

**WAC 308-420-270 Conduct of brief adjudicative proceedings.** (1) Brief adjudicative proceedings shall be conducted by a presiding officer for brief adjudicative proceedings designated by the director. The presiding officer for brief adjudicative proceedings shall not have personally participated in the decision which resulted in the request for a brief adjudicative proceeding.

(2) The parties or their representatives may present written documentation. The presiding officer for brief adjudicative proceedings shall designate the date by which written documents must be submitted by the parties.

(3) The presiding officer for brief adjudicative proceedings may, in his or her discretion, entertain oral argument from the parties or their representatives.

(4) No witnesses may appear to testify.

(5) In addition to the record, the presiding officer for brief adjudicative proceedings may employ agency expertise as a basis for the decision.

(6) The presiding officer for brief adjudicative proceedings shall not issue an oral order. Within ten days of the final date for submission of materials or oral argument, if any, the presiding officer for brief adjudicative proceedings shall enter an initial order.

[Statutory Authority: RCW 34.05.410 (1)(a) and 34.05.482 (1)(c). 97-10-048, § 308-420-270, filed 5/1/97, effective 6/1/97.]

## Title 315 WAC LOTTERY COMMISSION

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### Chapter 315-06 WAC GENERAL LOTTERY RULES

#### WAC

- 315-06-120 Payment of prizes—General provisions.
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**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 deletion, amendment, or addition of terms without the director's approval;

(b) 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;

(c) 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

(d) 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 reconstruc-

tion 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 under the following limited circumstances:

(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; and

(b) When payment of all or part of the remainder of an annuity and the right to receive future annual prize payments has been voluntarily assigned to another person, pursuant to an appropriate judicial order that meets the requirements of RCW 67.70.100(2).

(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, except that when a drawing occurs during the last week of the calendar year and it is impossible to claim the prize in the calendar year of the drawing solely due to weekend or extraordinary closure of the lottery's offices, installment payments shall be made weekly, monthly, or annually, in accordance with the type of prize awarded, from the date prize is claimed; 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. Such "win for life" type prizes shall cease upon the death of the winner or the end of a guaranteed payment period (if any), whichever is later. Win for life prizes may be assigned; and the following conditions apply to such assignments:

(a) The original winner's actual life shall determine when prize payments cease; and

(b) The assignee shall be responsible for notifying the lottery of the original winner's death.

(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, 97-20-052, § 315-06-120, filed 9/24/97, effective 10/25/97; 96-19-071, § 315-06-120, filed 9/17/96, effective 10/18/96; 96-15-124, § 315-06-120, filed 7/24/96, effective 8/24/96; 94-19-062, § 315-06-120, filed 9/20/94, effective 10/21/94; 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 315-06-123 Voluntary assignment of prize pursuant to an appropriate judicial order.** (1) In the case of a voluntary assignment of a right to a prize pursuant to an appropriate judicial order, the director shall make payment to the person designated by a certified copy of the order

which has been served upon the director personally or by certified mail provided that the order contains, in addition to the requirements set forth in RCW 67.70.100(2), the following provisions:

(a) The assignor's name. For an initial assignment, the winner's name as it appears on the prize claim form;

(b) The assignee's name;

(c) The citizenship or resident alien number of the assignee (if a natural person).

(2) The certified copy of the order must be served on the director at least twelve working days prior to the annual payment date to allow for a change in the payee. The director shall not be liable for failure to pay an annual payment to an assignee if service of the order and presentation of the required information for tax withholding purposes described in subsection (3) of this section is not timely made.

(3) Payment shall be made payable to the name of the assignee designated in the judicial order and to no other name and federal income tax withholding shall be deducted from each payment and reported to the Internal Revenue Service. The assignee shall provide its Social Security number, if a natural person, or tax identification number, if a legal entity, to the director at the time the judicial order is served for the purpose of reporting tax withholding to the Internal Revenue Service and for the purpose of applying the debt collection process as described in subsection (5) of this section.

(4) RCW 67.70.100 authorizes the director to charge actual costs for each assignment and deduct such costs from the initial annuity payment made to the assignee. In determining actual costs the director has considered the staff time required to determine the sufficiency of the judicial order and to process the initial payment; telegraphic and long distance telephone communications, photocopying, postage, and private delivery service; and legal services directly related to determining the sufficiency of the judicial order and processing of the initial payment, including legal services and costs associated with any legal proceeding in which the agency is represented by the office of the attorney general. The director has determined the following costs shall be deducted from the initial annuity payment made to each assignee:

(a) Assignment of whole annuity payments (one or more years) resulting in payment only to the assignee during each year of the assignment: \$250; or

(b) Assignment of a portion/percentage of annuity payments resulting in annual payments to one or more assignees and/or the original prize winner: \$300 for the first year of the assignment, plus \$75 for each year thereafter.

The director shall review these costs at least biennially from December 1, 1997, and shall recommend adjustments, if necessary, for commission consideration and approval.

(5) The debt collection process mandated by RCW 67.70.255 and WAC 315-06-125 shall be applied to all payments made to any person pursuant to a voluntary assignment. The term person shall have the same meaning as the definition set forth in WAC 315-02-180.

[Statutory Authority: RCW 67.70.040. 97-20-052, § 315-06-123, filed 9/24/97, effective 10/25/97; 96-15-124, § 315-06-123, filed 7/24/96, effective 8/24/96.]

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

**WAC**

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**WAC 315-10-010 Instant games—Authorized—Director's authority.** It is the commission's intent to provide the director broad authority in carrying out the following duties:

(1) The commission hereby authorizes the director to select, operate, and contract relating to and for the operation of instant games meeting the criteria set forth in this chapter.

(2) The director shall establish final instant game specifications, including the determination of winning tickets, in executed working papers. The director shall keep executed working papers on file at the headquarters office location and make them available for public review during normal business hours.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-010, filed 1/31/97, effective 3/3/97. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-10-010, filed 10/15/82.]

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

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

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

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

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

(6) Working papers. The documents providing production and winning ticket specifications for each instant ticket game. Executed working papers (including amendments, if any) are signed and dated by the lottery director.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-020, filed 1/31/97, effective 3/3/97; 89-21-029, § 315-10-020, filed 10/10/89, effective 11/10/89; 86-01-060 (Order 83), § 315-10-020, filed 12/16/85; 84-05-008 (Order 51), § 315-10-020, filed 2/7/84. Statutory Authority: RCW 67.70.040 and 67.70.050. 83-05-029 (Order 14), § 315-10-020, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-10-020, filed 10/15/82.]

**WAC 315-10-022 What are the essential elements of instant game tickets?** The director shall establish in executed working papers for each instant game the specific form and location in which the following essential elements shall appear on each instant game ticket:

(1) **Play field** is generally the area under the latex covering that players scratch off to reveal play symbols, play symbol captions, prize symbols, prize symbol captions, and validation numbers;

(2) **Play spots** are the specific areas under the latex covering where play symbols are located;

(3) **Play symbols** are symbols, letters, or numbers appearing in each play spot of a ticket;

(4) **Play symbol captions** are small printed characters generally associated with each play symbol appearing on the play field which correspond with and verify that play symbol. These captions spell out, in full or abbreviated form, the play symbol. There is only one play symbol caption for each play symbol, and each play symbol caption is associated with the three-digit ticket number;

(5) **Prize symbols** are numeric or symbolic representations, printed either in a display printed prize legend or on the play field, which indicate the amount of money a player may win;

(6) **Prize symbol captions** are small printed characters generally associated with each prize symbol appearing on the play field which correspond to and verify that prize symbol. The prize symbol caption is a spelling out, in full or abbreviated form, of the prize symbol;

(7) **Validation number** is a unique multi-digit number on the front of the ticket that appears under the removable latex covering and is identified as "val. no.";

(8) **Pack-ticket number** is a thirteen-digit number of the form XXXXXXXXXX-X-XXX printed on the back of the ticket. The first three digits are the game identifier. The first nine digits of the pack-ticket number constitute the "pack number," which starts at XXX000001; the last three digits constitute the "ticket number," which starts at 000 and indicates the ticket's position within each pack of tickets;

(9) **Retailer verification code** consists of small letters found under the removable covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$600.00 or less. A retailer verification code for a winning ticket of a particular game is a unique multiple letter code which corresponds to the prize value of the ticket for that game. Each letter of the code appears in varying locations beneath the removable latex covering on the front of the ticket; and

(10) **Odds of winning** shall always appear on the back of the ticket.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-022, filed 1/31/97, effective 3/3/97.]

**WAC 315-10-025 How much does it cost to purchase an instant game ticket?** The price of an instant game ticket shall not be less than \$1.00 and not more than \$5.00, except for those tickets used in media promotions and retailer incentive programs authorized by the director.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-025, filed 1/31/97, effective 3/3/97.]

**WAC 315-10-030 Instant games criteria.** (1) The total of all prizes available to be won in an instant game shall not be less than forty-five percent of the instant game's projected revenue.

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

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

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

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

(b) The number of prizes and the amount of each prize in the grand prize drawing(s) shall be determined by the director to correspond with the size and length of the instant game and to comply with subsection (1) of this section.

