11/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-482 Ticket validation requirements for Instant Game Number 48. [Statutory Authority: RCW 67.70.040. 89-21-028, § 315-11-482, filed 10/10/89, effective 11/10/89.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-490 Definitions for Instant Game Number 49 ("Play it Again"). [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.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.

[illegible]

- 15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-591 Criteria for Instant Game Number 59. [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.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-11-592 Ticket validation requirements for Instant Game Number 59. [Statutory Authority: RCW 67.70.040. 90-22-088, § 315-11-592, filed 11/6/90, effective 12/7/90.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.

WAC 315-11-400 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-401 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-402 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-410 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-411 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-412 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-420 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-421 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-422 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-430 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-431 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-432 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-440 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-441 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-442 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-450 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-451 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-452 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-460 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-461 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-462 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-470 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-471 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-472 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-480 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-481 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-482 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-490 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-491 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-492 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-500 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-501 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-502 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-510 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-511 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-512 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-520 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-521 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-522 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-530 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-531 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-532 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-540 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-541 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-542 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-550 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-551 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-552 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-560 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-561 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-562 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-570 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-571 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-572 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-580 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-581 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-582 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-590 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-591 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-592 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-11-890 Definitions for Instant Game Number 89 ("Lucky 8's"). (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:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 8.00	EGT DOL
\$ 18.00	EGTTEEN
\$ 80.00	EIGHTY\$
\$ 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:

VERIFICATION CODE	PRIZE
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. 93-07-016, § 315-11-890, filed 3/5/93, effective 4/5/93; 92-23-032, § 315-11-890, filed 11/13/92, effective 12/14/92.]

WAC 315-11-920 Definitions for Instant Game Number 92 ("Triple Play"). (1) Play symbols: The following are the "play symbols": "0"; "1"; "2"; "3"; "4"; "5"; "6"; "9"; "10"; "11"; and "12." 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 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. One and only one caption appears under each play symbol. The play symbol captions for Instant Game Number 92 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 play symbol.

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$8.00"; "\$16.00"; "\$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 prize symbol caption to indicate its location in game (row) 1, game (row) 2, or game (row) 3. For Instant Game Number 92, the prize symbols and their corresponding captions are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONEDOL
\$ 2.00	TWODOL
\$ 4.00	FORDOL
\$ 8.00	EGTDOL
\$ 16.00	SXTDOL
\$ 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 09200001-000 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 92 constitute the "pack number" which starts at 09200001. 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 92, 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)
FOR	\$4.00 (\$2, \$1 AND \$1)
EGT	\$8.00 (\$4, \$2 AND \$2; \$8)
SXT	\$16.00 (\$16)

(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. 93-03-008, § 315-11-920, filed 1/8/93, effective 2/8/93.]

WAC 315-11-921 Criteria for Instant Game Number 92. (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 92 set forth in WAC 315-11-922, 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 92; and/or

(b) Vary the number of tickets sold in Instant Game Number 92 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 93-03-008, § 315-11-921, filed 1/8/93, effective 2/8/93.]

WAC 315-11-922 Ticket validation requirements for Instant Game Number 92. (1) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 92 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 315-11-920(1); each of the play symbol captions must be exactly one of those described in WAC 315-11-920(2); each of the prize symbols must be exactly one of those described in WAC 315-11-920(3); and

each of the prize symbol captions must be exactly one of those described in WAC 315-11-920(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. 93-03-008, § 315-11-922, filed 1/8/93, effective 2/8/93.]

WAC 315-11-930 Definitions for Instant Game Number 93 ("Hog Mania"). (1) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$7.00"; "\$11.00"; "\$21.00"; "\$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 93, 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
\$7.00	SVN DOL
\$11.00	ELV DOL
\$21.00	TWYONE\$
\$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 09300001-000 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 93 constitute the "pack number" which starts at 09300001. 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 93, 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

(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. 93-03-008, § 315-11-930, filed 1/8/93, effective 2/8/93.]

WAC 315-11-931 Criteria for Instant Game Number 93. (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	\$7.00	play symbols	- Win	\$7.00
Three	\$11.00	play symbols	- Win	\$11.00
Three	\$21.00	play symbols	- Win	\$21.00
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 93 set forth in WAC 315-11-932, 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 93; and/or

(b) Vary the number of tickets sold in Instant Game Number 93 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 93-03-008, § 315-11-931, filed 1/8/93, effective 2/8/93.]

WAC 315-11-932 Ticket validation requirements for Instant Game Number 93. (1) A valid instant game ticket for Instant Game Number 93 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
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 315-11-930(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-930(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. 93-03-008, § 315-11-932, filed 1/8/93, effective 2/8/93.]

WAC 315-11-940 Definitions for Instant Game Number 94 ("Applebucks II"). (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 94, 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 09400001-000 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 94 constitute the "pack number" which starts at 09400001. 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 94, 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. 93-03-008, § 315-11-940, filed 1/8/93, effective 2/8/93.]

WAC 315-11-941 Criteria for Instant Game Number 94. (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 94 set forth in WAC 315-11-942, 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 94; and/or

(b) Vary the number of tickets sold in Instant Game Number 94 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 93-03-008, § 315-11-941, filed 1/8/93, effective 2/8/93.]

WAC 315-11-942 Ticket validation requirements for Instant Game Number 94. (1) A valid instant game ticket for Instant Game Number 94 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 315-11-940(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-940(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. 93-03-008, § 315-11-942, filed 1/8/93, effective 2/8/93.]

WAC 315-11-950 Definitions for Instant Game Number 95 ("High Roller"). (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. One of the five play spots shall be 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 95, 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," "\$8.00," "\$50.00," and "\$20,000." One of these prize symbols appears below each of the play symbol captions, except for the caption of 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 95, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 8.00	EGT DOL
\$ 50.00	\$FIFTY\$
\$ 20,000	TWYTHOU

(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 09500001-000 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 95 constitute the "pack number" which starts at 09500001; 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 95, 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 (\$1)
TWO	\$ 2.00 (\$1 and \$1)
THR	\$ 3.00 (\$1, \$1 and \$1)
EGT	\$ 8.00 (\$2, \$2, \$2 and \$2; \$8)
SXT	\$ 16.00 (\$4, \$4, \$4 and \$4; \$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. 93-07-016, § 315-11-950, filed 3/5/93, effective 4/5/93.]

