

Title 315 WAC

LOTTERY COMMISSION

Chapters

- 315-02** General provisions and definitions.
- 315-04** Licensing procedure.
- 315-06** General lottery rules.
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DISPOSITION OF CHAPTERS FORMERLY CODIFIED IN THIS TITLE

Chapter 315-11

INSTANT GAME RULES—SPECIFIC RULES

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| <ul style="list-style-type: none"> 315-11-010 Definitions for Instant Game Number 1. [Statutory Authority: 1982 2nd ex.s. c 7 § 4. 83-03-034 (Order 10), § 315-11-010, filed 1/14/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. 315-11-020 Criteria for Instant Game Number 1. [Statutory Authority: 1982 2nd ex.s. c 7 §§ 4 and 5. 83-03-034 (Order 10), § 315-11-020, filed 1/14/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. 315-11-030 Ticket validation requirements. [Statutory Authority: 1982 2nd ex.s. c 7 §§ 4 and 5. 83-03-034 (Order 10), § 315-11-030, filed 1/14/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. 315-11-040 Definitions for Instant Game Number 2. [Statutory Authority: RCW 67.70.040. 83-05-030 (Order 15), § 315-11-040, filed 2/10/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. 315-11-041 Criteria for Instant Game Number 2. [Statutory Authority: RCW 67.70.040 and 67.70.050. 83-07-023 (Order 18), § 315-11-041, filed 3/11/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. 315-11-042 Ticket validation requirements. [Statutory Authority: RCW 67.70.040. 83-05-030 (Order 15), § 315-11-042, filed 2/10/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. 315-11-050 Definitions for Instant Game Number 3 ("Buried Treasure"). [Statutory Authority: RCW 67.70.040. 83-17-009 (Order 31), § 315-11-050, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. 315-11-051 Criteria for Instant Game Number 3. [Statutory Authority: RCW 67.70.040. 83-17-009 (Order 31), § 315-11-051, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. 315-11-052 Ticket validation requirements. [Statutory Authority: RCW 67.70.040. 83-17-009 (Order 31), § 315-11-052, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | <ul style="list-style-type: none"> 315-11-060 315-11-061 315-11-062 315-11-070 315-11-071 315-11-072 315-11-080 315-11-081 315-11-082 315-11-090 315-11-091 315-11-092 315-11-100 315-11-101 315-11-102 315-11-110 | <ul style="list-style-type: none"> Definitions for Instant Game Number 4 ("Baseball"). [Statutory Authority: RCW 67.70.040. 83-17-010 (Order 32), § 315-11-060, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Criteria for Instant Game Number 4. [Statutory Authority: RCW 67.70.040. 83-17-010 (Order 32), § 315-11-061, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Ticket validation requirements. [Statutory Authority: RCW 67.70.040. 83-17-010 (Order 32), § 315-11-062, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Definitions for Instant Game Number 5 ("Magic Cards"). [Statutory Authority: RCW 67.70.040. 83-17-011 (Order 33), § 315-11-070, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Criteria for Instant Game Number 5. [Statutory Authority: RCW 67.70.040. 84-05-008 (Order 51), § 315-11-071, filed 2/7/84; 83-17-011 (Order 33), § 315-11-071, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Ticket validation requirements. [Statutory Authority: RCW 67.70.040. 83-17-011 (Order 33), § 315-11-072, filed 8/5/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Definitions for Instant Game Number 6 ("Money Match"). [Statutory Authority: RCW 67.70.040. 83-19-018 (Order 35), § 315-11-080, filed 9/12/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Criteria for Instant Game Number 6. [Statutory Authority: RCW 67.70.040. 84-05-008 (Order 51), § 315-11-081, filed 2/7/84; 83-19-018 (Order 35), § 315-11-081, filed 9/12/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Ticket validation requirements. [Statutory Authority: RCW 67.70.040. 83-19-018 (Order 35), § 315-11-082, filed 9/12/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Definitions for Instant Game Number 7 ("Holiday Cash"). [Statutory Authority: RCW 67.70.040. 84-01-004 (Order 42), § 315-11-090, filed 12/8/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Criteria for Instant Game Number 7. [Statutory Authority: RCW 67.70.040. 84-01-004 (Order 42), § 315-11-091, filed 12/8/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Ticket validation requirements. [Statutory Authority: RCW 67.70.040. 84-01-004 (Order 42), § 315-11-092, filed 12/8/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Definitions for Instant Game Number 8 ("Loose Change"). [Statutory Authority: RCW 67.70.040. 84-01-003 (Order 43), § 315-11-100, filed 12/8/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Criteria for Instant Game Number 8. [Statutory Authority: RCW 67.70.040. 84-09-008 (Order 54), § 315-11-101, filed 4/9/84; 84-01-003 (Order 43), § 315-11-101, filed 12/8/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Ticket validation requirements for Instant Game Number 8. [Statutory Authority: RCW 67.70.040. 84-01-003 (Order 43), § 315-11-102, filed 12/8/83.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. Definitions for Instant Game Number 9 ("Cash Word"). [Statutory Authority: RCW 67.70.040. 84-09-008 (Order 54), § 315-11-110, filed 4/9/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. |
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| 315-11-111 | Criteria for Instant Game Number 9. [Statutory Authority: RCW 67.70.040. 84-09-008 (Order 54), § 315-11-111, filed 4/9/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-150 | Definitions for Instant Game Number 15 ("Jokers Wild"). [Statutory Authority: RCW 67.70.040. 85-09-004 (Order 72), § 315-11-150, filed 4/5/85.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. |
| 315-11-112 | Ticket validation requirements for Instant Game Number 9. [Statutory Authority: RCW 67.70.040. 84-09-008 (Order 54), § 315-11-112, filed 4/9/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-151 | Criteria for Instant Game Number 15. [Statutory Authority: RCW 67.70.040. 85-09-004 (Order 72), § 315-11-151, filed 4/5/85.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. |
| 315-11-120 | Definitions for Instant Game Number 10 ("Bonanza"). [Statutory Authority: RCW 67.70.040. 84-12-057 (Order 58), § 315-11-120, filed 6/4/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-152 | Ticket validation requirements for Instant Game Number 15. [Statutory Authority: RCW 67.70.040. 85-09-004 (Order 72), § 315-11-152, filed 4/5/85.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. |
| 315-11-121 | Criteria for Instant Game Number 10. [Statutory Authority: RCW 67.70.040. 84-12-057 (Order 58), § 315-11-121, filed 6/4/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-160 | Definitions for Instant Game Number 16 ("People's Choice"). [Statutory Authority: RCW 67.70.040. 85-13-015 (Order 75), § 315-11-160, filed 6/10/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-122 | Ticket and stub validation requirements for Instant Game Number 10. [Statutory Authority: RCW 67.70.040. 84-12-057 (Order 58), § 315-11-122, filed 6/4/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-161 | Criteria for Instant Game Number 16. [Statutory Authority: RCW 67.70.040. 85-13-015 (Order 75), § 315-11-161, filed 6/10/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-130 | Definitions for Instant Game Number 11. [Statutory Authority: RCW 67.70.040. 84-17-017 (Order 60), § 315-11-130, filed 8/3/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-162 | Ticket validation requirements for Instant Game Number 16. [Statutory Authority: RCW 67.70.040. 85-13-015 (Order 75), § 315-11-162, filed 6/10/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-131 | Criteria for Instant Game Number 11. [Statutory Authority: RCW 67.70.040. 84-17-017 (Order 60), § 315-11-131, filed 8/3/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-170 | Definitions for Instant Game Number 17 ("Doubling Dollars"). [Statutory Authority: RCW 67.70.040. 85-13-015 (Order 75), § 315-11-170, filed 6/10/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-132 | Ticket validation requirements for Instant Game Number 11. [Statutory Authority: RCW 67.70.040. 84-17-017 (Order 60), § 315-11-132, filed 8/3/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-171 | Criteria for Instant Game Number 17. [Statutory Authority: RCW 67.70.040. 85-13-015 (Order 75), § 315-11-171, filed 6/10/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-134 | Definitions for Instant Game Number 12 ("50,000 Match 3"). [Statutory Authority: RCW 67.70.040. 84-22-047 (Order 68), § 315-11-134, filed 11/7/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-172 | Ticket validation requirements for Instant Game Number 17. [Statutory Authority: RCW 67.70.040. 85-13-015 (Order 75), § 315-11-172, filed 6/10/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-135 | Criteria for Instant Game Number 12. [Statutory Authority: RCW 67.70.040. 84-22-047 (Order 68), § 315-11-135, filed 11/7/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-180 | Definitions for Instant Game Number 18 ("Washington Winners"). [Statutory Authority: RCW 67.70.040. 85-22-057 (Order 81), § 315-11-180, filed 11/5/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-136 | Ticket validation requirements for Instant Game Number 12. [Statutory Authority: RCW 67.70.040. 84-22-047 (Order 68), § 315-11-136, filed 11/7/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-181 | Criteria for Instant Game Number 18. [Statutory Authority: RCW 67.70.040. 85-22-057 (Order 81), § 315-11-181, filed 11/5/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-137 | Definitions for Instant Game Number 13 ("Holiday Cash"). [Statutory Authority: RCW 67.70.040. 84-22-047 (Order 68), § 315-11-137, filed 11/7/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-182 | Ticket validation requirements for Instant Game Number 18. [Statutory Authority: RCW 67.70.040. 85-22-057 (Order 81), § 315-11-182, filed 11/5/85.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-138 | Criteria for Instant Game Number 13. [Statutory Authority: RCW 67.70.040. 84-22-047 (Order 68), § 315-11-138, filed 11/7/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-190 | Definitions for Instant Game Number 19 ("Three Cards Up"). [Statutory Authority: RCW 67.70.040. 86-07-028 (Order 88), § 315-11-190, filed 3/13/86.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-139 | Ticket validation requirements. [Statutory Authority: RCW 67.70.040. 84-22-047 (Order 68), § 315-11-139, filed 11/7/84.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-191 | Criteria for Instant Game Number 19. [Statutory Authority: RCW 67.70.040. 86-07-028 (Order 88), § 315-11-191, filed 3/13/86.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-140 | Definitions for Instant Game Number 14 ("Win for Life"). [Statutory Authority: RCW 67.70.040. 85-07-005 (Order 71), § 315-11-140, filed 3/8/85.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-192 | Ticket validation requirements for Instant Game Number 19. [Statutory Authority: RCW 67.70.040. 86-07-028 (Order 88), § 315-11-192, filed 3/13/86.] Repealed by 87-01-059 (Order 98), filed 12/16/86. Statutory Authority: RCW 67.70.040. |
| 315-11-141 | Criteria for Instant Game Number 14. [Statutory Authority: RCW 67.70.040. 85-07-005 (Order 71), § 315-11-141, filed 3/8/85.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-200 | Definitions for Instant Game Number 20 ("Cash Code"). [Statutory Authority: RCW 67.70.040. 86-12-001 (Order 91), § 315-11-200, filed 5/22/86.] Repealed by 91-03-034, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040. |
| 315-11-142 | Ticket validation requirements for Instant Game Number 14. [Statutory Authority: RCW 67.70.040. 85-07-005 (Order 71), § 315-11-142, filed 3/8/85.] Repealed by 86-01-061 (Order 84), filed 12/16/85. Statutory Authority: RCW 67.70.040. | 315-11-201 | Criteria for Instant Game Number 20. [Statutory Authority: RCW 67.70.040. 86-12-001 (Order 91), § 315-11-201, filed 5/22/86.] Repealed by 91-03-034, |