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

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-030, filed 1/31/97, effective 3/3/97; 94-03-020, § 315-10-030, filed 1/7/94, effective, see WAC 315-04-180; 89-21-029, § 315-10-030, filed 10/10/89, effective 11/10/89; 88-17-024 (Order 111), § 315-10-030, filed 8/11/88; 85-22-057 (Order 81), § 315-10-030, filed 11/5/85; 85-16-031 (Order 77), § 315-10-030, filed 7/30/85; 85-09-004 (Order 72), § 315-10-030, filed 4/5/85; 84-05-008 (Order 51), § 315-10-030, filed 2/7/84; 83-16-029 (Order 30), § 315-10-030, filed 8/27/83. Statutory Authority: 1982 2nd ex.s. c 7 § 4. 83-03-034 (Order 10), § 315-10-030, filed 1/14/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-10-030, filed 10/15/82.]

**WAC 315-10-035 How do I know if I have a winning instant game ticket?** Each instant ticket shall be printed with instructions clearly indicating what constitutes a winning ticket. In addition, written descriptions of winning play and prize symbol combinations shall be included in the executed working papers for the production of each game. In general, winners of an instant game are

determined by the matching or specified alignment of the play symbols on the ticket. The ticket bearer must submit the winning ticket to the lottery as specified by the director. The winning ticket must be validated by the lottery through use of the validation number or any other means as specified in this chapter or by the director.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-035, filed 1/31/97, effective 3/3/97.]

**WAC 315-10-055 How much time does a player have to redeem winning and/or grand prize drawing instant game tickets?** (1) A player may submit a winning ticket for prize payment up to one hundred eighty days after the official end of game.

(2) In order to participate in a grand prize drawing in which the entry is the submittal of one or more winning or nonwinning tickets, a player must redeem and submit such a ticket or tickets within the time limits set forth in chapter 315-11 WAC governing the conduct of that specific game.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-055, filed 1/31/97, effective 3/3/97.]

**WAC 315-10-060 Official beginning and end of an instant ticket game.** The director shall announce the official start date and closing date of each instant ticket game in an official lottery publication via printed or electronic media, or both. Lottery retailers shall not sell any tickets prior to the start date of a game unless expressly authorized by the director.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-060, filed 1/31/97, effective 3/3/97; 94-03-020, § 315-10-060, filed 1/7/94, effective, see WAC 315-04-180; 89-09-008 (Order 115), § 315-10-060, filed 4/10/89; 87-17-012 (Order 103), § 315-10-060, filed 8/10/87; 86-12-002 (Order 92), § 315-10-060, filed 5/22/86; 86-01-060 (Order 83), § 315-10-060, filed 12/16/85; 85-09-004 (Order 72), § 315-10-060, filed 4/5/85; 84-05-008 (Order 51), § 315-10-060, filed 2/7/84; 84-01-004 (Order 42), § 315-10-060, filed 12/8/83.]

**WAC 315-10-062 May a lottery retailer continue to sell instant game tickets for a particular game after the official end of that game?** A lottery retailer may continue to sell tickets for each instant game up to sixty days after the official end of that game.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-062, filed 1/31/97, effective 3/3/97.]

**WAC 315-10-065 Return of instant game tickets by state liquor control board outlets.** Return of tickets by state liquor control board outlets shall be governed by the interlocal cooperative agreement between the lottery and the state liquor control board.

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-065, filed 1/31/97, effective 3/3/97.]

**WAC 315-10-070 Ticket validation requirements.** (1) To be a valid Washington state lottery instant game ticket, a ticket must meet all of the following validation requirements.

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

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

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

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

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

(f) If play symbol and play symbol captions are present in the playfield, the ticket must have at least one play symbol and at least one play symbol caption under each play spot. These elements must be present in their entirety, legible, right-side up, and not reversed in any manner.

(g) The ticket must have at least one pack-ticket number, exactly one retailer verification code, and exactly one validation number. These elements must be present in their entirety, legible, right-side up, and not reversed in any manner.

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

(i) The ticket must pass all additional confidential validation requirements, if any, established by the director.

(2) The director may authorize reconstruction of an alleged winning ticket which was not received and/or cannot be located by the lottery; provided, that the person requesting reconstruction submits to the lottery sufficient evidence to enable reconstruction and that they have submitted a claim for the prize, if any, for that ticket. If the reconstructed ticket is a winning ticket and meets the validation requirements contained in subsection (1) of this section and the specific validation requirements contained in the rules for its specific game, the director may authorize payment of the prize; provided, that the ticket shall not be validated nor the prize paid prior to the one hundred eighty-first day following the official end of that instant game. A ticket(s) validated pursuant to this subsection shall not entitle the claimant entry into the grand prize drawing, if any, for that or any subsequent instant game.

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

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

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-070, filed 1/31/97, effective 3/3/97; 85-16-031 (Order 77), § 315-10-070, filed 7/30/85; 84-22-047 (Order 68), § 315-10-070, filed 11/7/84.]

**WAC 315-10-075 How do I claim an instant game prize?** Procedures for claiming instant game prizes are as follows:

(1) To claim an instant game prize of \$600.00 or less the claimant either may present the apparent winning ticket to any lottery retailer regardless of where the ticket was purchased, or may present the apparent winning ticket to the lottery by mail or in person. When a retailer is presented with a claim under this section, the retailer shall verify the claim and, if acceptable, make payment of the amount due the claimant. The prizes shall be paid during all normal business hours of that retailer provided that claims can be validated on the lottery's instant ticket scanner. The retailer shall not charge the claimant any fee for payment of the prize or for cashing a business check drawn on the retailer's account.

(2) In the event the retailer cannot verify the claim, the claimant shall present a claim to the lottery by mail or in person. If the claim is validated by the lottery, a check shall be forwarded to the claimant in payment of the amount due. In the event that the claim is not validated by the director, the claim shall be denied and the claimant shall be promptly notified.

(3) To claim an instant prize of more than \$600.00, the claimant shall complete a claim form, as provided in WAC 315-06-120, which is obtained from the lottery retailer or the lottery and mail or present in person the completed form together with the apparent winning ticket to the lottery. Upon validation by the director, a check shall be mailed or presented to the claimant in payment of the amount due, less any applicable federal income tax withholding and deductions pursuant to RCW 67.70.255 and WAC 315-06-125. In the event that the claim is not validated by the director, the claim shall be denied and the claimant shall be promptly notified.

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

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

[Statutory Authority: RCW 67.70.040. 97-04-047, § 315-10-075, filed 1/31/97, effective 3/3/97.]

## Chapter 315-11 WAC

### INSTANT GAME RULES—SPECIFIC RULES

#### WAC

315-11-600 through 315-11-992 Repealed.

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

315-11-600	Definitions for Instant Game Number 60 ("Double Feature"). [Statutory Authority: RCW 67.70.040. 90-22-088, § 315-11-600, filed 11/6/90, effective 12/7/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-601	Criteria for Instant Game Number 60. [Statutory Authority: RCW 67.70.040. 90-22-088, § 315-11-601, filed 11/6/90, effective 12/7/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-602	Ticket validation requirements for Instant Game Number 60. [Statutory Authority: RCW 67.70.040. 90-22-088, § 315-11-602, filed 11/6/90, effective 12/7/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-610	Definitions for Instant Game Number 61 ("Triple Play"). [Statutory Authority: RCW 67.70.040. 91-03-036, § 315-11-610, filed 1/9/91, effective 2/9/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-611	Criteria for Instant Game Number 61. [Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-611, filed 3/5/91, effective 4/5/91; 91-03-036, § 315-11-611, filed 1/9/91, effective 2/9/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-612	Ticket validation requirements for Instant Game Number 61. [Statutory Authority: RCW 67.70.040. 91-03-036, § 315-11-612, filed 1/9/91, effective 2/9/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-620	Definitions for Instant Game Number 62 ("Roulette"). [Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-620, filed 3/5/91, effective 4/5/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-621	Criteria for Instant Game Number 62. [Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-621, filed 3/5/91, effective 4/5/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-622	Ticket validation requirements for Instant Game Number 62. [Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-622, filed 3/5/91, effective 4/5/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-630	Definitions for Instant Game Number 63 ("Lucky 7's"). [Statutory Authority: RCW 67.70.040. 91-15-037, § 315-11-630, filed 7/16/91, effective 8/16/91; 91-06-074, § 315-11-630, filed 3/5/91, effective 4/5/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-631	Criteria for Instant Game Number 63. [Statutory Authority: RCW 67.70.040. 91-06-074, § 315-11-631, filed 3/5/91, effective 4/5/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-632	Ticket validation requirements for Instant Game Number 63. [Statutory Authority: RCW 67.70.040. 91-15-037, § 315-11-632, filed 7/16/91, effective 8/16/91; 91-06-074, § 315-11-632, filed 3/5/91, effective 4/5/91.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11-640	Definitions for Instant Game Number 64 ("Play Days"). [Statutory Authority: RCW 67.70.040. 91-11-033, § 315-