WAC 315-11-951 Criteria for Instant Game Number 95. (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 any of the four play symbols matches exactly the play symbol labeled "winning number," the matching 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 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 95 set forth in WAC 315-11-952, 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 95; and/or

(b) Vary the number of tickets sold in Instant Game Number 95 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-951, filed 3/5/93, effective 4/5/93.]

WAC 315-11-952 Ticket validation requirements for Instant Game Number 95. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 95 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 play symbol captions, except for the "winning number" play symbol caption, 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 315-11-950(1) and each of the play symbol captions must be exactly one of those described in WAC 315-11-950(2).

(g) Each of the prize symbols must be exactly one of those described in WAC 315-11-950(3) and each of the prize symbol captions must be exactly one of those described in WAC 315-11-950(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. 93-07-016, § 315-11-952, filed 3/5/93, effective 4/5/93.]

WAC 315-11-960 Definitions for Instant Game Number 96 ("Tic-Tac-Dough"). (1) Play symbols: The following are the "play symbols": "X" and "O." One of these 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 contains five

characters. The first character indicates the location of the play symbol in either column one, column two, or column three. The second character repeats the play symbol. The last three characters repeat the ticket number. Only one caption appears under each play symbol. An example of play symbol captions follow:

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

(3) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$9.00"; "\$19.00"; "\$50.00"; "\$500"; and "\$10,000." One of these prize symbols appears in the prize box under the latex covering on the front of the ticket.

(4) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under the prize symbol. For Instant Game Number 96, 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
\$ 9.00	NIN DOL
\$ 19.00	NIT DOL
\$ 50.00	\$FIFTY\$
\$ 500	FIVHUND
\$ 10,000	TENTHOU

(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 09600001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 96 constitute the "pack number" which starts at 09600001; 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 96, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the latex 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

(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. 93-07-016, § 315-11-960, filed 3/5/93, effective 4/5/93.]

WAC 315-11-961 Criteria for Instant Game Number 96. (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 "X" play symbols or three "O" play symbols in any row, column, or diagonal beneath the latex 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 96 set forth in WAC 315-11-962, 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 96; and/or

(b) Vary the number of tickets sold in Instant Game Number 96 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-961, filed 3/5/93, effective 4/5/93.]

WAC 315-11-962 Ticket validation requirements for Instant Game Number 96. (1) A valid instant game ticket for Instant Game Number 96 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 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) Exactly one prize symbol must appear in the prize box under the latex covering on the front of the ticket.

(d) The prize symbol must have a caption below it and it 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
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retail 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 315-11-960(1); and each of the play symbol captions must be exactly one of those described in WAC 315-11-960(2).

(h) Each of the prize symbols must be exactly one of those described in WAC 315-11-960(3); and each of the prize symbol captions must be exactly one of those described in WAC 315-11-960(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. 93-07-016, § 315-11-962, filed 3/5/93, effective 4/5/93.]

WAC 315-11-970 Definitions for Instant Game Number 97 ("Lucky Charm"). (1) Play symbols: The following are the "play symbols": " U "; "\$1.00"; "\$2.00"; "\$7.00"; "\$21.00"; "\$40.00"; and "\$5,000." One of these 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 97, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
U	HORSHOE
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 7.00	SVN DOL
\$ 21.00	TTN 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 09700001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 97 constitute the "pack number" which starts at 09700001; 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 97, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the latex 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. 93-07-016, § 315-11-970, filed 3/5/93, effective 4/5/93.]

WAC 315-11-971 Criteria for Instant Game Number 97. (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 U	- Win \$ 2.00
Three \$ 2.00 play symbols	- Win \$ 2.00
Two \$ 2.00 play symbols and one U	- Win \$ 4.00
Three \$ 7.00 play symbols	- Win \$ 7.00
Two \$ 7.00 play symbols and one U	- Win \$ 14.00
Three \$ 21.00 play symbols	- Win \$ 21.00
Three \$ 40.00 play symbols	- Win \$ 40.00
Two \$ 40.00 play symbols and one U	- 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 97 set forth in WAC 315-11-972, 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 97; and/or

(b) Vary the number of tickets sold in Instant Game Number 97 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-971, filed 3/5/93, effective 4/5/93.]

WAC 315-11-972 Ticket validation requirements for Instant Game Number 97. (1) A valid instant game ticket for Instant Game Number 97 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 play 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 315-11-970(1) and each of the captions must be exactly one of those described in WAC 315-11-970(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. 93-07-016, § 315-11-972, filed 3/5/93, effective 4/5/93.]

WAC 315-11-980 Definitions for Instant Game Number 98 ("Ace in the Hole"). (1) Play symbols: The following are the "play symbols": "ACE," "K," "Q," "J," "10," "9," "8," "7," and "NO." One of these play symbols appears in each of the seven 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 98, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
ACE	ACE
K	KNG
Q	QUE
J	JAC
10	TEN
9	NIN
8	EGT
7	SVN
NO	NO

(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 09800001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 98 constitute the "pack number" which starts at 09800001; 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 98, 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
SIX	\$ 6.00
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. 93-11-056, § 315-11-980, filed 5/12/93, effective 6/12/93.]

WAC 315-11-981 Criteria for Instant Game Number 98. (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 of the seven spots beneath the removable covering on the front of the ticket shall win the following prize:

Three 7's	- Win	\$ 1.00
Three 7's and one ACE	- Win	\$ 2.00
Three 8's	- Win	\$ 2.00
Three 9's and one ACE	- Win	\$ 6.00
Three 10's	- Win	\$ 6.00
Three 10's and one ACE	- Win	\$ 12.00
Three J's	- Win	\$ 12.00
Three Q's	- Win	\$ 50.00
Three Q's and one ACE	- Win	\$ 100.00
Three K'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 98 set forth in WAC 315-11-982, 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 98; and/or
- (b) Vary the number of tickets sold in Instant Game Number 98 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 93-11-056, § 315-11-981, filed 5/12/93, effective 6/12/93.]