- filed 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 ("Mega-money"). [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.
- Chapter 315-32**
LOTTO
- 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.
- Chapter 315-33**
QUINTO RULES
- 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.
- Chapter 315-33B**
BEAT THE STATE
- 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, 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-060 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.

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.

Chapter 315-40

PAPER SCRATCH GAME GENERAL RULES

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.

Chapter 315-41

PAPER SCRATCH GAMES—SPECIFIC RULES

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 ("Jacks-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.

Chapter 315-02 WAC

GENERAL PROVISIONS AND DEFINITIONS

WAC

315-02-010 Washington state lottery commission.
 315-02-020 Time and place of meetings.
 315-02-030 Address of commission.
 315-02-040 Commission activities exempt from Environmental Protection Act.
 315-02-050 Director of the Washington state lottery.
 315-02-060 Address of the office of the director.
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| 315-02-150 | General license defined. |
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**DISPOSITION OF SECTIONS FORMERLY
CODIFIED IN THIS CHAPTER**

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| 315-02-120 | Depository defined. [Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-120, filed 10/15/82.] Repealed by 94-03-020, filed 1/7/94, effective, see WAC 315-04-180. Statutory Authority: RCW 67.70.040. |
| 315-02-170 | Lottery defined. [Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-170, filed 10/15/82.] Repealed by 98-08-067, filed 3/30/98, effective 4/30/98. Statutory Authority: RCW 67.70.040. |
| 315-02-180 | Person defined. [Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-180, filed 10/15/82.] Repealed by 98-08-067, filed 3/30/98, effective 4/30/98. Statutory Authority: RCW 67.70.040. |
| 315-02-210 | Special license defined. [Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-210, filed 10/15/82.] Repealed by 83-13-082 (Order 25), filed 6/17/83. Statutory Authority: RCW 67.70.040. |

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

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

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

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

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

WAC 315-02-030 Address of commission. Unless specifically provided elsewhere in these rules, submission of materials or requests for notice or information of any kind, may be made by addressing correspondence to: Washington State Lottery Commission, P.O. Box 43000, Olympia, Washington 98504-3000.

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-02-030, filed 3/30/98, effective 4/30/98. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-030, filed 10/15/82.]

WAC 315-02-040 Commission activities exempt from Environmental Protection Act. The commission has reviewed its authorized activities and has found them to be exempt pursuant to WAC 197-11-800.

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[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-02-040, filed 3/30/98, effective 4/30/98. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-040, filed 10/15/82.]

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

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

WAC 315-02-060 Address of the office of the director. Unless specifically provided elsewhere in these rules, submission of materials or requests for notice or information of any kind, may be made by addressing correspondence to: Office of the Director, Washington State Lottery, P.O. Box 43000, Olympia, Washington 98504-3000.

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-02-060, filed 3/30/98, effective 4/30/98. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-060, filed 10/15/82.]

WAC 315-02-070 Office of the director activities exempt from Environmental Protection Act. The director has reviewed his or her authorized activities and has found them to be exempt pursuant to WAC 197-11-800.

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-02-070, filed 3/30/98, effective 4/30/98. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-070, filed 10/15/82.]

WAC 315-02-080 Filing of adopted rules. The commission hereby authorizes each of the following to act as an agent of the commission for the purpose of signing Form CR-103 promulgated by the code reviser for the purpose of filing adopted rules:

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

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-02-080, filed 3/30/98, effective 4/30/98; 86-01-060 (Order 83), § 315-02-080, filed 12/16/85; 84-21-013 (Order 66), § 315-02-080, filed 10/5/84.]

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

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

WAC 315-02-110 Bank defined. "Bank" means and includes all commercial banks, mutual savings bank, savings and loan associations, credit unions, trust companies and any other type or form of banking institution organized under the

authority of the state of Washington or the United States of America whose principal place of business is within the state of Washington and is designated to perform such functions, activities, or service in connection with the operations of the lottery for the deposit and handling of lottery funds, the accounting thereof and the safekeeping of tickets and records.

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

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

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

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

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

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

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

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

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

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

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

WAC 315-02-200 Provisional license defined. "Provisional license" means a license issued by the director which temporarily authorizes a lottery retailer to conduct the sale of tickets pending processing of the general license application or renewal.