97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-940 Definitions for Instant Game Number 94 ("Applebucks II"). [Statutory Authority: RCW 67.70.040. 93-03-008, § 315-11-940, filed 1/8/93, effective 2/8/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-941 Criteria for Instant Game Number 94. [Statutory Authority: RCW 67.70.040. 93-03-008, § 315-11-941, filed 1/8/93, effective 2/8/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-942 Ticket validation requirements for Instant Game Number 94. [Statutory Authority: RCW 67.70.040. 93-03-008, § 315-11-942, filed 1/8/93, effective 2/8/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-950 Definitions for Instant Game Number 95 ("High Roller"). [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-950, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-951 Criteria for Instant Game Number 95. [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-951, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-952 Ticket validation requirements for Instant Game Number 95. [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-952, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-960 Definitions for Instant Game Number 96 ("Tic-Tac-Dough"). [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-960, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-961 Criteria for Instant Game Number 96. [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-961, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-962 Ticket validation requirements for Instant Game Number 96. [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-962, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-970 Definitions for Instant Game Number 97 ("Lucky Charm"). [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-970, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-971 Criteria for Instant Game Number 97. [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-971, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-972 Ticket validation requirements for Instant Game Number 97. [Statutory Authority: RCW 67.70.040. 93-07-016, § 315-11-972, filed 3/5/93, effective 4/5/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-980 Definitions for Instant Game Number 98 ("Ace in the Hole"). [Statutory Authority: RCW 67.70.040. 93-11-056, § 315-11-980, filed 5/12/93, effective 6/12/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-981 Criteria for Instant Game Number 98. [Statutory Authority: RCW 67.70.040. 93-11-056, § 315-11-981, filed 5/12/93, effective 6/12/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-982 Ticket validation requirements for Instant Game Number 98. [Statutory Authority: RCW 67.70.040. 93-11-056, § 315-11-982, filed 5/12/93, effective 6/12/93.] Repealed by

97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-990 Definitions for Instant Game Number 99 ("Megamoney"). [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.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-991 Criteria for Instant Game Number 99. [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.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-11-992 Ticket validation requirements for Instant Game Number 99. [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.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

**WAC 315-11-600 through 315-11-992 Repealed.**  
See Disposition Table at beginning of this chapter.

### Chapter 315-11A WAC

#### INSTANT GAME RULES—GAMES COMMENCING AT 100

##### WAC

315-11A-100	Repealed.
315-11A-101	Repealed.
315-11A-102	Repealed.
315-11A-103	Repealed.
315-11A-104	Repealed.
315-11A-105	Repealed.
315-11A-106	Repealed.
315-11A-107	Repealed.
315-11A-108	Repealed.
315-11A-109	Repealed.
315-11A-110	Repealed.
315-11A-111	Repealed.
315-11A-112	Repealed.
315-11A-113	Repealed.
315-11A-114	Repealed.
315-11A-115	Repealed.
315-11A-116	Repealed.
315-11A-117	Repealed.
315-11A-118	Repealed.
315-11A-119	Repealed.
315-11A-120	Repealed.
315-11A-121	Repealed.
315-11A-122	Repealed.
315-11A-123	Repealed.
315-11A-124	Repealed.
315-11A-125	Repealed.
315-11A-126	Repealed.
315-11A-127	Repealed.
315-11A-128	Repealed.
315-11A-129	Repealed.
315-11A-130	Repealed.
315-11A-131	Repealed.
315-11A-132	Repealed.
315-11A-133	Repealed.
315-11A-134	Repealed.
315-11A-135	Repealed.
315-11A-136	Repealed.
315-11A-184	Instant Game Number 184 ("\$2 Instant Monopoly®").
315-11A-187	Instant Game Number 187 ("\$2 Instant Quinto").
315-11A-188	Instant Game Number 188 ("Strike It Rich").
315-11A-189	Instant Game Number 189 ("Lucky 7s").
315-11A-190	Instant Game Number 190 ("Putt For Dough").
315-11A-191	Instant Game Number 191 ("Cut the Deck").

315-11A-192	Instant Game Number 192.		
315-11A-193	Instant Game Number 193.		
315-11A-194	Instant Game Number 194.		
315-11A-195	Instant Game Number 195.		
315-11A-196	Instant Game Number 196.		
315-11A-197	Instant Game Number 197.		
315-11A-198	Instant Game Number 198.		
315-11A-199	Instant Game Number 199.		
315-11A-200	Instant Game Number 200.		
315-11A-201	Instant Game Number 201.		
315-11A-202	Instant Game Number 202.		
315-11A-203	Instant Game Number 203.		
315-11A-204	Instant Game Number 204.		
315-11A-205	Instant Game Number 205.		
315-11A-206	Instant Game Number 206.		
315-11A-207	Instant Game Number 207.		
315-11A-208	Instant Game Number 208.		
315-11A-209	Instant Game Number 209.		
315-11A-210	Instant Game Number 210.		
315-11A-211	Instant Game Number 211.		
315-11A-212	Instant Game Number 212.		
315-11A-213	Instant Game Number 213.		
315-11A-214	Instant Game Number 214.		
		315-11A-110	Instant Game Number 110 ("Instant Cash"). [Statutory Authority: RCW 67.70.040. 93-23-012, § 315-11A-110, filed 11/5/93, effective 12/6/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
		315-11A-111	Instant Game Number 111 ("Monopoly"). [Statutory Authority: RCW 67.70.040. 93-23-012, § 315-11A-111, filed 11/5/93, effective 12/6/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
		315-11A-112	Instant Game Number 112 ("Cash Cow"). [Statutory Authority: RCW 67.70.040. 93-23-012, § 315-11A-112, filed 11/5/93, effective 12/6/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
		315-11A-113	Instant Game Number 113 ("Tumbling Dice"). [Statutory Authority: RCW 67.70.040. 93-23-012, § 315-11A-113, filed 11/5/93, effective 12/6/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
		315-11A-114	Instant Game Number 114 ("Wildcard"). [Statutory Authority: RCW 67.70.040. 94-03-019, § 315-11A-114, filed 1/7/94, effective 2/7/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

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

315-11A-100	Instant Game Number 100 ("Top Banana"). [Statutory Authority: RCW 67.70.040. 93-11-056, § 315-11A-100, filed 5/12/93, effective 6/12/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-115	Instant Game Number 115 ("Cash Roulette"). [Statutory Authority: RCW 67.70.040. 94-03-019, § 315-11A-115, filed 1/7/94, effective 2/7/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11A-101	Instant Game Number 101 ("Top Banana"). [Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-101, filed 7/9/93, effective 8/9/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-116	Instant Game Number 116 ("Fortune"). [Statutory Authority: RCW 67.70.040. 94-03-019, § 315-11A-116, filed 1/7/94, effective 2/7/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11A-102	Instant Game Number 102 ("Mistledough"). [Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-102, filed 7/9/93, effective 8/9/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-117	Instant Game Number 117 ("Cash Crop"). [Statutory Authority: RCW 67.70.040. 94-11-027, § 315-11A-117, filed 5/6/94, effective 6/6/94; 94-03-019, § 315-11A-117, filed 1/7/94, effective 2/7/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11A-103	Instant Game Number 103 ("Lucky Duck"). [Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-103, filed 7/9/93, effective 8/9/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-118	Instant Game Number 118 ("Aces Wild"). [Statutory Authority: RCW 67.70.040. 94-15-049, § 315-11A-118, filed 7/15/94 effective 8/15/94; 94-07-029, § 315-11A-118, filed 3/8/94, effective 4/8/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11A-104	Instant Game Number 104 ("Money Match"). [Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-104, filed 7/9/93, effective 8/9/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-119	Instant Game Number 119 ("Lots of Bucks"). [Statutory Authority: RCW 67.70.040. 94-15-049, § 315-11A-119, filed 7/15/94 effective 8/15/94; 94-07-029, § 315-11A-119, filed 3/8/94, effective 4/8/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11A-105	Instant Game Number 105 ("Cash Cards"). [Statutory Authority: RCW 67.70.040. 93-15-019, § 315-11A-105, filed 7/9/93, effective 8/9/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-120	Instant Game Number 120 ("Lucky Deal"). [Statutory Authority: RCW 67.70.040. 94-15-049, § 315-11A-120, filed 7/15/94 effective 8/15/94; 94-07-029, § 315-11A-120, filed 3/8/94, effective 4/8/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11A-106	Instant Game Number 106 ("Cash Explosion"). [Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11A-106, filed 9/10/93, effective 10/11/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-121	Instant Game Number 121 ("Hog Mania"). [Statutory Authority: RCW 67.70.040. 94-07-029, § 315-11A-121, filed 3/8/94, effective 4/8/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11A-107	Instant Game Number 107 ("Break the Bank"). [Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11A-107, filed 9/10/93, effective 10/11/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-122	Instant Game Number 122 ("High Card"). [Statutory Authority: RCW 67.70.040. 95-11-025, § 315-11A-122, filed 5/9/95, effective 6/9/95; 94-19-063, § 315-11A-122, filed 9/20/94, effective 10/21/94; 94-11-027, § 315-11A-122, filed 5/6/94, effective 6/6/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-11A-108	Instant Game Number 108 ("Money Bags"). [Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11A-108, filed 9/10/93, effective 10/11/93.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.	315-11A-123	Instant Game Number 123 ("Holiday Cash"). [Statutory Authority: RCW 67.70.040. 94-11-027, § 315-11A-123, filed 5/6/94, effective 6/6/94.] Repealed by 97-20-051,
315-11A-109	Instant Game Number 109 ("Black Jacks"). [Statutory Authority: RCW 67.70.040. 93-19-052, § 315-11A-109, filed 9/10/93, effective 10/11/93.] Repealed by 97-20-051,		

- filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-124 Instant Game Number 124 ("Queen of Hearts"). [Statutory Authority: RCW 67.70.040. 94-11-027, § 315-11A-124, filed 5/6/94, effective 6/6/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-125 Instant Game Number 125 ("Windfall"). [Statutory Authority: RCW 67.70.040. 94-11-027, § 315-11A-125, filed 5/6/94, effective 6/6/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-126 Instant Game Number 126 ("Megamoney II"). [Statutory Authority: RCW 67.70.040. 94-11-027, § 315-11A-126, filed 5/6/94, effective 6/6/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-127 Instant Game Number 127 ("7-11-21"). [Statutory Authority: RCW 67.70.040. 94-15-049, § 315-11A-127, filed 7/15/94, effective 8/15/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-128 Instant Game Number 128 ("\$2 Big Kahuna"). [Statutory Authority: RCW 67.70.040. 94-15-049, § 315-11A-128, filed 7/15/94, effective 8/15/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-129 Instant Game Number 129 ("Beat the Dealer"). [Statutory Authority: RCW 67.70.040. 94-15-049, § 315-11A-129, filed 7/15/94, effective 8/15/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-130 Instant Game Number 130 ("Moolah Moolah"). [Statutory Authority: RCW 67.70.040. 94-23-047, § 315-11A-130, filed 11/10/94, effective 12/11/94; 94-15-049, § 315-11A-130, filed 7/15/94, effective 8/15/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-131 Instant Game Number 131 ("Spin 'n Win"). [Statutory Authority: RCW 67.70.040. 94-19-063, § 315-11A-131, filed 9/20/94, effective 10/21/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-132 Instant Game Number 132 ("Treasure Chest"). [Statutory Authority: RCW 67.70.040. 94-19-063, § 315-11A-132, filed 9/20/94, effective 10/21/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-133 Instant Game Number 133 ("Pocket Cash"). [Statutory Authority: RCW 67.70.040. 94-23-047, § 315-11A-133, filed 11/10/94, effective 12/11/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-134 Instant Game Number 134 ("7 Cards Up"). [Statutory Authority: RCW 67.70.040. 94-23-047, § 315-11A-134, filed 11/10/94, effective 12/11/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-135 Instant Game Number 135 ("Bingo"). [Statutory Authority: RCW 67.70.040. 94-23-047, § 315-11A-135, filed 11/10/94, effective 12/11/94.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-11A-136 Instant Game Number 136 ("Ace In The Hole"). [Statutory Authority: RCW 67.70.040. 95-03-062, § 315-11A-136, filed 1/13/95, effective 2/13/95.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

**WAC 315-11A-100 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-101 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-102 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-103 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-104 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-105 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-106 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-107 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-108 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-109 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-110 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-111 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-112 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-113 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-114 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-115 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-116 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-117 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-118 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-119 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-120 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-121 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-122 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-123 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-124 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-125 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-126 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-127 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-128 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-129 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 388-11A-130 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-131 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-132 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-133 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-134 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-135 Repealed.** See Disposition Table at beginning of this chapter.

**WAC 315-11A-136 Repealed.** See Disposition Table at beginning of this chapter.


**WAC 315-11A-184 Instant Game Number 184 ("Instant Monopoly®").** (1) **Definitions for Instant Game Number 184.**

(a) Ticket and playfield: The perimeter of the ticket shall be printed to look like the perimeter of a "Monopoly®" game board. This area shall be covered with latex and shall be the playfield.

(b) Play symbols: The "play symbols" are listed below in (c) of this subsection. Eight of these play symbols shall appear under the latex covering on the front of the ticket;

one of these play symbols shall also appear under the latex covered area labeled "Go."

(c) 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 184, the captions which correspond with and verify the play symbols are:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
12	TLV
13	THN
14	FRN
15	FTN
16	SXT
17	SVT
18	EGN
19	NIT
	HTL

(d) Prize symbols: The prize symbols are listed below in (e) of this subsection. One of these prize symbols appears adjacent to each of the play symbols, except that no prize symbol appears adjacent to the play symbol under the latex covered area labeled "Go."

(e) 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 184, 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
\$ 3.00	THR DOL
\$ 4.00	FOR DOL
\$ 5.00	FIV DOL
\$ 6.00	SIX DOL
\$ 7.00	SVN DOL
\$ 8.00	EGT DOL
\$ 10.00	TEN DOL
\$ 25.00	TWF DOL
\$ 50.00	\$FIFTY\$
\$ 100	ONEHUND
\$ 2,000	TWOTHOU

(f) Validation number: The unique twenty-five-digit number on the front of the ticket. The number is covered by latex.

(g) Pack-ticket number: The thirteen-digit number of the form 184000001-1-000 printed on the back of the ticket. The first three digits are the game identifier. The first nine digits of the pack-ticket number for Instant Game Number 184 constitute the "pack number" which starts at 184000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(h) 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 \$600.00 or less. For Instant Game Number 184, 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
TWO	\$ 2.00 (\$1 AND \$1)
THR	\$ 3.00 (\$1, \$1, AND \$1; \$2 AND \$1)
FIV	\$ 5.00 (\$1, \$1, \$1, \$1 AND \$1; \$2, \$1, \$1 AND \$1)
TEN	\$ 10.00 (\$2, \$2, \$1, \$1, \$1, \$1, \$1 AND \$1; \$4, \$3, \$2 AND \$1)
TWY	\$ 20.00 (\$7, \$6, \$2, \$1, \$1, \$1, \$1 AND \$1; \$8, \$8, \$1, \$1, \$1 AND \$1)
FTY	\$ 50.00 (\$10, \$10, \$5, \$5, \$5, \$5, \$5 AND \$5)
FRH	\$ 400.00 (\$100, \$100, \$50, \$50, \$25, \$25, \$25 AND \$25)

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

**(2) Criteria for Instant Game Number 184.**

(a) The price of each instant game ticket shall be \$2.00.

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

(i) When any of the eight play symbols matches exactly the play symbol labeled "Go," the matching play symbol shall be a winning play symbol, and the bearer of the ticket shall win the prize adjacent to the winning play symbol.

(ii) In Instant Game Number 184, the "⊕" play symbol with the caption "HTL" shall always be a winning play symbol, and the bearer of a ticket which has a "⊕" play symbol with the caption "HTL" shall be entitled to the prize shown adjacent to the "⊕" play symbol.

(iii) The bearer of a ticket which has more than one winning play symbol shall win the total of the prizes adjacent to 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 184 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 184; and/or

(ii) Vary the number of tickets sold in Instant Game Number 184 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

**(3) Ticket validation requirements for Instant Game Number 184.**

(a) In addition to meeting all other requirements in these rules, to be a valid instant game ticket for Instant Game Number 184 all of the following validation requirements apply:

(i) Exactly one play symbol must appear below each of the eight properties and under the latex area labeled "Go" 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 play symbol caption under the area labeled "Go," shall have a prize symbol adjacent to 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 and each of the play symbol captions must be exactly one of those described in subsection (1)(c) of this section.

(vii) Each of the prize symbols must be exactly one of those described in subsection (1)(d) of this section and each of the prize symbol captions must be exactly one of those described in subsection (1)(e) 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, 97-07-063, § 315-11A-184, filed 3/19/97, effective 4/19/97; 97-02-038, § 315-11A-184, filed 12/26/96, effective 1/26/97.]

**WAC 315-11A-187 Instant Game Number 187 ("Instant Quinto"). (1) Definitions for Instant Game Number 187.**

(a) Play symbols: The play symbols are listed below in (b) of this subsection. Ten of these play symbols shall appear in each of the four playfields on the front of the ticket. Each playfield shall be labeled "Play 1," "Play 2," "Play 3," or "Play 4." Five of the play spots in each of the playfields shall be labeled "Drawing Results," with the

remaining five play spots in each of the playfields constituting the player's cards and labeled "Your Hand."

(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 below each of the five play symbols labeled "Drawing Results" in each playfield. The three-digit ticket number shall appear before each play symbol caption. For Instant Game Number 187, the captions which correspond with and verify the play symbols are as follows:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
2♥	TWOH
3♥	THRH
4♥	FORH
5♥	FIVH
6♥	SIXH
7♥	SVNH
8♥	EGTH
9♥	NINH
10♥	TENH
J♥	JCKH
Q♥	QUEH
K♥	KNGH
A♥	ACEH
2♣	TWOC
3♣	THRC
4♣	FORC
5♣	FIVC
6♣	SIXC
7♣	SVNC
8♣	EGTC
9♣	NINC
10♣	TENC
J♣	JCKC
Q♣	QUEC
K♣	KNGC
A♣	ACEC
2♦	TWOD
3♦	THRD
4♦	FORD
5♦	FIVD
6♦	SIXD
7♦	SVND
8♦	EGTD
9♦	NIND
10♦	TEND
J♦	JCKD
Q♦	QUED
K♦	KNGD
A♦	ACED
2♠	TWOS
3♠	THRS
4♠	FORS
5♠	FIVS
6♠	SIXS
7♠	SVNS
8♠	EGTS
9♠	NINS
10♠	TENS

J♠	JCKS
Q♠	QUES
K♠	KNGS
A♠	ACES

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

(d) Pack-ticket number: The thirteen-digit number of the form 187000001-1-000 printed on the back of the ticket. The first three digits are the game identifier. The first nine digits of the pack-ticket number for Instant Game Number 187 constitute the "pack number" which starts at 187000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 099 within each pack of tickets.