WAC 315-11-982 Ticket validation requirements for Instant Game Number 98. (1) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 98 all of the following validation requirements apply.

(a) Exactly one play symbol must appear in each of the seven play spots under the latex covering on the front of 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 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 315-11-980(1) and each of the captions must be exactly one of those described in WAC 315-11-980(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. 93-11-056, § 315-11-982, filed 5/12/93, effective 6/12/93.]

WAC 315-11-990 Definitions for Instant Game Number 99 ("Megamoney"). (1) Play symbols: The following are the "play symbols": "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 latex covered area shall be known as the playfield. One of the six play spots shall be labeled "winning number."

(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 three-digit ticket number shall appear before each play symbol caption. For Instant Game Number 99, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
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," "\$3.00," "\$5.00," "\$10.00," "\$20.00," "\$50.00," "\$100.00," "\$10,000." One of these play symbols appear below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning number."

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

spelling out in full or abbreviated form of the prize symbol. For Instant Game Number 99, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 3.00	THR DOL
\$ 5.00	FIV DOL
\$ 10.00	TEN DOL
\$ 20.00	TWY DOL
\$ 50.00	\$FIFTY\$
\$ 100.00	ONEHUND
\$ 10,000	TENTHOU

(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 09900001-000 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 99 constitute the "pack number" which starts at 09900001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 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 99, 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
TWO	\$ 2.00 (\$2; \$1 AND \$1)
THR	\$ 3.00 (\$3; \$1, \$1 AND \$1)
SIX	\$ 6.00 (\$2, \$2 AND \$2; \$2, \$2, \$1 AND \$1)
TEN	\$ 10.00 (\$2, \$2, \$2, \$2 AND \$2; \$5 AND \$5)
TWY	\$ 20.00 (\$10, \$5 AND \$5; \$10, \$5, \$2, \$2 AND \$1)

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

[Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11-990, filed 9/10/93, effective 10/11/93; 93-11-056, § 315-11-990, filed 5/12/93, effective 6/12/93.]

WAC 315-11-991 Criteria for Instant Game Number 99. (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) When any of the five play symbols matches exactly the play symbol labeled "winning number," the matching 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 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 99 set forth in WAC 315-11-992, 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 99; and/or

(b) Vary the number of tickets sold in Instant Game Number 99 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

[Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11-991, filed 9/10/93, effective 10/11/93; 93-11-056, § 315-11-991, filed 5/12/93, effective 6/12/93.]

WAC 315-11-992 Ticket validation requirements for Instant Game Number 99. (1) A valid instant game ticket for Instant Game Number 99 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. Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(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 315-11-990(1) and each of the captions must be exactly one of those described in WAC 315-11-990(2).

(f) Each of the prize symbols must be exactly one of those described in WAC 315-11-990(3) and each of the prize symbol captions must be exactly one of those described in WAC 315-11-990(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. 93-19-052, § 315-11-992, filed 9/10/93, effective 10/11/93; 93-11-056, § 315-11-992, filed 5/12/93, effective 6/12/93.]

Chapter 315-11A WAC

INSTANT GAME RULES—GAMES COMMENCING AT 100

WAC

315-11A-100	Instant Game Number 100 ("Top Banana").
315-11A-101	Instant Game Number 101 ("Top Banana").
315-11A-102	Instant Game Number 102 ("Mistledough").
315-11A-103	Instant Game Number 103 ("Lucky Duck").
315-11A-104	Instant Game Number 104 ("Money Match").
315-11A-105	Instant Game Number 105 ("Cash Cards").
315-11A-106	Instant Game Number 106 ("Cash Explosion").
315-11A-107	Instant Game Number 107 ("Break the Bank").
315-11A-108	Instant Game Number 108 ("Money Bags").
315-11A-109	Instant Game Number 109 ("Black Jacks").
315-11A-110	Instant Game Number 110 ("Instant Cash").
315-11A-111	Instant Game Number 111 ("Monopoly").
315-11A-112	Instant Game Number 112 ("Cash Cow").
315-11A-113	Instant Game Number 113 ("Tumbling Dice").

WAC 315-11A-100 Instant Game Number 100 ("Top Banana"). (1) Definitions for Instant Game Number 100.

(a) Play symbols: The following are the "play symbols": "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 of the five play spots shall be labeled "winning number."

(b) 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 100, 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
9	NIN

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$8.00," "\$50.00," and "\$5,000." One of these prize symbols appears below each of the play symbol captions, except for the caption of the play symbol labeled "winning number."

(d) 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 100, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 8.00	EGT DOL
\$ 50.00	\$FIFTY\$
\$ 5,000	FIVTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10000001-000 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 100 constitute the "pack number" which starts at 10000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(g) 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 100, 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 (\$1)
TWO	\$ 2.00 (\$1 AND \$1)
THR	\$ 3.00 (\$1, \$1 AND \$1)
EGT	\$ 8.00 (\$2, \$2, \$2 AND \$2; \$8)
SXT	\$ 16.00 (\$4, \$4, \$4 AND \$4; \$8, \$4 AND \$4)

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

(2) Criteria for Instant Game Number 100.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 100 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 100; and/or

(ii) Vary the number of tickets sold in Instant Game Number 100 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 100.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 100 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-11-056, § 315-11A-100, filed 5/12/93, effective 6/12/93.]

WAC 315-11A-101 Instant Game Number 101 ("Top Banana"). (1) Definitions for Instant Game Number 101.

(a) Play symbols: The following are the "play symbols": "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 of the five play spots shall be labeled "winning number."

(b) 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 101, 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
9	NIN

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$8.00," "\$50.00," and "\$5,000." One of these prize symbols appears below each of the play symbol captions, except for the caption of the play symbol labeled "winning number."