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

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

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-02-220, filed 3/30/98, effective 4/30/98; 89-21-029, § 315-02-220, filed 10/10/89, effective 11/10/89. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-02-220, filed 10/15/82.]

(1999 Ed.)

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

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

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

WAC 315-02-240 Redeem defined. "Redeem" means presentation, with the intent of demanding prize payment, of a ticket, and claim form if required by these rules, at a location authorized to pay the prize sought, and receipt by the player of the prize payment. Presentation is not effective upon placement of the ticket, and claim form if required, in the U.S. or another mail service, but is effected only upon actual receipt by the location authorized to make payment.

[Statutory Authority: RCW 67.70.040. 95-23-039, § 315-02-240, filed 11/9/95, effective 12/10/95.]

Chapter 315-04 WAC LICENSING PROCEDURE

WAC

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| 315-04-010 | Lottery retailers. |
| 315-04-020 | License application eligibility. |
| 315-04-030 | License application. |
| 315-04-040 | General license. |
| 315-04-060 | Provisional license. |
| 315-04-070 | License charges. |
| 315-04-080 | Bad checks submitted as payment for fees. |
| 315-04-090 | License issuance eligibility. |
| 315-04-095 | Retailer credit criteria. |
| 315-04-105 | Reporting retailer credit history. |
| 315-04-110 | Duplicate licenses. |
| 315-04-120 | Transfer of license prohibited. |
| 315-04-125 | Change of name or location. |
| 315-04-130 | Death or incapacity of licensee. |
| 315-04-132 | Change of business structure, ownership, or officers. |
| 315-04-140 | License not a vested right. |
| 315-04-150 | License to be displayed. |
| 315-04-160 | Display of material. |
| 315-04-170 | Tickets convenient to public. |
| 315-04-180 | Obligations of lottery retailers. |
| 315-04-190 | Compensation. |
| 315-04-200 | Denial, suspension or revocation of a license. |
| 315-04-205 | Reapplication following license denial or revocation. |
| 315-04-210 | Procedure if license is terminated, suspended or revoked. |
| 315-04-220 | Limited off premises sales permit. |
| 315-04-230 | Licensing of enterprises operated by or subject to jurisdiction of Indian tribes. |

DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

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

315-04-134 Change of officers. [Statutory Authority: RCW 67.70.040. 84-19-045 (Order 64), § 315-04-134, filed 9/17/84; 84-12-057 (Order 58), § 315-04-134, filed 6/4/84.] Repealed by 85-09-004 (Order 72), filed 4/5/85. Statutory Authority: RCW 67.70.040.

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

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

WAC 315-04-020 License application eligibility. Any person may submit an application for licensure except:

- (1) No person may submit an application for licensure who is under 18 years of age.
- (2) No person may submit an application who will be engaged exclusively in the business of selling tickets.
- (3) No person may submit an application for licensure who is a member or employee of the commission or who is the spouse, child, brother, sister or parent residing as a member of the same household in the principal place of abode of any member or employee of the commission.
- (4) No person may submit an application who is, or is owned or controlled by or affiliated with, a vendor or contractor of the commission or director for the development, operation, management, security or any other aspect of a specific game.
- (5) No person may submit an application who is not legally registered and licensed to conduct business in the state of Washington.

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

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

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

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

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WAC 315-04-040 General license. The director may issue a general license to an applicant who qualifies for licensure. The general license shall authorize the lottery retailer to conduct the routine sale of tickets at the location specified on the general license. An addendum to the general or provisional license may be obtained as provided for in WAC 315-04-220, permitting the lottery retailer to sell tickets in locations other than that specified on its license. The general license shall be valid until terminated by the lottery or the lottery retailer, provided, the lottery retailer shall provide periodic updates of license information as required by the director.

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

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

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

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

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

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

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

WAC 315-04-080 Bad checks submitted as payment for fees. The payment of a fee with a check which for any reason is not promptly paid by the drawee bank shall be grounds for immediate denial of an application for the

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license, or for the suspension or revocation of a license issued for which the fee is due. The director shall add \$15.00 to each fee when payment of a check originally submitted is denied by the drawee bank, or when the check is required to be resubmitted for payment for any reason.

[Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-080, filed 10/15/82.]

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

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

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

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

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

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

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

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

(g) The volume of expected sales;

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

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

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

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

[Statutory Authority: RCW 67.70.040. 98-20-013, § 315-04-090, filed 9/25/98, effective 10/26/98; 87-10-043 (Order 101), § 315-04-090, filed 5/4/87; 86-01-060 (Order 83), § 315-04-090, filed 12/16/85. Statutory Authority: RCW 67.70.040 and 67.70.050. 83-05-029 (Order 14), § 315-04-090, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-037 (Order 2), § 315-04-090, filed 10/15/82.]

WAC 315-04-095 Retailer credit criteria. (1) The director shall deny an instant scratch ticket license or an on-line license endorsement to any applicant whose credit is found to be poor.

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

(a) Applicants whose credit is rated as marginal as defined in this section to obtain a surety bond or savings certificate under terms and conditions established by the director prior to issuance of the license. Such surety bond must be

secured from a company licensed to do business in the state of Washington. The bond or certificate shall be in the amount of seven thousand five hundred dollars unless the director determines a higher amount is required.

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

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

(a) Revoke or suspend a retailer's license; and/or

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

(4) Credit rating is defined as the ability to meet financial obligations when they become due. It includes current reporting accounts payable and public financial record information including, but not limited to, court records, other public records and reports from credit bureaus or other credit reporting agencies up to three years prior to the lottery's credit check request. A significant incident shall be defined as public financial record information which includes any lien, judgment, bankruptcy, involuntary collection action or any similar incident which reflects on the individual's willingness and ability to pay creditors. A numerical rating of "one" represents excellent credit. A numerical rating of "nine" represents involuntary collection.

(a) A "poor" credit rating indicates public record showing three or more significant incidents within the past three years.

(b) A "marginal" credit rating indicates public record information showing one or more significant incidents within the past three years.

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

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

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

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

(b) Sole proprietors and partnership business credit ratings shall be checked. Personal credit ratings of:

(i) The sole proprietor and his or her spouse; or

(ii) All partners and their spouses shall also be checked.

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

[Statutory Authority: RCW 67.70.040. 98-20-013, § 315-04-095, filed 9/25/98, effective 10/26/98.]

WAC 315-04-105 Reporting retailer credit history.

The lottery may report any part of a retailer's credit information to a credit bureau or agency which is a clearinghouse for information regarding credit history.

[Statutory Authority: RCW 67.70.040. 98-20-013, § 315-04-105, filed 9/25/98, effective 10/26/98.]

WAC 315-04-110 Duplicate licenses. Upon the loss, mutilation or destruction of any license issued by the director, application for a duplicate must be made on a form approved by the director. A statement signed by the lottery retailer which details the circumstances under which the license was lost, mutilated, or destroyed and certifies that such license was, in fact, lost, mutilated or destroyed, shall accompany such application. A mutilated license shall be surrendered to the director upon issuance or denial of a duplicate license. A lost license, when found, must be immediately surrendered to the director.

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

WAC 315-04-120 Transfer of license prohibited. Any license issued by the director is personal to the lottery retailer and may not be transferred to another person except in the event of the death or incapacity of licensee as provided in WAC 315-04-130.

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

WAC 315-04-125 Change of name or location. Every change of business name or change of location without a change of ownership of a lottery retailer must be reported to the lottery prior to the change. The lottery shall review the change considering standard licensing criteria. Upon the lottery's approval, the lottery shall issue a license in the new name or with the new location address.

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

WAC 315-04-130 Death or incapacity of licensee. (1) In the event of the proven incapacity, death, receivership, bankruptcy or assignment for benefit of creditors of any lottery retailer, upon approval of the director, the license may be transferred to a court appointed or court confirmed guardian, executor or administrator, receiver, trustee, or assignee for the benefit of creditors, who may continue to operate the activity under the license, subject to the provisions of chapter 7, Laws of 1982 2nd ex. sess. and these rules.