(e) 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 \$600.00 or less. For Instant Game Number 187, 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>
TWO	\$ 2.00
FOR	\$ 4.00
SIX	\$ 6.00
EGT	\$ 8.00
TWF	\$ 25.00
FTY	\$ 50.00
SFV	\$ 75.00
OHN	\$ 100.00
TWH	\$ 200.00
TRN	\$ 300.00
FRH	\$ 400.00

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

**(2) Criteria for Instant Game Number 187.**

(a) The price of each instant game ticket shall be \$2.00.

(b) An instant prize winner is determined in the following manner:

(i) The bearer of a ticket that matches two, three, four or five "Your Hand" play symbols to the "Drawing Results" symbols in that same playfield shall win the prize listed in the legend (below). Each ticket shall bear a legend which lists the prize won for the number or symbols matched within each play.

Match two symbols	-	win \$2
Match three symbols	-	win \$25
Match four symbols	-	win \$100
Match five symbols	-	win \$2,500

(ii) The bearer of a ticket that matches two, three, four or five symbols in more than one playfield shall win the sum of the prizes shown in the legend (above) for each winning play.

(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 187 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 187; and/or

(ii) Vary the number of tickets sold in Instant Game Number 187 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

**(3) Ticket validation requirements for Instant Game Number 187.**

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 187 all of the following validation requirements apply:

(i) Exactly ten play symbols must appear in each of the four playfields on the front of the ticket.

(ii) Each of the five play symbols labeled "Drawing Results" in each playfield must have a play symbol 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
Prize Symbols	Prize Symbol Font
Captions	Caption Font
Pack-Ticket Number	Validation Font
Validation Number	Validation Font
Retailer 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 and each of the play symbol 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. 97-07-063, § 315-11A-187, filed 3/19/97, effective 4/19/97.]

**WAC 315-11A-188 Instant Game Number 188 ("Strike It Rich"). (1) Definitions for Instant Game Number 188.**

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of these play symbols appears in each of the ten play spots under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield.

(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 188, the captions which correspond with and verify the play symbols are as follows:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
X	STK
	BAG
	BAL
	SHS
	TRP
	PIN
	BLR
	SCR
	POP
	SRT
	HTD

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

(d) Pack-ticket number: The thirteen-digit number of the form 188000001-1-000 printed on the back of the ticket. The first three digits are the game identifier. The first nine digits of the pack-ticket number for Instant Game Number 188 constitute the "pack number" which starts at 188000001; 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 covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$600.00 or less. For Instant Game Number 188, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

<u>VERIFICATION CODE</u>	<u>PRIZE</u>
ONE	\$ 1.00
TWO	\$ 2.00
FIV	\$ 5.00
TEN	\$ 10.00
TWY	\$ 20.00
FTY	\$ 50.00
THF	\$ 250.00

(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 188.**

(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 play symbols that correspond with the legend (below) shall win the prize listed. Each ticket shall bear a legend which lists each winning set of play symbols and its corresponding prize.

Three	X play symbols - Win	\$ 1
Four	X play symbols - Win	\$ 2
Five	X play symbols - Win	\$ 5
Six	X play symbols - Win	\$ 10
Seven	X play symbols - Win	\$ 20
Eight	X play symbols - Win	\$ 50
Nine	X play symbols - Win	\$ 250
Ten	X play symbols - Win	\$ 5,000

(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 188 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 188; and/or

(ii) Vary the number of tickets sold in Instant Game Number 188 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

**(3) Ticket validation requirements for Instant Game Number 188.**

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 188 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the ten 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) The display printing and the printed numbers, letters, and symbols on the ticket must be regular in every respect and correspond precisely with the artwork on file with the director. The numbers, letters, and symbols shall be printed as follows:

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

(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 and each of the play symbol 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, 97-07-063, § 315-11A-188, filed 3/19/97, effective 4/19/97.]

**WAC 315-11A-189 Instant Game Number 189 ("Lucky 7s"). (1) Definitions for Instant Game Number 189.**

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. 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."

(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 189, the captions which correspond with and verify the play symbols are as follows:

<u>PLAY SYMBOL</u>	<u>CAPTION</u>
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
12	TLV
13	THN

(c) Prize symbols: The "prize symbols" are listed below in (d) of this subsection. 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 189, 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
\$ 3.00	THR DOL
\$ 5.00	FIV DOL
\$ 6.00	SIX DOL
\$ 7.00	SVN DOL
\$ 10.00	TEN DOL
\$ 20.00	TWY DOL
\$ 100	ONEHUND
\$ 150	ONEHFIF
\$ 1,000	ONETHOU
\$ 3,000	THRTHOU

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

(f) Pack-ticket number: The thirteen-digit number of the form 189000001-1-000 printed on the back of the ticket. The first three digits are the game identifier. The first nine digits of the pack-ticket number for Instant Game Number 189 constitute the "pack number" which starts at 189000001; 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 \$600.00 or less. For Instant Game Number 189, 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	
THR	\$ 3.00	(\$1, \$1 AND \$1; \$2 AND \$1)
FOR	\$ 4.00	(\$1, \$1, \$1 AND \$1; \$3 AND \$1)
SVN	\$ 7.00	(\$1, \$1, \$1, \$1 AND \$3; \$5 AND \$2)
FRN	\$ 14.00	(\$7 AND \$7; \$2, \$2, \$2, \$2 AND \$6)
TTN	\$ 21.00	(\$7, \$7 AND \$7; \$5, \$5, \$5, \$5 AND \$1)
SVY	\$ 70.00	(\$20, \$20, \$20 AND \$10)

(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 189.**

(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 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.

(ii) In Instant Game Number 189, the "7" play symbol with the caption "SVN" shall always be a winning play symbol, and the bearer of a ticket which has a "7" play symbol with the caption "SVN" shall be entitled to the prize shown below the "7" play 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 189 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 189; and/or

(ii) Vary the number of tickets sold in Instant Game Number 189 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

**(3) Ticket validation requirements for Instant Game Number 189.**

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 189 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the six 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 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. 97-07-063, § 315-11A-189, filed 3/19/97, effective 4/19/97.]

**WAC 315-11A-190 Instant Game Number 190 ("Putt For Dough"). (1) Definitions for Instant Game Number 190.**

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of these play symbols appears in each of the nine play spots in the "your score" column and in each of the nine play spots in the "their score" column under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. Each playfield shall have four games or rows.

(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 below each play symbol. The three-digit ticket number shall appear before each play symbol caption. For Instant Game Number 190, 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
7	SVN
8	EGT
9	NIN
10	TEN
12	TLV
13	THN
14	FRN
15	FTN
16	SXT

(c) Prize symbols: The "prize symbols" are listed below in (d) of this subsection. One of these prize symbols appears to the right of each pair of captioned play symbols.

(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 190, 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
\$ 3.00	THR DOL
\$ 4.00	FOR DOL
\$ 5.00	FIV DOL
\$ 7.00	SVN DOL
\$ 9.00	NIN DOL
\$ 10.00	TEN DOL
\$ 25.00	TWF DOL
\$ 45.00	FORTYFV
\$ 50.00	\$FIFTY\$
\$ 100	ONEHUND
\$ 500	FIVHUND
\$ 2,000	TWOTHOU

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

(f) Pack-ticket number: The thirteen-digit number of the form 190000001-1-000 printed on the back of the ticket. The first three digits are the game identifier. The first nine digits of the pack-ticket number for Instant Game Number 190 constitute the "pack number" which starts at 190000001; 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 \$600.00 or less. For Instant Game Number 190, 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>
TWO	\$ 2.00 (\$1 AND \$1; \$2)
THR	\$ 3.00 (\$1, \$1 AND \$1; \$2 AND \$1)
SIX	\$ 6.00 (\$1, \$1, \$1, \$1, \$1 AND \$1)
NIN	\$ 9.00 (\$1, \$1, \$1, \$1, \$1, \$1, \$1, \$1 AND \$1; \$4, \$3, \$1 AND \$1)
EGN	\$ 18.00 (\$2, \$2, \$2, \$2, \$2, \$2, \$2, \$2 AND \$2; \$5, \$4, \$2, \$2, \$1, \$1, \$1, \$1 AND \$1)
NTY	\$ 90.00 (\$10, \$10, \$10, \$10, \$10, \$10, \$10, \$10 AND \$10; \$45, \$9, \$9, \$9, \$9, \$7 AND \$2)
FRH	\$ 400.00 (\$50, \$50, \$50, \$50, \$50, \$50, \$50, \$25 AND \$25; \$100, \$100, \$100 AND \$100)

(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 190.**

(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) 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).

(ii) 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 190 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 190; and/or
- (ii) Vary the number of tickets sold in Instant Game Number 190 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

**(3) Ticket validation requirements for Instant Game Number 190.**

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 190 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the nine spots in the "your score" column and in each of the nine play spots in the "their score" column 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) Exactly one prize symbol for each of the nine games must appear under the latex covering in the prize column on the front of the ticket. 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 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. 97-07-063, § 315-11A-190, filed 3/19/97, effective 4/19/97.]

**WAC 315-11A-191 Instant Game Number 191 ("Cut the Deck"). (1) Definitions for Instant Game Number 191.**

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of these play symbols appears in each of the four play spots in the "your card" column and in each of the four play spots in the "their card" column under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. Each playfield shall have four games or rows.