(d) 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 101, 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
\$ 50.00	\$FIFTY\$
\$ 5,000	FIVTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10100001-000 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 101 constitute the "pack number" which starts at 10100001; the last three digits constitute the "ticket number" which starts at 000 and continues through 399 within each pack of tickets.

(g) 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 101, 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 (\$1 AND \$1)
THR	\$ 3.00 (\$1, \$1 AND \$1)
EGT	\$ 8.00 (\$2, \$2, \$2 AND \$2; \$8)
SXT	\$ 16.00 (\$4, \$4, \$4 AND \$4; \$8, \$4 AND \$4)

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

(2) Criteria for Instant Game Number 101.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 101 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 101; and/or

(ii) Vary the number of tickets sold in Instant Game Number 101 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 101.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 101 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each

of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040, 93-15-019, § 315-11A-101, filed 7/9/93, effective 8/9/93.]

WAC 315-11A-102 Instant Game Number 102 ("Mistledough"). (1) Definitions for Instant Game Number 102.

(a) Play symbols: The following are the "play symbols": "\$1.00"; "\$2.00"; "\$4.00"; "\$7.00"; "\$19.00"; "\$40.00"; "\$80.00"; and "\$1,000." One of these play symbols appears in each of the nine play spots under the latex covering on the front of the ticket.

(b) 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 102, 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
\$ 7.00	SVN DOL
\$ 19.00	NINETEEN
\$ 40.00	\$FORTY\$
\$ 80.00	\$EIGHTY
\$ 1,000	ONETHOU

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

(d) Pack-ticket number: The eleven-digit number of the form 10200001-000 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 102 constitute the "pack number" which starts at 10200001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(e) 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 102, 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
NNT	\$19.00

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

(2) Criteria for Instant Game Number 102.

(a) The price of each instant game ticket shall be \$1.00.

(b) 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 \$ 7.00	play symbols - Win \$ 7.00
Three \$ 19.00	play symbols - Win \$ 19.00
Three \$ 40.00	play symbols - Win \$ 40.00
Three \$ 80.00	play symbols - Win \$ 80.00
Three \$ 1,000	play symbols - Win \$ 1,000

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

(d) 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 102 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 102; and/or

(ii) Vary the number of tickets sold in Instant Game Number 102 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 102.

(a) A valid instant game ticket for Instant Game Number 102 shall meet all of the following validation requirements as well as all other requirements in these rules and regulations.

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

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

(iii) 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

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

(v) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the captions must be exactly one of those described in subsection (1)(b) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-102, filed 7/9/93, effective 8/9/93.]

WAC 315-11A-103 Instant Game Number 103 ("Lucky Duck"). (1) Definitions for Instant Game Number 103.

(a) 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 of the five play spots shall be labeled "winning number."

(b) 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 103, 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

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$8.00," "\$50.00," and "\$5,000." One of these prize symbols appears below each of the play symbol captions, except for the caption of the play symbol labeled "winning number."

(d) 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 103, 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
\$ 50.00	\$FIFTY\$
\$ 5,000	FIVTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10300001-000 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 103 constitute the "pack number" which starts at 10300001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 103, 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 (\$1 AND \$1)
FOR	\$ 4.00 (\$2, \$1 AND \$1)
EGT	\$ 8.00 (\$2, \$2, \$2 AND \$2; \$4, \$2 AND \$2)
SXT	\$ 16.00 (\$4, \$4, \$4 AND \$4; \$8 AND \$8)

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

(2) Criteria for Instant Game Number 103.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 103 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 103; and/or

(ii) Vary the number of tickets sold in Instant Game Number 103 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 103.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 103 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-103, filed 7/9/93, effective 8/9/93.]

WAC 315-11A-104 Instant Game Number 104 ("Money Match"). (1) Definitions for Instant Game Number 104.

(a) 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 of the five play spots shall be labeled "winning number."

(b) 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 104, 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

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$7.00," "\$50.00," "\$500.00," and "\$10,000." One of these prize symbols appears below each of the play symbol captions, except for the caption of the play symbol labeled "winning number."

(d) 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 104, 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
\$ 7.00	SVN DOL
\$ 50.00	\$FIFTY\$
\$ 500.00	FIVHUN
\$ 10,000	TENTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10400001-000 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 104 constitute the "pack number" which starts at 10400001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 104, 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)
FOR	\$ 4.00 (\$1, \$1, \$1 AND \$1)
SVN	\$ 7.00 (\$2, \$2, \$2 AND \$1; \$7)
ELV	\$ 11.00 (\$7, \$2 AND \$2)
TTN	\$ 21.00 (\$7, \$7 AND \$7)

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

(2) Criteria for Instant Game Number 104.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 104 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 104; and/or

(ii) Vary the number of tickets sold in Instant Game Number 104 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 104.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 104 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-104, filed 7/9/93, effective 8/9/93.]

WAC 315-11A-105 Instant Game Number 105 ("Cash Cards"). (1) Definitions for Instant Game Number 105.

(a) Play symbols: The following are the "play symbols": "A," "K," "Q," "J," "10," "9," and "8." 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 of the five play spots shall be labeled "winning card."

(b) 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 105, 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

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$8.00," "\$40.00," and "\$8,000." One of these prize symbols appears below each of the play symbol captions, except for the caption of the play symbol labeled "winning card."

(d) 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 105, 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
\$ 40.00	\$FORTY\$
\$ 8,000	EGTTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10500001-000 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 105 constitute the "pack number" which starts at 10500001; the last three digits constitute the "ticket number" which

starts at 000 and continues through 199 within each pack of tickets.

(g) 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 105, 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)
FOR	\$ 4.00 (\$1, \$1, \$1 AND \$1; \$2 AND \$2)
EGT	\$ 8.00 (\$4, \$2 AND \$2; \$4 AND \$4; \$8)
SXT	\$ 16.00 (\$4, \$4, \$4 AND \$4; \$8 AND \$8)

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

(2) Criteria for Instant Game Number 105.

(a) The price of each instant game ticket shall be \$1.00.