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

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

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

[Statutory Authority: RCW 67.70.040. 98-20-013, § 315-04-130, filed 9/25/98, effective 10/26/98; 86-01-060 (Order 83), § 315-04-130, filed 12/16/85; 85-09-004 (Order 72), § 315-04-130, filed 4/5/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-130, filed 10/15/82.]

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

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

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

(4) If the substantial change of ownership involves the addition or deletion of one or more owners or officers, the lottery retailer shall submit a license application reflecting the change(s) and any other documentation the director may require.

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

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

WAC 315-04-140 License not a vested right. (1) The possession of a license issued by the director to any person to act as a lottery retailer in any capacity is a privilege personal to that person and is not a legal right.

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

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

WAC 315-04-150 License to be displayed. Every lottery retailer shall conspicuously display its license or a copy

thereof, to be provided by the lottery, in an area visible to the general public where tickets are being sold.

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

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

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

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

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

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

WAC 315-04-180 Obligations of lottery retailers.

(1)(a) The method of accounting for a retailer's payment to the director for instant ticket packs received prior to the lottery's instant ticket accounting system (ITAS) being fully operational shall be governed by Title 315 WAC and other applicable law as it was in effect prior to March 2, 1994.

(b) The method of accounting for a retailer's payment to the director for instant ticket packs received on or after the day ITAS becomes fully operational shall be governed by Title 315 WAC and other applicable law as it was in effect on the day of ITAS' becoming fully operational.

(c) It is the intent of the Washington state lottery commission that those repeals and amendments filed with the state of Washington office of the code reviser to take effect no earlier than February 9, 1994, shall take effect when ITAS is fully operational.

(d) The instant ticket accounting system referred to above became fully operational on March 2, 1994.

(2)(a) Upon acceptance of a pack of instant tickets from the director, the retailer shall be responsible for the condition and security of the pack. The retailer shall hold the pack in its own safekeeping until it is ready to begin sale of the pack. Immediately prior to beginning sale, the retailer shall place the pack in "activated" status in the lottery's instant ticket accounting system (ITAS). Placement in activated status designates that the tickets in the pack may be sold, and prizes in the pack may be paid.

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(b) In the event that instant tickets accepted by the retailer are lost, stolen or in any way unaccounted for prior to their being placed in activated status on ITAS, the retailer shall, upon discovery of their disappearance, immediately notify the director of each pack or portion of a pack so unaccounted for, lost or stolen. The retailer may be required to provide the director a police report or other evidence of the pack's disappearance. The retailer may be charged twenty-five dollars for each pack or portion of a pack unaccounted for, lost or stolen.

(c) A retailer may return an unopened pack, at no charge, to the director at any time prior to the pack having been placed in activated status. Within thirty days of the official end of an instant game, a retailer shall return to the director all packs never activated in that game. Retailers shall be charged twenty-five dollars for each pack or portion thereof which was not returned to the director and not activated in accordance with this section.

(d) Upon placement of a pack in activated status, the retailer shall be liable to the director for payment for the pack, in the amount calculated under WAC 315-06-035. Payment for a pack shall be due to the director no later than twenty calendar days after the pack has been placed in activated status. The director shall not reimburse the retailer for any ticket losses which occur after activation of the pack from which the tickets came, except as allowed by WAC 315-04-210(2) or 315-06-190.

(e) Each lottery retailer and lottery license applicant shall sign and comply with a lottery instant retailer agreement. Failure to sign or to comply shall result in revocation or denial of a retailer's lottery license.

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

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

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

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

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

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

[Statutory Authority: RCW 67.70.040, 98-11-091, § 315-04-180, filed 5/20/98, effective 6/20/98; 94-11-027, § 315-04-180, filed 5/6/94, effective 6/6/94; 94-03-020, § 315-04-180, filed 1/7/94, effective, see (1) of this section; 86-01-060 (Order 83), § 315-04-180, filed 12/16/85; 84-05-008 (Order 51), § 315-04-180, filed 2/7/84; 83-19-019 (Order 36), § 315-04-180, filed 9/12/83. Statutory Authority: 1982 2nd ex. s. c 7. 82-21-037 (Order 2), § 315-04-180, filed 10/15/82.]

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

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

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

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

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

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

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

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

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

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

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

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

(2) Failure to account for lottery tickets received or the proceeds of the sale of tickets or to post a bond if required by

the director or to comply with the instructions of the director concerning the licensed activity;

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

[Statutory Authority: RCW 67.70.040. 99-01-038, § 315-04-200, filed 12/9/98, effective 1/9/99; 94-23-047, § 315-04-200, filed 11/10/94, effective 12/11/94; 87-01-058 (Order 97), § 315-04-200, filed 12/16/86; 85-16-031 (Order 77), § 315-04-200, filed 7/30/85; 85-09-004 (Order 72), § 315-04-200, filed 4/5/85. Statutory Authority: RCW 67.70.040 and 67.70.050. 83-07-022 (Order 17), § 315-04-200, filed 3/11/83. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-037 and 82-21-068 (Orders 2 and 2A), § 315-04-200, filed 10/15/82 and 10/20/82.]

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

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

WAC 315-04-210 Procedure if license is terminated, suspended or revoked. (1) Upon termination, revocation or suspension of a lottery retailer's license for any reasons whatsoever, the lottery retailer must, by a date designated by the director, render a final lottery accounting and surrender all lottery property, as well as unsold lottery tickets which have been placed in activated status, to the director.

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(2) The director shall reimburse each retailer whose license is terminated, suspended or revoked for payments made for unsold tickets which had been placed in activated status prior to termination, suspension or revocation which the retailer returns to the director.

[Statutory Authority: RCW 67.70.040. 94-11-027, § 315-04-210, filed 5/6/94, effective 6/6/94; 94-03-020, § 315-04-210, filed 1/7/94, effective, see WAC 315-04-180; 86-01-060 (Order 83), § 315-04-210, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-039 (Order 4), § 315-04-210, filed 10/15/82.]

WAC 315-04-220 Limited off premises sales permit.

(1) The director may permit any lottery retailer who has been issued a general or provisional license to sell tickets in locations other than that specified on its license and to employ persons to make such sales provided that:

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

(b) An application for a "limited off premises sales permit" for instant lottery tickets must be submitted to the lottery a minimum of thirty days prior to the event to provide adequate time for processing. An application for a "limited off premises sales permit" for on-line games must be submitted a minimum of thirty days prior to the event to provide adequate time for processing. Applications received after these time limits may not be approved.

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

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

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

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

(3) Lottery retailers must redeem all tickets winning \$600 or less presented for redemption at the off premises location and at their licensed location. The location of the licensed location must be posted at the off premises location. Lottery retailers must also provide claim forms to holders of tickets winning more than \$600 at both locations.

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

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

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

lation of a dedicated electric circuit, provided, that the director, in his/her sole discretion, may agree that the lottery will bear some or all of said associated costs.

[Statutory Authority: RCW 67.70.040, 96-03-039, § 315-04-220, filed 1/10/96, effective 2/10/96; 86-01-060 (Order 83), § 315-04-220, filed 12/16/85; 85-13-015 (Order 75), § 315-04-220, filed 6/10/85. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-04-220, filed 2/10/83.]