(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 below each play symbol. The three-digit ticket number shall appear before each play symbol caption. For Instant Game Number 191, the captions which correspond with and verify the play symbols are:

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

(c) Prize symbols: The "prize symbols" are listed below in (d) of this subsection. One of these prize symbols appears to the right of each pair of captioned play symbols.

(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 191, 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
\$ 3.00	THR DOL
\$ 4.00	FOR DOL
\$ 5.00	FIV DOL
\$ 6.00	SIX DOL
\$ 8.00	EGT DOL
\$ 10.00	TEN DOL
\$ 20.00	TWY DOL
\$ 50.00	\$FIFTY\$
\$ 500	FIVHUND

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

(f) Pack-ticket number: The thirteen-digit number of the form 191000001-1-000 printed on the back of the ticket. The first three digits are the game identifier. The first nine digits of the pack-ticket number for Instant Game Number 191 constitute the "pack number" which starts at 191000001; 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 \$600.00 or less. For Instant Game Number 191, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the

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

<u>VERIFICATION CODE</u>	<u>PRIZE</u>	
ONE	\$ 1.00	
TWO	\$ 2.00	(\$1 AND \$1; \$2)
FOR	\$ 4.00	(\$1, \$1, \$1 AND \$1; \$2, \$1 AND \$1)
SIX	\$ 6.00	(\$2, \$2 AND \$2; \$3, \$1, \$1 AND \$1)
TLV	\$ 12.00	(\$5, \$4 AND \$3; \$6, \$4, \$1 AND \$1)
TTF	\$ 24.00	(\$10, \$8, \$4 AND \$2; \$20, \$2, \$1 AND \$1)
TWH	\$ 200.00	(\$50, \$50, \$50 AND \$50)

(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 191.**

(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) The bearer of a ticket having a play symbol in the "your card" column that is a larger number than the play symbol in the "their card" column in the same game (row) shall win the prize shown in the prize column for that game (row).

(ii) 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) For purposes of this game, the "A" shall be the play symbol with the highest superiority, followed by "K," "Q," "J," "10," "9," "8," "7," "6," "5," "4," "3," and "2," in that order.

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

(e) 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 191 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.

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

(i) Vary the length of Instant Game Number 191; and/or

(ii) Vary the number of tickets sold in Instant Game Number 191 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

**(3) Ticket validation requirements for Instant Game Number 191.**

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 191 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the four play spots in the "your card" column and in each of the four play spots in the "their card" column 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) Exactly one prize symbol for each of the four games must appear under the latex covering in the prize column on the front of the ticket. 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 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, 97-07-063, § 315-11A-191, filed 3/19/97, effective 4/19/97.]

**WAC 315-11A-192 Instant Game Number 192.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 192, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$8, \$10, \$20, \$50, \$100, \$200, and \$1,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Symbols" to the "Winning Symbol." Uncover a fish symbol to win instantly.

[Statutory Authority: RCW 67.70.040, 97-11-003, § 315-11A-192, filed 5/7/97, effective 6/7/97.]

**WAC 315-11A-193 Instant Game Number 193.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 193, on file at the lottery headquarters office.

(2) **Price per ticket:** Two dollars.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$7, \$8, \$10, \$15, \$50, \$100, \$200, \$250, \$500, \$1,000, \$2,000, \$4,000, and \$6,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match either of the "Your Numbers" to any of the "Winning Numbers." Uncover a movie tickets symbol to double the prize instantly.

[Statutory Authority: RCW 67.70.040. 97-11-003, § 315-11A-193, filed 5/7/97, effective 6/7/97.]

**WAC 315-11A-194 Instant Game Number 194.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 194, on file at the lottery headquarters office.

(2) **Price per ticket:** Two dollars.

(3) **Prizes available:** \$2, \$4, \$6, \$12, \$24, \$48, \$100, \$500, \$1,000, and \$10,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match three or more consecutive "Game Cards" within a game hand to the "Draw Cards" to win the corresponding amount shown in the legend on the ticket.

[Statutory Authority: RCW 67.70.040. 97-11-003, § 315-11A-194, filed 5/7/97, effective 6/7/97.]

**WAC 315-11A-195 Instant Game Number 195.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 195, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$7, \$8, \$9, \$10, \$20, \$60, \$400, and \$1,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match "Your Numbers" to the "Winning Number."

[Statutory Authority: RCW 67.70.040. 97-11-003, § 315-11A-195, filed 5/7/97, effective 6/7/97.]

**WAC 315-11A-196 Instant Game Number 196.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 196, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$10, \$20, \$40, \$50, \$60, \$100, \$500, \$700, and \$800. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Symbols" to the "Winning Symbol." Uncover a spilt milk symbol to win instantly.

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-11A-196, filed 7/23/97, effective 8/23/97.]

**WAC 315-11A-197 Instant Game Number 197.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 197, on file at the lottery headquarters office.

(2) **Price per ticket:** Two dollars.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$10, \$25, \$30, \$50, \$100, \$200, \$2,000, \$3,000, \$5,000, and \$10,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Combinations" or the "Bonus Lock" to the "Winning Combination." Uncover a bank vault symbol to win instantly.

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-11A-197, filed 7/23/97, effective 8/23/97.]

**WAC 315-11A-198 Instant Game Number 198.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 198, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$10, \$15, \$25, \$100, \$200, \$1,000, and \$3,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Get two like cards within one hand.

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-11A-198, filed 7/23/97, effective 8/23/97.]

**WAC 315-11A-199 Instant Game Number 199.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 199, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$15, \$20, \$50, \$100, \$1,000, and \$2,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match "Your Coins" to the "Winning Coins."

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-11A-199, filed 7/23/97, effective 8/23/97.]

**WAC 315-11A-200 Instant Game Number 200.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 200, on file at the lottery headquarters office.

(2) **Price per ticket:** Five dollars.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$8, \$10, \$20, \$25, \$30, \$40, \$50, \$100, \$200, \$500, \$4,000, and \$30,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Symbols" to either of the "Winning Symbols," or match any of the "Your Numbers" to either of the "Winning Numbers."

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-11A-200, filed 7/23/97, effective 8/23/97.]

**WAC 315-11A-201 Instant Game Number 201.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 201, on file at the lottery headquarters office.

(2) **Price per ticket:** Two dollars.

(3) **Prizes available:** \$2, \$7, \$14, \$35, \$70, \$80, \$700, and \$5,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match the cards within a hand according to the legend on the front of the ticket to win the corresponding amount listed on the legend.

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-11A-201, filed 7/23/97, effective 8/23/97.]

**WAC 315-11A-202 Instant Game Number 202.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 202, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$8, \$10, \$20, \$100, and \$500. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match "Your Puzzle Pieces" to the "Winning Puzzle Piece."

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-11A-202, filed 7/23/97, effective 8/23/97.]

**WAC 315-11A-203 Instant Game Number 203.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 203, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$10, \$20, \$50, \$100, \$200, and \$1,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Numbers" to the "Winning Number." Uncover a yule log symbol to win instantly.

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-11A-203, filed 7/23/97, effective 8/23/97.]

**WAC 315-11A-204 Instant Game Number 204.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 204, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$10, \$20, \$50, \$100, \$200, \$300, \$500, and \$1,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match "Your Score" to the "Winning Bullseye Score." Uncover a dart symbol to double the corresponding prize.

[Statutory Authority: RCW 67.70.040. 97-20-052, § 315-11A-204, filed 9/24/97, effective 10/25/97.]

**WAC 315-11A-205 Instant Game Number 205.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 205, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$10, \$25, \$50, \$100, \$200, \$500, \$1,000, \$2,000, and \$3,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Symbols" to the "Winning Symbol."

[Statutory Authority: RCW 67.70.040. 97-20-052, § 315-11A-205, filed 9/24/97, effective 10/25/97.]

**WAC 315-11A-206 Instant Game Number 206.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 206, on file at the lottery headquarters office.

(2) **Price per ticket:** Two dollars.

(3) **Prizes available:** \$2, \$4, \$8, \$20, \$50, \$100, \$500, and \$10,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Uncover three like cards within one hand to win the amount shown on the legend on the front of the ticket.

[Statutory Authority: RCW 67.70.040. 97-20-052, § 315-11A-206, filed 9/24/97, effective 10/25/97.]

**WAC 315-11A-207 Instant Game Number 207.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 207, on file at the lottery headquarters office.

(2) **Price per ticket:** Three dollars.

(3) **Prizes available:** \$1, \$2, \$3, \$5, \$6, \$10, \$15, \$20, \$25, \$30, \$50, \$500, \$1,500, \$3,000, and \$10,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** The sum of the yards within a game totals 10 or more. Uncover the word "Touchdown" in the Bonus Play to win \$25 instantly.

[Statutory Authority: RCW 67.70.040. 97-20-052, § 315-11A-207, filed 9/24/97, effective 10/25/97.]

**WAC 315-11A-208 Instant Game Number 208.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 208, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$10, \$20, \$25, \$50, \$100, \$500, \$1,000, and \$2,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** "Your" (the player's) card is greater than "their" card. Uncover a heart symbol to win instantly.

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-11A-208, filed 12/2/97, effective 1/2/98.]

**WAC 315-11A-209 Instant Game Number 209.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 209, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$7, \$10, \$25, \$50, and \$500. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Symbols" to the "Winning Symbol."

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-11A-209, filed 12/2/97, effective 1/2/98.]