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

(i) When any of the four play symbols matches exactly the play symbol labeled "winning card," the matching play symbol shall be a winning play symbol, and the bearer of the ticket shall win the prize below the winning play symbol.

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

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

(d) 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 105 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 105; and/or

(ii) Vary the number of tickets sold in Instant Game Number 105 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 105.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 105 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize

symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-105, filed 7/9/93, effective 8/9/93.]

WAC 315-11A-106 Instant Game Number 106 ("Cash Explosion"). (1) Definitions for Instant Game Number 106.

(a) Play symbols: The following are the "play symbols": "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 of the five play spots shall be labeled "winning number."

(b) 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 106, 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
9	NIN

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$7.00," "\$12.00," "\$50.00," "\$100.00," and "\$5,000." One of these prize symbols appears below each of the play symbol captions,

except that no prize symbol appears below the caption of the play symbol labeled "winning number."

(d) 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 106, 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
\$ 12.00	TLV DOL
\$ 50.00	\$FIFTY\$
\$ 100.00	ONEHUND
\$ 5,000	FIVTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10600001-000 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 106 constitute the "pack number" which starts at 10600001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 106, 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)
FOR	\$ 4.00 (\$2, \$2; \$1, \$1, \$1 AND \$1)
SVN	\$ 7.00 (\$4, \$1, \$1 AND \$1; \$7)
TLV	\$ 12.00 (\$7, \$4, AND \$1; \$12)
NIT	\$ 19.00 (\$12, \$7; \$12, \$4, \$2 AND \$1)

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

(2) Criteria for Instant Game Number 106.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 106 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 106; and/or

(ii) Vary the number of tickets sold in Instant Game Number 106 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 106.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 106 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11A-106, filed 9/10/93, effective 10/11/93.]

WAC 315-11A-107 Instant Game Number 107 ("Break the Bank"). (1) Definitions for Instant Game Number 107.

(a) Play symbols: The following are the "play symbols": "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 of the five play spots shall be labeled "winning number."

(b) 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 107, 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
9	NIN

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$3.00," "\$5.00," "\$8.00," "\$16.00," "\$40.00," "\$80.00," and "\$5,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning number."

(d) 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 107, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 3.00	THR DOL
\$ 5.00	FIV DOL
\$ 8.00	EGT DOL
\$ 16.00	SXT DOL
\$ 40.00	\$FORTY\$
\$ 80.00	\$EIGHTY
\$ 5,000	FIVTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10700001-000 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 107 constitute the "pack number" which starts at 10700001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 107, 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)
THR	\$ 3.00 (\$1, \$1, AND \$1; \$3)
EGT	\$ 8.00 (\$5, \$1, \$1 AND \$1; \$8)
SXT	\$ 16.00 (\$8 AND \$8; \$8, \$5 AND \$3; \$16)

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

(2) Criteria for Instant Game Number 107.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 107 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 107; and/or

(ii) Vary the number of tickets sold in Instant Game Number 107 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 107.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 107 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11A-107, filed 9/10/93, effective 10/11/93.]

WAC 315-11A-108 Instant Game Number 108 ("Money Bags"). (1) Definitions for Instant Game Number 108.

(a) Play symbols: The following are the "play symbols": "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 of the five play spots shall be labeled "winning number."

(b) 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 108, 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
9	NIN

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$7.00," "\$11.00," "\$21.00," "\$50.00," "\$500.00," and "\$5,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning number."

(d) 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 108, 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
\$ 11.00	ELV DOL
\$ 21.00	TTN DOL
\$ 50.00	\$FIFTY\$
\$ 500.00	FIVHUND
\$ 5,000	FIVTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10800001-000 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 108 constitute the "pack number" which starts at 10800001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 108, 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)
FOR	\$ 4.00 (\$2 AND \$2; \$1, \$1, \$1 AND \$1)
SVN	\$ 7.00 (\$4, \$1, \$1, AND \$1; \$7)
ELV	\$ 11.00 (\$7 AND \$4; \$11)
TTN	\$ 21.00 (\$21)

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

(2) Criteria for Instant Game Number 108.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 108 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 108; and/or

(ii) Vary the number of tickets sold in Instant Game Number 108 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 108.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 108 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11A-108, filed 9/10/93, effective 10/11/93.]

WAC 315-11A-109 Instant Game Number 109 ("Black Jacks"). (1) Definitions for Instant Game Number 109.

(a) 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.

(b) 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 109, 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

(c) Prize symbols: The following are the "prize symbols": "\$1.00"; "\$3.00"; "\$6.00"; "\$8.00"; "\$16.00"; "\$40.00"; and "\$10,000." One of these prize symbols appears for each game (row) in the prize column on the front of the ticket.

(d) 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 109, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 3.00	THR DOL
\$ 6.00	SIX DOL
\$ 8.00	EGT DOL
\$ 16.00	SIXTEEN
\$ 40.00	\$FORTY\$
\$ 10,000	TENTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 10900001-000 printed on the front of the ticket. The first eight digits of the pack-ticket number for Instant Game Number 109 constitute the "pack number" which starts at 10900001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 109, 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
THR	\$ 3.00 (\$1, \$1 AND \$1; \$3)
EGT	\$ 8.00 (\$6, \$1 AND \$1; \$8)
SXT	\$ 16.00 (\$8 AND \$8; \$16)

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

(2) Criteria for Instant Game Number 109.

(a) The price of each instant game ticket shall be \$1.00.

(b) 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.

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

(d) 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 109 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 109; and/or

(ii) Vary the number of tickets sold in Instant Game Number 109 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 109.

(a) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 109 shall comply with all of the following validation requirements.

(i) 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.

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

(iii) 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.

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

(v) 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

(vi) 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.

(vii) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section, each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11A-109, filed 9/10/93, effective 10/11/93.]

WAC 315-11A-110 Instant Game Number 110 ("Instant Cash"). (1) Definitions for Instant Game Number 110.

(a) Play symbols: The following are the "play symbols": "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 of the five play spots shall be labeled "winning number."

(b) 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 110, 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
9	NIN

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$4.00," "\$6.00," "\$12.00," "\$40.00," and "\$1,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning number."