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

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

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

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

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

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

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

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

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

WAC

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DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

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| 315-06-140 | Lottery accounts and depositories. [Statutory Authority: 1982 2nd ex.s. c 7, 82-21-040 (Order 5), § 315-06-140, filed 10/15/82.] Repealed by 94-03-020, filed 1/7/94, effective, see WAC 315-04-180. Statutory Authority: RCW 67.70.040. |
| 315-06-150 | Assignment of depository. [Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-150, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-040 (Order 5), § 315-06-150, filed 10/15/82.] Repealed by 94-03-020, filed 1/7/94, effective, see WAC 315-04-180. Statutory Authority: RCW 67.70.040. |
| 315-06-160 | Lottery retailer's identification card. [Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-160, filed 12/16/85. Statutory Authority: RCW 67.70.040 and 67.70.050, 83-05-029 (Order 14), § 315-06-160, filed 2/10/83. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-040 (Order 5), § 315-06-160, filed 10/15/82.] Repealed by 94-03-020, filed 1/7/94, effective, see WAC 315-04-180. Statutory Authority: RCW 67.70.040. |
| 315-06-180 | Stolen or lost tickets. [Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-06-180, filed 12/16/85; 83-19-019 (Order 36), § 315-06-180, filed 9/12/83. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-040 (Order 5), § 315-06-180, filed 10/15/82.] Repealed by 94-03-020, filed 1/7/94, effective, see WAC 315-04-180. Statutory Authority: RCW 67.70.040. |

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

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

WAC 315-06-020 Authorization to sell tickets. Lottery retailers are authorized, as limited by WAC 315-04-140, to sell tickets directly to the public. Liquor stores of the state liquor control board and the lottery are not required to be licensed as lottery retailers. Liquor agencies of the state liquor control board are required to be licensed as lottery retailers.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-06-020, filed 6/1/89; 87-17-012 (Order 103), § 315-06-020, filed 8/10/87; 86-01-060 (Order 83), § 315-06-020, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7 §§ 4 and 8, 83-03-034 (Order 10), § 315-06-020, filed 1/14/83. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-037 (Order 2), § 315-06-020, filed 10/15/82.]

WAC 315-06-030 Lottery retailer's instructions. Each lottery retailer is to conform to the instructions and

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

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

WAC 315-06-035 Instant ticket purchase price and conditions. (1) The lottery retailer's purchase price for each pack of instant tickets shall be the retail price of the pack less the retailer discount authorized pursuant to WAC 315-04-190.

(2) Lottery retailers shall make payment to the lottery by electronic funds transfer (EFT).

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

[Statutory Authority: RCW 67.70.040, 94-03-020, § 315-06-035, filed 1/7/94, effective, see WAC 315-04-180; 89-05-015 (Order 114), § 315-06-035, filed 2/9/89; 86-01-060 (Order 83), § 315-06-035, filed 12/16/85; 85-09-004 (Order 72), § 315-06-035, filed 4/5/85.]

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

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

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

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

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

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

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

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

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

(1999 Ed.)

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

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

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

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

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

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

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

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

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

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

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

Reviser's note: RCW 34.05.395 requires the use of underlining and deletion marks to indicate amendments to existing rules, and deems ineffective changes not filed by the agency in this manner. The bracketed material in the above section does not appear to conform to the statutory requirement.

WAC 315-06-090 Video machines prohibited. Coin-operated, instant video games which pay out prizes, either by skill or chance, shall not be used in the conduct of games.

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

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

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

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

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

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

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

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

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

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

(2) A claim shall be entered in the name of 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 sig-

natures, 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 reconstruction of an alleged winning ticket and sufficient evidence to enable reconstruction and that the claimant had submitted a claim for the prize, if any, for that ticket. The claimant, by submitting the claim or request for reconstruction, agrees to the following provisions:

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

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

(7) A prize must be claimed within the time limits prescribed by the director in the instructions for the conduct of a specific game, but in no case shall a prize be claimed later

than one hundred eighty days after the official end of that instant game or the on-line game drawing for which that on-line ticket was purchased.

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

(a) The ticket was not legally issued initially;

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

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

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

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(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 petition for an order or an amended order for the voluntary assignment of a prize, a copy of a petition shall be served on the director of the lottery or designee, in addition to service on the attorney general, no later than ten days before any hearing or entry of any order or amended order. After superior court entry of voluntary assignment of a right to a prize pursuant to an appropriate judicial order or amended order, the director shall make payment to the person designated by a certified copy of the order or amended 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;

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(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 twenty 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 or amended 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, unless paid pursuant to subsection (e):

(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;

(c) Assignment pursuant to an amended order of assignment, resulting in annual payments to the same number of assignees as in the original order: \$250;

(d) Assignment pursuant to an amended order of assignment, resulting in annual payments to one or more assignees in addition to the assignees in the original order of assignment: \$300 for the first year of the amended order of assignment, plus \$75 for each year thereafter;

(e) If payment of the total fees due for costs for processing an order or amended order is received by the Lottery together with and at the same time as the required certified copy of the order or amended order, the fees will not be deducted from annual payments;

(f) 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, 98-15-114, § 315-06-123, filed 7/20/98, effective 8/20/98; 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.]

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

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

(b) Debt - A judgment rendered by a court of competent jurisdiction or obligations established pursuant to RCW 50.20.190, 51.32.240, 51.48.140, 74.04.300, 74.20A.040, 74.20A.055 and 82.32.210 or administrative orders as defined in RCW 50.24.110, 51.32.240, 51.48.150, and 74.20A.020(6).

(c) State - The state of Washington.

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

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

(f) Individual - A natural person.

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

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

(4) The lottery shall include the debt information submitted by the creditor in its validation and prize payment process. The lottery shall delay payment of a prize, exceeding six hundred dollars, for a period not to exceed two working days, to any individual prize winner or to any other prize winner which has an individual holding a direct or indirect interest in the prize winner, and who owes a debt to a creditor pursuant to the information submitted in subsection (2) of this section. The lottery shall make a reasonable attempt to contact the creditor's designated contact person(s) by phone, followed by written correspondence, to verify the debt. Three phone calls, excluding busy signals, shall constitute a reasonable attempt. The prize shall be paid to the prize winner if the debt is not verified by the submitting creditor within two working days. If the debt is verified, the prize shall be disbursed pursuant to subsection (9) of this section.

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

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

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

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

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

[Statutory Authority: RCW 67.70.040, 93-23-012, § 315-06-125, filed 11/5/93, effective 12/6/93; 93-11-056, § 315-06-125, filed 5/12/93, effective 6/12/93; 93-04-004, § 315-06-125, filed 1/21/93, effective 2/21/93; 91-20-062, § 315-06-125, filed 9/25/91, effective 10/26/91; 87-01-057 (Order 96), § 315-06-125, filed 12/16/86.]

WAC 315-06-130 Prizes payable after death or disability of individual winner. (1) All prizes or a portion thereof which remain unpaid at the time of an individual prize winner's death shall be payable to the court appointed representative of the prize winner's estate once satisfactory evidence of said representative appointment has been presented to the director, claim forms have been properly filled out, and the director is satisfied that such payment is lawful and proper: *Provided, however,* That where the prize winner and spouse had entered into any agreement valid under the law of this state or another state which establishes the prize as property to pass to the surviving spouse without probate upon the death of the prize winner, then the prize shall be made payable to the surviving spouse, without the probating of an estate of the deceased.

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

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

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

(5)(a) Where the party who claimed a prize from the lottery was an individual, and the individual has died, the estate of the deceased individual prize winner may petition the lottery director to have the payment of an installment prize accelerated and paid to the estate at the installment prize's present cash value in lieu of receiving continued payments. The director may grant the petition if, in the director's sole discretion, payment of the remaining installments in a single, present cash value payment is in the best interests of the state lottery.

(b) The estate of an individual which has a community property interest in a prize, may petition the lottery director to have the payment of its interest in an installment prize accelerated and paid to the estate at the installment prize's present cash value in lieu of receiving continued payments. The director may grant the petition if, in the director's sole discretion, payment of the remaining installments in a single, present cash value payment is in the best interests of the state lottery. Payment to the surviving spouse of the remaining community property interest shall continue in installments.

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

(7) If the legatee(s) or heir(s) of a deceased winner entitled to prize winnings obtains an order from a court of competent jurisdiction directing payments due and to become due from the director to be paid directly to said legatee(s) or heir(s) or otherwise directs the director to make payments to another in the event of a winner's disability or otherwise, the director shall pay the prize winnings accordingly after application of that process mandated by RCW 67.70.255 and WAC 315-06-125.