**WAC 315-11A-210 Instant Game Number 210.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 210, on file at the lottery headquarters office.

(2) **Price per ticket:** Two dollars.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$8, \$50, \$500, \$1,000, \$5,000, and \$10,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** In the playfield with four play spots, match "Your Symbols" to the "Winning Symbol." In the playfield with nine spots, uncover three like amounts.

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-11A-210, filed 12/2/97, effective 1/2/98.]

**WAC 315-11A-211 Instant Game Number 211.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 211, on file at the lottery headquarters office.

(2) **Price per ticket:** Two dollars.

(3) **Prizes available:** \$1, \$2, \$3, \$5, \$10, \$20, \$40, \$50, \$200, \$400, and \$20,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Numbers" to the "Winning Numbers."

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-11A-211, filed 12/2/97, effective 1/2/98.]

**WAC 315-11A-212 Instant Game Number 212.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 212, on file at the lottery headquarters office.

(2) **Price per ticket:** Two dollars.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$7, \$9, \$10, \$25, \$45, \$50, \$100, and \$2,000. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Match any of the "Your Symbols" to the "Winning Symbols."

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-11A-212, filed 12/2/97, effective 1/2/98.]

**WAC 315-11A-213 Instant Game Number 213.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 213, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$8, \$10, \$20, \$50, and \$500. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** "Your" (the player's) number is greater than "their" number.

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-11A-213, filed 12/2/97, effective 1/2/98.]

**WAC 315-11A-214 Instant Game Number 214.** (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 214, on file at the lottery headquarters office.

(2) **Price per ticket:** One dollar.

(3) **Prizes available:** \$1, \$2, \$3, \$4, \$5, \$6, \$10, \$100, and \$2,222. Players may win more than one prize per ticket.

(4) **Manner of selecting winning tickets:** Uncover three like cards, or two like cards and a "2," within one hand.

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-11A-214, filed 12/2/97, effective 1/2/98.]

**Chapter 315-12 WAC  
PUBLIC RECORDS DISCLOSURE**

**WAC**

- 315-12-020 Definitions.
- 315-12-030 Description of central and field organization of the commission and the director.
- 315-12-080 Requests for public records.
- 315-12-090 Copying.

**WAC 315-12-020 Definitions.** (1) Definitions set forth in chapter 315-02 WAC shall apply to this chapter.

(2) "Public record" includes any writing containing information relating to the conduct of government or the performance of any governmental or proprietary function prepared, owned, used or retained by any state or local agency regardless of physical form or characteristic.

(3) "Writing" means handwriting, typewriting, printing, photostating, photographing, and every other means of recording any form of communication or representation, including letters, words, pictures, sounds, or symbols, or combination thereof, and all papers, maps, data processing products, magnetic or paper tapes, photographic films and prints, magnetic or punched cards, discs, drums, and other documents.

(4) "Raw data" means facts, symbols, or observations which have not been processed, edited or interpreted, and are unorganized or unevaluated.

(5) "Information" means raw data that are organized, evaluated or interpreted to impart meaning to potential users and fulfill a recognized need.

(6) "Listing" or "list" means items of any kind including names, words or numbers no matter what the arrangement or purpose. When applied to the release of records, "listing" or "list" means items obtained from one or more source documents and contained in any form of writing or other media.

(7) "Tabulation" means the systematic arrangement of facts, statistics, and similar information, except the names of individuals, in column or table format.

(8) "Individual" means a natural person.

(9) "Commercial purpose" means the use of or the intent to use information contained in a listing to contact or in some way personally affect an individual identified on the list or for the purpose of facilitating the profit expectations of the person(s) who requested or obtained the list.

[Statutory Authority: RCW 67.70.040. 97-07-063, § 315-12-020, filed 3/19/97, effective 4/19/97. Statutory Authority: RCW 42.17.250. 83-13-080 (Order 23), § 315-12-020, filed 6/17/83.]

**WAC 315-12-030 Description of central and field organization of the commission and the director.** The administrative office of the commission and director is located at 814 - 4th Avenue, Olympia, WA 98506. Regional offices of the director located in other cities are as follows:

CITY

EVERETT REGION  
Casino Square Shopping Plaza  
205 E. Casino Road  
Everett, WA 98204

OLYMPIA REGION  
814 - 4th Avenue  
Olympia, WA 98506

SEATTLE REGION  
Georgetown Center  
5963 Corson Ave. S., Suite 106  
Seattle, WA 98108-2611

SPOKANE REGION  
East 10517 Sprague Avenue  
Spokane, WA 99206-3631

SERVICES

(a) Sales Representative  
(b) Payout Center

(a) Sales Representative  
(b) Payout Center  
(c) Ticket Warehousing

(a) Sales Representative  
(b) Payout Center

(a) Sales Representative  
(b) Payout Center



VANCOUVER REGION  
El Camino Fountain Shopping Mall  
Suite 4  
1503 NE 78th Street  
Vancouver, WA 98665

(a) Sales Representative  
(b) Payout Center

YAKIMA REGION  
9 South 5th  
Yakima, WA 98901

(a) Sales Representative  
(b) Payout Center

All records of the commission and director are maintained in the administrative office in Olympia.

[Statutory Authority: RCW 67.70.040. 97-15-122, § 315-12-030, filed 7/23/97, effective 8/23/97; 89-12-042 (Order 116), § 315-12-030, filed 6/1/89; 87-01-057 (Order 96), § 315-12-030, filed 12/16/86; 84-05-008 (Order 51), § 315-12-030, filed 2/7/84. Statutory Authority: RCW 42.17.250. 83-13-080 (Order 23), § 315-12-030, filed 6/17/83.]

**WAC 315-12-080 Requests for public records.** In accordance with requirements of chapter 42.17 RCW that agencies prevent unreasonable invasions of privacy, protect public records from damage or disorganization, and prevent excessive interference with essential functions of the agency, public records may be inspected or copied or copies of such records may be obtained, by members of the public, upon compliance with the following procedures:

(1) A request shall be made in writing upon a form prescribed by the director which shall be available at its administrative office. The form shall be presented to any member of the director's staff designated by the responsible public records officer to receive requests, at the administrative office of the director during customary office hours. The request shall include the following information:

(a) The name and address of the person requesting the record.

(b) The time of day and calendar date on which the request was made.

(c) The nature of the request.

(d) A reference to the requested record as it is described in the current record index.

Note: If the material is not identifiable by reference to the current index, an accurate description of the record is requested.

(e) The purpose for which a list of individuals, if so requested, will be used.

(f) The signature of the requestor.

(2) In all cases in which a member of the public makes a request, it shall be the obligation of the staff member to whom the request is made to assist the member of the public in appropriately identifying the public record requested.

(3) Any persons authorized by law to obtain a list of individuals from public records will be required to complete a statement agreeing not to release or use the information for commercial purposes. One or more requests from the same or associated persons for information regarding individuals shall be treated as a request for a list of individuals.

[Statutory Authority: RCW 67.70.040. 97-07-063, § 315-12-080, filed 3/19/97, effective 4/19/97. Statutory Authority: RCW 42.17.250. 83-13-080 (Order 23), § 315-12-080, filed 6/17/83.]

**WAC 315-12-090 Copying.** (1) There is no fee for the inspection of public records.

(2) The director will charge a fee of fifteen cents per page for providing copies of public records and for use of the director's copy equipment. This charge is to reimburse

the director for costs incident to such copying. The charge for providing other public records will be at actual cost as determined by the public records officer. Postal charges will be added when applicable. No copies of records will be provided to the requestor until all such charges have been paid.

(3) Nothing contained in this section shall preclude the director from agreeing to exchange or provide copies of manuals or other public records with other state or federal agencies, whenever doing so is in the best interest of the agency.

(4) The director or his or her designee is authorized to waive any of the foregoing copying costs.

[Statutory Authority: RCW 67.70.040. 97-07-063, § 315-12-090, filed 3/19/97, effective 4/19/97. Statutory Authority: RCW 42.17.250. 83-13-080 (Order 23), § 315-12-090, filed 6/17/83.]

## Chapter 315-32 WAC LOTTO

### WAC

315-32-010 through 315-32-060 Repealed.

### DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

315-32-010 Definitions for Lotto. [Statutory Authority: RCW 67.70.040. 85-22-057 (Order 81), § 315-32-010, filed 11/5/85; 84-17-018 (Order 61), § 315-32-010, filed 8/3/84.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-32-020 Price of Lotto ticket. [Statutory Authority: RCW 67.70.040. 85-22-057 (Order 81), § 315-32-020, filed 11/5/85; 84-17-018 (Order 61), § 315-32-020, filed 8/3/84.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-32-030 Play for Lotto. [Statutory Authority: RCW 67.70.040. 85-22-057 (Order 81), § 315-32-030, filed 11/5/85; 84-17-018 (Order 61), § 315-32-030, filed 8/3/84.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-32-040 Prizes for Lotto. [Statutory Authority: RCW 67.70.040. 87-22-032 (Order 105), § 315-32-040, filed 10/29/87; 86-12-002 (Order 92), § 315-32-040, filed 5/22/86; 86-07-039 (Order 90), § 315-32-040, filed 3/14/86; 85-22-057 (Order 81), § 315-32-040, filed 11/5/85; 85-13-015 (Order 75), § 315-32-040, filed 6/10/85; 84-21-013 (Order 66), § 315-32-040, filed 10/5/84; 84-17-018 (Order 61), § 315-32-040, filed 8/3/84.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-32-050 Ticket purchases. [Statutory Authority: RCW 67.70.040. 89-12-042 (Order 116), § 315-32-050, filed 6/1/89; 88-05-030 (Order 107), § 315-32-050, filed 2/12/88; 87-22-032 (Order 105), § 315-32-050, filed 10/29/87; 85-22-057 (Order 81), § 315-32-050, filed 11/5/85; 84-17-018 (Order 61), § 315-32-050, filed 8/3/84.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

315-32-060 Drawings. [Statutory Authority: RCW 67.70.040. 90-19-048, § 315-32-060, filed 9/14/90, effective 10/15/90; 87-22-032 (Order 105), § 315-32-060, filed 10/29/87; 85-22-057 (Order 81), § 315-32-060, filed 11/5/85; 84-17-018 (Order 61), § 315-32-060, filed 8/3/84.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

**WAC 315-32-010 through 315-32-060 Repealed.**  
See Disposition Table at beginning of this chapter.

**Chapter 315-33 WAC  
QUINTO RULES**

**WAC**

315-33-010 through 315-33-070 Repealed.