(d) 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 110, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 4.00	FOR DOL
\$ 6.00	SIX DOL
\$ 12.00	TLV DOL
\$ 40.00	\$FORTY\$
\$ 1,000	ONETHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 11000001-000 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 110 constitute the "pack number" which starts at 11000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 110, 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 (\$1)
FOR	\$ 4.00 (\$4; \$2, \$1 AND \$1)
SIX	\$ 6.00 (\$2, \$2, \$1 AND \$1; \$6)
TLV	\$ 12.00 (\$6 AND \$6; \$12)
EGN	\$ 18.00 (\$12 AND \$6; \$6, \$6, AND \$6)

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

(2) Criteria for Instant Game Number 110.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 110 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 110; and/or

(ii) Vary the number of tickets sold in Instant Game Number 110 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 110.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 110 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-23-012, § 315-11A-110, filed 11/5/93, effective 12/6/93.]

WAC 315-11A-111 Instant Game Number 111 ("Monopoly"). (1) Definitions for Instant Game Number 111.

(a) Play symbols: The following are the "play symbols": "1," "2," "3," "4," "5," "6," "9," "NO," and "GO." One of these play symbols appears in each of the five play spots and in the Bonus Box under the latex covering on the front of the ticket. The latex covered area shall be known

as the playfield. One of the five play spots shall be labeled "winning number."

(b) 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 111, 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
9	NIN
NO	NO
GO	GO

(c) Prize symbols: The following are the "prize symbols": "ZERO," "\$1.00," "\$2.00," "\$7.00," "\$21.00," "\$50.00," "\$200.00," and "\$5,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning number."

(d) 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 111, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
ZERO	ZERO
\$ 1.00	ONE DOL
\$ 2.00	TWO DOL
\$ 7.00	SVN DOL
\$ 21.00	TTN DOL
\$ 50.00	\$FIFTY\$
\$ 200.00	TWOHUND
\$ 5,000	FIVTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 11100001-000 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 111 constitute the "pack number" which starts at 11100001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 111, 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)
FOR	\$ 4.00 (\$2, \$2; \$1, \$1, \$1 AND \$1)
SVN	\$ 7.00 (\$2, \$2, \$2 AND \$1; \$7)
ELV	\$ 11.00 (\$7, \$2, AND \$2)
TTN	\$ 21.00 (\$21; \$7, \$7, AND \$7)

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

(2) Criteria for Instant Game Number 111.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

(iii) There shall be a latex covered area labeled "Bonus Box" contiguous to the play area. If the play symbol "GO" appears in the Bonus Box, the bearer of the ticket shall be entitled to \$200.00.

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

(d) 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 111 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 111; and/or

(ii) Vary the number of tickets sold in Instant Game Number 111 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 111.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 111 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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


(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.


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

[Statutory Authority: RCW 67.70.040. 93-23-012, § 315-11A-111, filed 11/5/93, effective 12/6/93.]

WAC 315-11A-112 Instant Game Number 112 ("Cash Cow"). (1) Definitions for Instant Game Number 112.

(a) Play symbols: The following are the "play symbols": "1," "2," "3," "4," "5," "6," "9," and "". 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 of the five play spots shall be labeled "winning number."

(b) 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 112, the captions which correspond with and verify the play symbols are:

PLAY SYMBOL	CAPTION
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
9	NIN
	COW

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$3.00," "\$6.00," "\$12.00," "\$18.00," "\$40.00," "\$80.00," and "\$5,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning number."

(d) 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 112, the prize symbol captions which correspond with and verify the prize symbols are:

PRIZE SYMBOL	CAPTION
\$ 1.00	ONE DOL
\$ 3.00	THR DOL
\$ 6.00	SIX DOL
\$ 12.00	TLV DOL
\$ 18.00	EGN DOL
\$ 40.00	\$FORTY\$
\$ 80.00	\$EIGHTY
\$ 5,000	FIVTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 11200001-000 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 112 constitute the "pack number" which starts at 11200001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 112, 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 (\$1)
THR	\$ 3.00 (\$3; \$1, \$1, AND \$1)
SIX	\$ 6.00 (\$3, \$1, \$1, AND \$1; \$3 AND \$3; \$6)
TLV	\$ 12.00 (\$6 AND \$6; \$12)
EGN	\$ 18.00 (\$12 AND \$6; \$18)



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

(2) Criteria for Instant Game Number 112.

(a) The price of each instant game ticket shall be \$1.00.

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

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

(ii) When a "" symbol appears among the play symbols, the bearer of the ticket shall win the prize which appears below the "" symbol.

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

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

(d) 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 112 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 112; and/or

(ii) Vary the number of tickets sold in Instant Game Number 112 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 112.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 112, all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040. 93-23-012, § 315-11A-112, filed 11/5/93, effective 12/6/93.]

WAC 315-11A-113 Instant Game Number 113 ("Tumbling Dice"). (1) Definitions for Instant Game Number 113.

(a) 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. One of the five play spots shall be labeled "winning number."

(b) 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 113, 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

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$3.00," "\$5.00," "\$16.00," "\$50.00," "\$500.00," and "\$10,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning number."

(d) 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 113, the prize symbol captions which correspond with and verify the prize symbols are:

<u>PRIZE SYMBOL</u>	<u>CAPTION</u>
\$ 1.00	ONE DOL
\$ 3.00	THR DOL
\$ 5.00	FIV DOL
\$ 16.00	SXT DOL
\$ 50.00	\$FIFTY\$
\$ 500.00	FIVHUND
\$ 10,000	TENTHOU

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

(f) Pack-ticket number: The eleven-digit number of the form 11300001-000 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 113 constitute the "pack number" which starts at 11300001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) 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 113, 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 (\$1)
THR	\$ 3.00 (\$3; \$1, \$1, AND \$1)
FIV	\$ 5.00 (\$3, \$1, AND \$1; \$5)
EGT	\$ 8.00 (\$5, \$1, \$1, AND \$1; \$5 AND \$3)
SXT	\$ 16.00 (\$5, \$5, \$5, AND \$1; \$16)

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

(2) Criteria for Instant Game Number 113.