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

[Statutory Authority: RCW 67.70.040, 94-19-062, § 315-06-130, filed 9/20/94, effective 10/21/94; 93-04-004, § 315-06-130, filed 1/21/93, effective 2/21/93; 84-05-008 (Order 51), § 315-06-130, filed 2/7/84. Statutory Authority: 1982 2nd ex.s. c 7, 82-21-037 (Order 2), § 315-06-130, filed 10/15/82.]

WAC 315-06-170 Filing of reports. Each lottery retailer may be required to file with the director periodic reports of its respective receipts and transactions in the sale of tickets in such form as approved by the director.

[Statutory Authority: RCW 67.70.040, 94-03-020, § 315-06-170, filed 1/7/94, effective, see WAC 315-04-180; 86-01-060 (Order 83), § 315-06-

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

WAC 315-06-190 Erroneous or mutilated tickets. (1) Tickets erroneously made out or in any way mutilated when received by a lottery retailer are to be returned by the lottery retailer immediately to the director. Credit may be allowed for said tickets but only if the authenticity of the tickets can be reasonably determined by the director.

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

[Statutory Authority: RCW 67.70.040. 94-03-020, § 315-06-190, filed 1/7/94, effective, see WAC 315-04-180; 86-01-060 (Order 83), § 315-06-190, filed 12/16/85. Statutory Authority: 1982 2nd ex.s. c 7. 82-21-040 (Order 5), § 315-06-190, filed 10/15/82.]

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

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

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

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

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

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

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

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

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

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

Chapter 315-08 WAC FINANCIAL MANAGEMENT

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

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

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

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

(i) Payment of retailer compensation;

(ii) Payment of prizes (which shall not be less than 45 percent of gross annual revenue of the lottery);

(iii) On-line vendor payments;

(iv) On-line telecommunications payments;

(v) Instant game vendor payments;

(vi) Promotion/advertising; and

(vii) Any other purposes required by law.

(2) The commission may amend by resolution the amounts determined under this section based on changes in the revenue stream and/or program requirements.

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

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

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

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

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

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

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

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

Chapter 315-10 WAC INSTANT GAMES—GENERAL RULES

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DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

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| 315-10-050 | Notification to commission. [Statutory Authority: 1982 2nd ex.s. c 7. 82-21-038 (Order 3), § 315-10-050, filed 10/15/82.] Repealed by 96-11-107, filed 5/20/96, effective 6/20/96. Statutory Authority: RCW 67.70.040. |
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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.

(3) The director or designee shall inform commission members of instant game development.

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-10-010, filed 3/30/98, effective 4/30/98; 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) Your(s). The ticket bearer's play area or areas (for example, "your hand(s)," "your card(s)," or "your roll(s)").

(6) Their(s). The opponent's play area or areas (for example, "their card(s)," or "their roll(s)").

(7) 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.

(8) 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.

(9) Scratch game. Instant game as defined in subsection (1) of this section.

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-10-020, filed 3/30/98, effective 4/30/98; 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 XXXXXXXXX-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 315-10-023 What are the prizes available for instant games? Prizes available are as set forth on the instant game ticket. Prizes may range from one dollar up to and including one million dollars. Prizes may also include Win for Life prizes. Win for Life prizes will be paid in accordance with WAC 315-06-120(14) and may include prizes exceeding one million dollars.

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-10-023, filed 3/30/98, effective 4/30/98.]

WAC 315-10-024 What are the methods of selecting winning tickets? (1) Methods for selecting winning tickets shall be as set forth on the instant game ticket and in the executed working papers on file at lottery headquarters in Olympia, Washington. Methods for selecting winning tickets include:

(a) Higher number. Your (the player's) number is greater than their number.

(b) Match one or more. Match your play symbols to the winning play symbol(s).

(c) Bonus play. Uncover a bonus symbol to win a bonus prize instantly.

(d) Match two or more consecutive. Match two or more consecutive "Game Cards" within a game to the "Draw Cards" to win the corresponding amount shown on the ticket.

(e) Match two or more. Match two or more "Game Cards" within a game to the "Draw Cards" to win the corresponding amount shown on the legend on the ticket.

(f) Three like cards. Get three like cards with one hand to win the corresponding amount shown on the ticket.

(g) Grand prize drawing. Uncover a bonus symbol that qualifies you to enter a grand prize drawing or submit one or more nonwinning tickets to enter a grand prize drawing.

(h) Match symbols. Uncover a specified number of identical play symbols on a play area.

(i) Add up "yours." Add up the play symbols designated as "yours" and the total is greater than or equal to the symbol or symbols designated as "theirs."

(j) Add up. Add up the play symbols and the amount is greater than or equal to the designated symbols on the ticket.

(k) Tic tac toe. Uncover three identical play symbols, in a row, column, or diagonal, on a 9 symbol grid on the play area.

(l) Sequence. Uncover the designated play symbols in the specified sequential order.

(m) Spellout. Uncover the play symbols to form the designated word or words.

(n) In between. Uncover the play symbol or symbols designated as "yours" with a value less than the play symbol or symbols designated as "their high card" and greater than the play symbol or symbols designated as "their low card."

(2) Each of the methods described in subsection (1) of this section may include a special variant such as "automatic

win feature," "doubler," "wild card," or "free space" that provides added or alternative methods of winning.

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-10-024, filed 3/30/98, effective 4/30/98.]

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 \$20.00, except for those tickets used in media promotions and retailer incentive programs authorized by the director.

[Statutory Authority: RCW 67.70.040. 98-08-067, § 315-10-025, filed 3/30/98, effective 4/30/98; 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) There is no required frequency of drawing or method of selection of a winner in an instant game.

(3) 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 on the ticket and in executed working papers on file at lottery headquarters or stated in lottery promotional materials, at the discretion of 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. 98-08-067, § 315-10-030, filed 3/30/98, effective 4/30/98; 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 315-10-040 Confidentiality of tickets. No lottery retailer or its employees or agents shall attempt to ascertain the numbers or symbols appearing in the designated areas under the removable latex coverings or otherwise attempt to identify winning tickets.

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

WAC 315-10-055 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.]

(1999 Ed.)

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.]

WAC 315-10-080 Retailer settlement. (1) Each retailer licensed with the lottery to sell instant tickets shall establish an account for deposit of moneys derived from instant game sales with a financial institution that has the capability of electronic funds transfer (EFT) and shall make

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payment of all moneys due the lottery through the EFT account. Funds generated from the sale of instant tickets are held in trust by the retailer until transfer to the lottery.

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

[Statutory Authority: RCW 67.70.040, 94-03-020, § 315-10-080, filed 1/7/94, effective, see WAC 315-04-180; 91-20-062, § 315-10-080, filed 9/25/91, effective 10/26/91.]