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

- 315-33-010 Definitions for Quinto. [Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-010, filed 3/6/90, effective 4/6/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33-020 Price of Quinto ticket. [Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-020, filed 3/6/90, effective 4/6/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33-030 Play for Quinto. [Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-030, filed 3/6/90, effective 4/6/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33-040 Prizes for Quinto. [Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-040, filed 3/6/90, effective 4/6/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33-050 Ticket purchases. [Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-050, filed 3/6/90, effective 4/6/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33-060 Drawings. [Statutory Authority: RCW 67.70.040. 91-20-062, § 315-33-060, filed 9/25/91, effective 10/26/91; 90-06-060, § 315-33-060, filed 3/6/90, effective 4/6/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33-070 Suspension/termination of Quinto. [Statutory Authority: RCW 67.70.040. 90-06-060, § 315-33-070, filed 3/6/90, effective 4/6/90.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

**WAC 315-33-010 through 315-33-070 Repealed.**  
See Disposition Table at beginning of this chapter.

**Chapter 315-33B WAC  
BEAT THE STATE**

**WAC**

315-33B-010 through 315-33B-070 Repealed.

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

- 315-33B-010 Definitions for "Beat the State." [Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-010, filed 3/18/92, effective 4/18/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33B-020 Price of "Beat the State" play. [Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-020, filed 3/18/92, effective 4/18/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33B-030 Play for "Beat the State." [Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-030, filed 3/18/92, effective 4/18/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33B-040 Prizes for "Beat the State." [Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-040, filed 3/18/92, effective 4/18/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33B-050 "Beat the State" purchases. [Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-050, filed 3/18/92,

- 315-33B-060 effective 4/18/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040. Drawings. [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.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-33B-070 Suspension/termination of "Beat the State." [Statutory Authority: RCW 67.70.040. 92-08-002, § 315-33B-070, filed 3/18/92, effective 4/18/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

**WAC 315-33B-010 through 315-33B-070 Repealed.**  
See Disposition Table at beginning of this chapter.

**Chapter 315-34 WAC  
LOTTO 6 OF 49 RULES**

**WAC**

- 315-34-040 Prizes for Lotto.
- 315-34-050 Ticket purchases.
- 315-34-055 Lotto prize claim and payment methods.

**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, and third 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) Reserved.
- (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).

(b) Second prize. 2.3 percent of the Lotto sales for the drawing shall be divided equally among all players who selected five of the six winning numbers in one play (in any sequence).

(c) Third prize. 4.6 percent of the Lotto sales for the drawing shall be divided equally among all players who selected four of the six winning numbers in one play (in any sequence).

(d) Fourth prize. A \$3.00 prize is to be paid to each player who selected three of the six winning numbers in one play (in any sequence).

(e) Reserved.

(f) Second and third prizes will be rounded down to the nearest dollar.

(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.

(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.

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-34-040, filed 12/2/97, effective 1/2/98; 96-15-054, § 315-34-040, filed 7/15/96, effective 8/15/96; 94-07-029, § 315-34-040, filed 3/8/94, effective 4/8/94; 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.]

**WAC 315-34-050 Ticket purchases.** (1) Lotto tickets may be purchased or redeemed during no less than seventeen hours each day in accordance with a schedule to be determined by the director, provided that on-line retailers shall sell and redeem tickets only during their normal business hours.

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

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

(4) At the time of ticket purchase, the player may elect the cash option method of jackpot prize payment.

(5) The election of payment method at the time of purchase is final and irrevocable.

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-34-050, filed 12/2/97, effective 1/2/98; 90-19-048, § 315-34-050, filed 9/14/90, effective 10/15/90.]

**WAC 315-34-055 Lotto prize claim and payment methods.** The following sets forth requirements for claims and payment of Lotto prizes:

(1) Claims for prize payment shall be made in accordance with WAC 315-30-030(6).

(2) Prize payments shall be made as follows:

(a) **Annuity:** A player who elects their prize to be paid annually shall be paid as follows:

(i) If the player's share of the announced jackpot prize is \$500,000 or more, the player shall be paid in twenty annual installment payments.

(ii) If the player's share of the announced jackpot prize is less than \$500,000, the director shall have the discretion of paying the winner as follows:

(A) The present cash value of the jackpot prize share based on the cost to purchase a twenty-year annuity: *Provided*, That the present cash value is equal to or greater than fifty percent of their share of the announced jackpot;

(B) If the present cash value of the player's share of the announced jackpot is less than fifty percent of their share of the announced jackpot, then the player shall receive a one-time single cash payment of fifty percent of their share of the announced jackpot; or

(C) The player shall be paid in twenty annual installment payments.

(b) **Cash option:** A player who elects the cash option shall be paid as follows:

(i) The player shall receive a one-time single cash payment of fifty percent of their share of the announced jackpot; or

(ii) If the director exercises his or her discretion as set forth in (a)(ii)(A) or (B) of this subsection, a player who elects the cash option will receive the same amount as those who have chosen to receive an annuity.

[Statutory Authority: RCW 67.70.040. 97-24-076, § 315-34-055, filed 12/2/97, effective 1/2/98.]

## Chapter 315-40 WAC

### PAPER SCRATCH GAME GENERAL RULES

#### WAC

315-40-010 through 315-40-080 Repealed.

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

315-40-010	Paper scratch games—Authorized—Director's authority. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-010, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-40-020	Definitions. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-020, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-40-030	Paper scratch games criteria. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-030, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-40-040	Confidentiality of tickets. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-040, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
315-40-050	Official end of game. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-050, filed 1/10/92,

- effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-40-060 Ticket validation requirements. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-060, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-40-070 Retailer settlement. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-070, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-40-080 Paper scratch ticket purchase price. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-40-080, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

**WAC 315-40-010 through 315-40-080 Repealed.**  
See Disposition Table at beginning of this chapter.

### Chapter 315-41 WAC

#### PAPER SCRATCH GAMES—SPECIFIC RULES

##### WAC

- 315-41-50100 through 315-41-50620 Repealed.

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

- 315-41-50100 Definitions for Paper Scratch Game Number 501 ("Jackpot"). [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50100, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50110 Criteria for Paper Scratch Game Number 501. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50110, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50120 Ticket validation requirements for Paper Scratch Game Number 501. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50120, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50200 Definitions for Paper Scratch Game Number 502 ("Lucky Charm"). [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50200, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50210 Criteria for Paper Scratch Game Number 502. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50210, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50220 Ticket validation requirements for Paper Scratch Game Number 502. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50220, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50300 Definitions for Paper Scratch Game Number 503 ("Jack-R-Better"). [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50300, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50310 Criteria for Paper Scratch Game Number 503. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50310, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50320 Ticket validation requirements for Paper Scratch Game Number 503. [Statutory Authority: RCW 67.70.040. 92-03-048, § 315-41-50320, filed 1/10/92, effective 2/10/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50400 Definitions for Paper Scratch Game Number 504 ("Treasure Hunt"). [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50400, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50410 Criteria for Paper Scratch Game Number 504. [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50410, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50420 Ticket validation requirements for Paper Scratch Game Number 504. [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50420, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50500 Definitions for Paper Scratch Game Number 505 ("Rooster Tail"). [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50500, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50510 Criteria for Paper Scratch Game Number 505. [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50510, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50520 Ticket validation requirements for Paper Scratch Game Number 505. [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50520, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50600 Definitions for Paper Scratch Game Number 506 ("Criss Cross"). [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50600, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50610 Criteria for Paper Scratch Game Number 506. [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50610, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.
- 315-41-50620 Ticket validation requirements for Paper Scratch Game Number 506. [Statutory Authority: RCW 67.70.040. 92-08-094, § 315-41-50620, filed 3/31/92, effective 5/1/92.] Repealed by 97-20-051, filed 9/24/97, effective 10/25/97. Statutory Authority: RCW 67.70.040.

**WAC 315-41-50100 through 315-41-50620 Repealed.**  
See Disposition Table at beginning of this chapter.

## Title 317 WAC

# MARINE SAFETY, OFFICE OF

### Chapters

- 317-31** Cargo and passenger vessels—Substantial risk.
- 317-50** Financial responsibility for small tank barges and oil spill response barges.