(a) The price of each instant game ticket shall be \$1.00.

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

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

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

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

(d) 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 113 set forth in subsection (3) of this section, to the confidential validation requirements established by the director, and to the requirements stated on the back of each ticket.

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

(i) Vary the length of Instant Game Number 113; and/or

(ii) Vary the number of tickets sold in Instant Game Number 113 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 113.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 113 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "winning number" play symbol caption, shall have a prize symbol below it. Each of the prize symbols shall also have a prize symbol caption below it.

(iv) 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

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

(vi) Each of the play symbols must be exactly one of those described in subsection (1)(a) of this section and each of the play symbol captions must be exactly one of those described in subsection (1)(b) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(c) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(d) of this section.

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

[Statutory Authority: RCW 67.70.040, 93-23-012, § 315-11A-113, filed 11/5/93, effective 12/6/93.]

Chapter 315-20 WAC

**PROCEDURAL RULES—CONTESTED CASES—
PETITIONS FOR DECLARATORY RULING AND
RULE MAKING**

WAC

315-20-005	Adjudicative proceedings—Authority—Office of administrative hearings rules adopted.
315-20-070	Repealed.
315-20-075	Adjudicative proceedings—Subpoenas—Discovery.
315-20-080	Repealed.
315-20-085	Adjudicative proceedings—Depositions and interrogatories—Right to take.
315-20-090	Repealed.
315-20-095	Adjudicative proceedings—Depositions and interrogatories—Notice.
315-20-100	Repealed.
315-20-105	Depositions and interrogatories in adjudicative proceedings—Protection of parties and deponents.
315-20-110	Repealed.
315-20-115	Production of documents and use at an adjudicative proceeding.
315-20-120	Repealed.
315-20-130	Repealed.
315-20-140	Repealed.
315-20-150	Repealed.

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

315-20-070	Depositions in contested cases—Right to take. [Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-070, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
315-20-080	Official notice—Material facts. [Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-080, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.

- 315-20-090 Form and content of decisions in contested cases and proposed orders. [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.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-20-100 Petitions for rule making, amendments or repeal—Who may petition. [Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-100, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-20-110 Petitions for rule making, amendments or repeal—Requisites. [Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-110, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-20-120 Petitions for rule making, amendments or repeal—Agency must consider. [Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-120, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-20-130 Petitions for rule making, amendments or repeal—Notice of disposition. [Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-130, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-20-140 Declaratory rulings. [Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-140, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.
- 315-20-150 Forms. [Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-150, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040.

WAC 315-20-005 Adjudicative proceedings—Authority—Office of administrative hearings rules adopted. (1) Washington state lottery adjudicative proceedings are conducted under the authority of chapter 34.05 RCW, the Washington Administrative Procedure Act, and chapter 67.70 RCW, the Washington State Lottery Act.

(2) Chapter 10-08 WAC as periodically amended, rules of the office of administrative hearings is hereby adopted for the administration of lottery adjudicative proceedings. The lottery commission may adopt additional rules, pursuant to applicable rule making procedures, pertaining to adjudicative proceedings.

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-20-005, filed 7/9/93, effective 8/9/93.]

WAC 315-20-070 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-20-075 Adjudicative proceedings—Subpoenas—Discovery. (1) The presiding officer may issue subpoenas to persons to appear and give testimony and may require the production of any books, papers, correspondence, memorandums, or other records deemed relevant or material and the presiding officer may issue protective orders all as a part of an adjudicative proceeding. The agency or its legal representative may issue subpoenas as may the attorney of the party against whom action is taken. All subpoenas must be filed with the presiding officer, together with proof of proper service, at least five days prior to the date of the hearing for which they are issued. Such subpoenas will

issue and may be enforced in the form and manner set forth in RCW 34.05.446 and WAC 10-08-120.

(2) The presiding officer, upon motion or before the time specified in the subpoena for compliance therewith, may:

(a) Quash or modify the subpoena if it is unreasonable and oppressive; or

(b) Condition denial of the motion upon the advancement by the person in whose behalf the subpoena is issued of the reasonable cost of producing the books, papers, documents, or tangible things.

(3) The attendance of witnesses and such production of evidence may be required from any place within the state of Washington to any location where a hearing is being conducted.

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-20-075, filed 7/9/93, effective 8/9/93.]

WAC 315-20-080 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-20-085 Adjudicative proceedings—Depositions and interrogatories—Right to take. Unless otherwise provided, any party may take the testimony of any person, including a party, by deposition upon oral examination or written interrogatories for use as evidence in the proceeding. The deposition of a commissioner, the director, or the deputy director, may be taken only upon application to the presiding officer, for good cause shown and only in those circumstances where the statements or depositions of other staff members would not reveal the information, evidence, or details needed by the party for the case. The attendance of witnesses to a deposition may be compelled by use of subpoena. Depositions shall be taken only in accordance with this rule and the rules on subpoenas.

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-20-085, filed 7/9/93, effective 8/9/93.]

WAC 315-20-090 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-20-095 Adjudicative proceedings—Depositions and interrogatories—Notice. A party desiring to take the deposition of any person upon oral examination shall give reasonable notice of not less than seven days in writing to all parties. The notice shall state the time and place for taking the deposition and the name and address of each person to be examined. On motion of a party on whom the notice is served, the presiding officer may, for good cause shown, enlarge or shorten the time. If the parties so stipulate in writing, depositions may be taken at any time or place, upon any notice, and in any manner and when so taken may be used as other depositions.

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-20-095, filed 7/9/93, effective 8/9/93.]

WAC 315-20-100 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-20-105 Depositions and interrogatories in adjudicative proceedings—Protection of parties and deponents. (1) After notice is served for taking a deposition, upon motion reasonably made by any party or by the person to be examined and upon notice and for good cause shown, the presiding officer may make an order that the deposition shall not be taken, or that it may be taken only at some designated place other than that stated in the notice, or that it may be taken only on written interrogatories, or that certain matters shall not be inquired into, or that the scope of the examination shall be limited to certain matters, or that the examination shall be held with no one present except the parties to the action and their officers or counsel, or that the presiding officer may make any other order which justice requires to protect the party or witness from annoyance, embarrassment, or oppression.