Chapter 315-11A WAC

INSTANT GAME RULES—GAMES COMMENCING AT 100

WAC

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|-------------|--|
| 315-11A-156 | Instant Game Number 156 ("\$2 Win For Life"). |
| 315-11A-165 | Instant Game Number 165 ("\$2 Bingo"). |
| 315-11A-166 | Instant Game Number 166 ("Hit the Jackpot"). |
| 315-11A-167 | Instant Game Number 167 ("100 Grands"). |
| 315-11A-168 | Instant Game Number 168 ("\$2 Instant Casino"). |
| 315-11A-169 | Instant Game Number 169 ("Aces High"). |
| 315-11A-170 | Instant Game Number 170 ("Lucky Charms"). |
| 315-11A-171 | Instant Game Number 171 ("\$5 Holiday Surprise"). |
| 315-11A-172 | Instant Game Number 172 ("Winner Wonderland"). |
| 315-11A-173 | Instant Game Number 173 ("Lucky Streak"). |
| 315-11A-174 | Instant Game Number 174 ("\$2 Double Joker"). |
| 315-11A-175 | Instant Game Number 175 ("Cash Vault"). |
| 315-11A-176 | Instant Game Number 176 ("Amazing 8s"). |
| 315-11A-177 | Instant Game Number 177 ("\$2 Jumbo Bucks"). |
| 315-11A-178 | Instant Game Number 178 ("Royal Flush"). |
| 315-11A-179 | Instant Game Number 179 ("Crazy Cash"). |
| 315-11A-180 | Instant Game Number 180 ("\$2 Stadium Fever"). |
| 315-11A-181 | Instant Game Number 181 ("My! Oh! My!") |
| 315-11A-182 | Instant Game Number 182 ("Bonus 7 Come 11"). |
| 315-11A-183 | Instant Game Number 183 ("\$2 Win For Life II"). |
| 315-11A-184 | Instant Game Number 184 ("\$2 Instant Monopoly®"). |
| 315-11A-185 | Instant Game Number 185 ("Double Blackjack"). |
| 315-11A-186 | Instant Game Number 186 ("Lucky Bug"). |
| 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-215 | Instant Game Number 215. |
| 315-11A-216 | Instant Game Number 216. |
| 315-11A-217 | Instant Game Number 217. |

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, §

(1999 Ed.)

- 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-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-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-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-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-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-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-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-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-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-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.
- 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-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-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-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-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-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-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-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-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, 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.
- 315-11A-137 Instant Game Number 137 ("Walla Walla Walla"). [Statutory Authority: RCW 67.70.040. 95-03-062, § 315-11A-137, filed 1/13/95, effective 2/13/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-138 Instant Game Number 138 ("\$2 Bank Roll"). [Statutory Authority: RCW 67.70.040. 95-11-025, § 315-11A-138, filed 5/9/95, effective 6/9/95; 95-03-062, § 315-11A-138, filed 1/13/95, effective 2/13/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-139 Instant Game Number 139 ("100 Grands"). [Statutory Authority: RCW 67.70.040. 95-03-062, § 315-11A-139, filed 1/13/95, effective 2/13/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-140 Instant Game Number 140 ("Joker's Wild"). [Statutory Authority: RCW 67.70.040. 95-07-050, § 315-11A-140, filed 3/8/95, effective 4/8/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-141 Instant Game Number 141 ("Go Bananas"). [Statutory Authority: RCW 67.70.040. 95-07-050, § 315-11A-141, filed 3/8/95, effective 4/8/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-142 Instant Game Number 142 ("Lucky Queen"). [Statutory Authority: RCW 67.70.040. 95-11-025, § 315-11A-142, filed 5/9/95, effective 6/9/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-143 Instant Game Number 143 ("High Stakes"). [Statutory Authority: RCW 67.70.040. 95-11-025, § 315-11A-143, filed 5/9/95, effective 6/9/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-144 Instant Game Number 144 ("Instant Pay"). [Statutory Authority: RCW 67.70.040. 95-11-025, § 315-11A-144, filed 5/9/95, effective 6/9/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-145 Instant Game Number 145 ("Monte Carlo"). [Statutory Authority: RCW 67.70.040. 95-17-038, § 315-11A-145, filed 8/10/95, effective 9/10/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-146 Instant Game Number 146 ("Holiday Bonus"). [Statutory Authority: RCW 67.70.040. 95-17-038, § 315-11A-146, filed 8/10/95, effective 9/10/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-147 Instant Game Number 147 ("Winning Pairs"). [Statutory Authority: RCW 67.70.040. 95-17-038, § 315-11A-147, filed 8/10/95, effective 9/10/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-148 Instant Game Number 148 ("\$2 Bonus Bingo"). [Statutory Authority: RCW 67.70.040. 95-17-038, § 315-11A-148, filed 8/10/95, effective 9/10/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-149 Instant Game Number 149 ("Lucky 7s"). [Statutory Authority: RCW 67.70.040. 95-20-064, § 315-11A-149, filed 10/3/95, effective 11/3/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-150 Instant Game Number 150 ("Cold Cash"). [Statutory Authority: RCW 67.70.040. 95-20-064, § 315-11A-150, filed 10/3/95, effective 11/3/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-151 Instant Game Number 151 ("Washington Green"). [Statutory Authority: RCW 67.70.040. 95-20-064, § 315-11A-151, filed 10/3/95, effective 11/3/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-152 Instant Game Number 152 ("\$2 High Roller"). [Statutory Authority: RCW 67.70.040. 95-20-064, § 315-11A-152, filed 10/3/95, effective 11/3/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-153 Instant Game Number 153 ("Bingo"). [Statutory Authority: RCW 67.70.040. 95-23-039, § 315-11A-153, filed 11/9/95, effective 12/10/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-154 Instant Game Number 154 ("Gold Rush"). [Statutory Authority: RCW 67.70.040. 95-23-039, § 315-11A-154, filed 11/9/95, effective 12/10/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-155 Instant Game Number 155 ("Loose Change"). [Statutory Authority: RCW 67.70.040. 95-23-039, § 315-11A-155, filed 11/9/95, effective 12/10/95.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-157 Instant Game Number 157 ("Summer Gold"). [Statutory Authority: RCW 67.70.040. 96-07-015, § 315-11A-157, filed 3/12/96, effective 4/12/96.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-158 Instant Game Number 158 ("Five Card Stud"). [Statutory Authority: RCW 67.70.040. 96-03-039, § 315-11A-158, filed 1/10/96, effective 2/10/96.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-159 Instant Game Number 159 ("Fat Cat"). [Statutory Authority: RCW 67.70.040. 96-03-039, § 315-11A-159, filed 1/10/96, effective 2/10/96.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-160 Instant Game Number 160 ("My! Oh! My!"). [Statutory Authority: RCW 67.70.040. 96-03-039, § 315-11A-160, filed 1/10/96, effective 2/10/96.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-161 Instant Game Number 161 ("\$2 Baseball Scoreboard"). [Statutory Authority: RCW 67.70.040. 96-03-039, § 315-11A-161, filed 1/10/96, effective 2/10/96.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-162 Instant Game Number 162 ("\$2 Double Up"). [Statutory Authority: RCW 67.70.040. 96-15-124, § 315-11A-162, filed 7/24/96, effective 8/24/96; 96-07-015, § 315-11A-162, filed 3/12/96, effective 4/12/96.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-163 Instant Game Number 163 ("Apple Bucks"). [Statutory Authority: RCW 67.70.040. 96-19-071, § 315-11A-163, filed 9/17/96, effective 10/18/96; 96-07-015, § 315-11A-163, filed 3/12/96, effective 4/12/96.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.
- 315-11A-164 Instant Game Number 164 ("Blackjack"). [Statutory Authority: RCW 67.70.040. 96-15-124, § 315-11A-164, filed 7/24/96, effective 8/24/96; 96-07-015, § 315-11A-164, filed 3/12/96, effective 4/12/96.] Repealed by 98-13-018, filed 6/5/98, effective 7/6/98. Statutory Authority: RCW 67.70.040.

WAC 315-11A-156 Instant Game Number 156 ("\$2 Win For Life"). (1) Definitions for Instant Game Number 156.

(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 under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. One of the nine 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 156, 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 |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$6.00," "\$8.00," "\$10.00," "\$15.00," "\$20.00," "\$25.00," "\$100.00," and "LIFE." 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 156, 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 |
| \$ 15.00 | FTN DOL |
| \$ 20.00 | TWY DOL |
| \$ 25.00 | TWF DOL |
| \$ 100.00 | ONEHUND |
| LIFE | \$1,000/MONTH |

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

(f) Pack-ticket number: The twelve-digit number of the form 15600001-1-000 printed on the back of the ticket. The first three digits are the game identifier. The first eight digits of the pack-ticket number for Instant Game Number 156 constitute the "pack number" which starts at 15600001; 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 156, 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) |
| FOR | \$ 4.00 (\$1, \$1, \$1 AND \$1; \$3 AND \$1) |
| SIX | \$ 6.00 (\$1, \$1, \$1, \$1, \$1 AND \$1; \$4, \$1 AND \$1) |
| TEN | \$ 10.00 (\$2, \$2, \$1, \$1, \$1, \$1, \$1 AND \$1; \$6, \$2 AND \$2) |
| TWY | \$ 20.00 (\$5, \$4, \$2, \$2, \$2, \$2, \$2 AND \$1) |
| FTY | \$ 50.00 (\$10, \$10, \$10, \$8, \$8, \$2, \$1 AND \$1) |
| OHN | \$ 100.00 (\$25, \$20, \$20, \$15, \$10, \$5 AND \$5) |
| FVH | \$ 500.00 (\$100, \$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 156.