(2) At any time during the taking of the deposition, on motion of any party or the deponent and upon a showing that the examination is being conducted in bad faith or in such manner as unreasonably to annoy, embarrass, or oppress the deponent or party, the hearing officer may order the party conducting the examination to cease forthwith from taking the deposition as above provided.

(3) If the order made terminates the examination, it shall be resumed only upon the order of the presiding officer. Upon demand of the objecting party or deponent, the taking of the deposition shall be suspended for the time necessary to make a motion for an order.

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-20-105, filed 7/9/93, effective 8/9/93.]

WAC 315-20-110 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-20-115 Production of documents and use at an adjudicative proceeding. (1) Upon request by any party to the adjudicative proceeding, copies of all materials to be presented at the adjudicative proceeding shall be provided to the requester within seven days of the request but, for good cause shown, not less than three business days prior to the date of the hearing.

(2) When exhibits of a documentary character are to be offered into evidence at the hearing, the party offering the exhibit shall provide a minimum of two copies, one for the opposing party and one for the presiding officer.

(3) If documentary evidence has not been exchanged prior to the hearing, the parties shall arrive at the hearing location in sufficient time before the time scheduled for the hearing for the purpose of exchanging copies of exhibits to be introduced.

[Statutory Authority: RCW 67.70.040. 93-15-019, § 315-20-115, filed 7/9/93, effective 8/9/93.]

WAC 315-20-120 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-20-130 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-20-140 Repealed. See Disposition Table at beginning of this chapter.

WAC 315-20-150 Repealed. See Disposition Table at beginning of this chapter.

Chapter 315-33A WAC QUINTO RULES

WAC

315-33A-030	Play for Quinto.
315-33A-050	Ticket purchases.
315-33A-060	Drawings.

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: A player may use a play slip to make set selections. The on-line terminal will read the play slip and issue ticket(s) with corresponding sets. A player may also choose to have the on-line computer system 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. 93-19-052, § 315-33A-030, filed 9/10/93, effective 10/11/93; 91-20-062, § 315-33A-030, 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 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. 93-19-052, § 315-33A-050, filed 9/10/93, effective 10/11/93; 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, and once each Wednesday evening beginning November 17, 1993, except that the director may change the drawing schedule if Saturday or Wednesday 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. 93-19-052, § 315-33A-060, filed 9/10/93, effective 10/11/93; 91-20-062, § 315-33A-060, filed 9/25/91, effective 10/26/91.]

Chapter 315-33B WAC BEAT THE STATE

WAC

315-33B-060 Drawings.

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, and ending November 13, 1993, 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
<hr/>	
Total possibilities	52

(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. 93-19-052, § 315-33B-060, filed 9/10/93, effective 10/11/93; 92-08-002, § 315-33B-060, filed 3/18/92, effective 4/18/92.]

Chapter 315-34 WAC LOTTO 6 OF 49 RULES

WAC

315-34-040 Prizes for Lotto.

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) Second and third prizes will be rounded down to the nearest dollar. Fourth prize 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, 93-03-008, § 315-34-040, filed 1/8/93, effective 2/8/93; 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.]

Title 317 WAC MARINE SAFETY, OFFICE OF

Chapters

- 317-01** General information.
- 317-02** Public access to information and records.
- 317-03** Regional marine safety committees.
- 317-05** Definitions.
- 317-10** Vessel contingency plan and response contractor standards.
- 317-20** Oil spill prevention plans.
- 317-30** Cargo and passenger vessel screening rules.
- 317-100** SEPA procedures.

Chapter 317-01 WAC GENERAL INFORMATION

WAC

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|------------|---------------------|
| 317-01-010 | Description. |
| 317-01-020 | Address of office. |
| 317-01-030 | Location of office. |

WAC 317-01-010 Description. The office of marine safety was established by the legislature in 1991 to promote marine safety and to protect this state's natural resources.

[Statutory Authority: Chapter 88.46 RCW. 93-11-004, § 317-01-010, filed 5/5/93, effective 6/5/93.]

WAC 317-01-020 Address of office. Persons wishing to obtain information or to make submissions or requests of any kind shall address their correspondence to:

Office of Marine Safety
P.O. Box 42407
Olympia, WA 98504-2407

[Statutory Authority: Chapter 88.46 RCW. 93-11-004, § 317-01-020, filed 5/5/93, effective 6/5/93.]

WAC 317-01-030 Location of office. Persons wishing to come to the office may come to:

Office of Marine Safety
Marina View Building
711 State Avenue NE, 2nd Floor
Olympia, WA 98506

[Statutory Authority: Chapter 88.46 RCW. 93-11-004, § 317-01-030, filed 5/5/93, effective 6/5/93.]

Chapter 317-02 WAC PUBLIC ACCESS TO INFORMATION AND RECORDS

WAC

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| 317-02-010 | Public records. |
| 317-02-020 | Definitions. |
| 317-02-030 | Public records available. |
| 317-02-040 | Public records officer. |
| 317-02-050 | Requests for public records. |
| 317-02-060 | Availability for public inspection and copying of public records—Office hours. |
| 317-02-070 | Inspection and copying cost. |
| 317-02-080 | Exempted records. |
| 317-02-090 | Denial of request. |
| 317-02-100 | Review of denials of public record requests. |
| 317-02-110 | Records index. |
| 317-02-120 | Availability. |

WAC 317-02-010 Public records. The purpose of this chapter shall be to ensure compliance by the office of marine safety with the provisions of RCW 42.17.250 through 42.17.340 dealing with public records.

[Statutory Authority: RCW 42.17.250 - [42.17].340. 93-11-003, § 317-02-010, filed 5/5/93, effective 6/5/93.]

WAC 317-02-020 Definitions. (1) "Public record" includes any writing containing information relating to the conduct of government or the performance of any govern-