(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 "winning number," the matching play symbol shall be a winning play symbol, and the bearer of the ticket shall win the prize below the winning play symbol.

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

(c) When the "LIFE" prize symbol with the caption "\$1,000/MONTH" appears below a winning play symbol on an Instant Game Number 156 ticket, the prize for the claimant of said ticket shall be \$1,000 per month for the life of the claimant, subject hereto:

(i) A natural person, and a natural person only, may claim the prize of \$1,000 per month for life. The natural person must have a U.S. Social Security number in his or her name.

(ii) Prize payments shall be made semiannually in the amount of \$6,000 at the beginning of the six-month period

for which the claimant is entitled. Claimant shall be entitled to said \$6,000 payment regardless of whether claimant lives to the end of said six-month period.

(iii) In the event that the prize claimant is under the age of eighteen at the time of claiming, the claimant shall not be entitled to the first payment of \$6,000 until the month that the claimant reaches the age of eighteen.

(iv) In the event that the claimant dies prior to payment of \$100,000 in prize money under this section, claimant's successor-in-interest shall be entitled to payment of that amount of money in a lump sum which would provide claimant and said successor together a total of \$100,000, upon presentation to the lottery of legal documents, including court order(s) if necessary, to demonstrate the successor's entitlement to said payment.

(v) The determination of the sufficiency of the documents necessary under this subsection shall lie within the sole discretion of the director of the lottery.

(vi) It shall be the obligation of claimant's successor-in-interest to notify the lottery of the death of the claimant. No person shall be entitled to receive any payment under this section after claimant's death until the lottery has been notified of said death. The lottery shall require the return of any moneys received after claimant's death and prior to notification of the lottery.

(vii) Payment to said successor shall be governed by all applicable law including WAC 315-06-120, 315-06-125, and 315-06-130.

(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 156 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 156; and/or

(ii) Vary the number of tickets sold in Instant Game Number 156 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 156.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 156 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the nine 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, 95-23-039, § 315-11A-156, filed 11/9/95, effective 12/10/95.]

WAC 315-11A-165 Instant Game Number 165 ("Bingo"). (1) Definitions for Instant Game Number 165.

(a) Play symbols: The play symbols are all the integers from "1" to "75," inclusive, and the word "free." Twenty-four of these play symbols shall appear in each of four playfields on the front of the ticket. Each playfield shall be known as a "player's card" and each ticket shall have four player's cards, one each labeled "Card 1," "Card 2," "Card 3," and "Card 4." The 24 play symbols in each card shall be placed in a 5-play-symbol by 5-play-symbol configuration with a "free" space in the center of each card. Each ticket shall have a "Caller's Card" which shall have 24 play symbols which shall be covered by latex.

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

(c) Pack-ticket number: The thirteen-digit number of the form 165000001-1-000 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 165 constitute the "pack number" which starts at 165000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(d) Retailer verification codes: Codes consisting of small letters found under the removable covering on the front of the ticket in the Caller's Card section which the lottery retailer uses to verify instant winners of \$600.00 or less. For Instant Game Number 165, the retailer verification code is a three-letter code, with each letter appearing beneath the removable covering and among the play symbols in the Caller's Card section on the front of the ticket. The retailer verification codes are:

| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|--------------|
| TWO | \$ 2.00 |
| THR | \$ 3.00 |

| | | |
|-----|-----------|---|
| FIV | \$ 5.00 | (\$2 AND \$3) |
| TEN | \$ 10.00 | |
| TWF | \$ 25.00 | |
| TRY | \$ 30.00 | (\$2, \$3 AND \$25) |
| FRY | \$ 40.00 | (\$2, \$3, \$10 AND \$25) |
| FTY | \$ 50.00 | |
| OHF | \$ 150.00 | (\$25, \$25 AND \$100; \$150) |
| TWH | \$ 200.00 | (\$25, \$25, \$50 AND \$100; \$50 AND \$150; \$200) |
| THF | \$ 250.00 | |
| FVH | \$ 500.00 | |

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

(2) Criteria for Instant Game Number 165.

(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 the play symbols in any of the player's cards, which match exactly the play symbols in the Caller's Card, form the following configurations, the bearer of the ticket shall be entitled to a prize as follows:

-Card 1: Either five matching play symbols, or four matching play symbols and the free space, in a horizontal, vertical or diagonal line in Card 1 shall entitle the bearer to \$2.00.

- A matching play symbol in each and every corner space of Card 1 shall entitle the bearer to \$25.00.

- Eight matching play symbols forming an "X" on Card 1 shall entitle the bearer to \$150.00. The "X" must have the "free" space at its center.

-Card 2: Either five matching play symbols, or four matching play symbols and the free space, in a horizontal, vertical or diagonal line in Card 2 shall entitle the bearer to \$3.00.

- A matching play symbol in each and every corner space of Card 2 shall entitle the bearer to \$50.00.

- Eight matching play symbols forming an "X" on Card 2 shall entitle the bearer to \$250.00. The "X" must have the "free" space at its center.

-Card 3: Either five matching play symbols, or four matching play symbols and the free space, in a horizontal, vertical or diagonal line in Card 3 shall entitle the bearer to \$10.00.

- A matching play symbol in each and every corner space of Card 3 shall entitle the bearer to \$100.00.

- Eight matching play symbols forming an "X" on Card 3 shall entitle the bearer to \$500.00. The "X" must have the "free" space at its center.

-Card 4: Either five matching play symbols, or four matching play symbols and the free space, in a horizontal, vertical or diagonal line in Card 4 shall entitle the bearer to \$25.00.

- A matching play symbol in each and every corner space of Card 4 shall entitle the bearer to \$200.00.

- Eight matching play symbols forming an "X" on Card 4 shall entitle the bearer to \$20,000. The "X" must have the "free" space at its center.

(ii) The bearer of a ticket which is entitled to a prize from more than one player's card shall be entitled to the total of the prizes won on all the cards, provided however, that where there is more than one prize on one player's card, only the highest prize on that player's card shall be paid.

(iii) Play symbols may not be combined, exchanged, or intermingled among or within one or more player's cards.

(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 165 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 165; and/or

(ii) Vary the number of tickets sold in Instant Game Number 165 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 165.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 165 all of the following validation requirements apply:

(i) Exactly 25 play symbols must appear in each of the player's cards on the front of the ticket. One of the play symbols shall be "free" which shall appear in the exact center of each player's card.

(ii) Exactly 24 play symbols must appear in the Caller's Card section on the front of the ticket.

(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 |
| Pack-Ticket Number | Validation Font |
| Validation Number | Validation Font |
| Retailer Verification Code | Validation Font |

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

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












(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, 96-07-015, § 315-11A-165, filed 3/12/96, effective 4/12/96.]

WAC 315-11A-166 Instant Game Number 166 ("Hit the Jackpot"). (1) Definitions for Instant Game Number 166.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of these play symbols shall appear in each of the twelve play spots under the latex covering on the front of the ticket. The twelve play spots shall be divided into four groups of three spots. Each group of three spots shall be a playfield and shall be labeled "Play 1," "Play 2," "Play 3," and "Play 4."

(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 166, the captions which correspond with and verify the play symbols are:

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|---|----------------|
|  | STAR |
|  | LEMN |
|  | CHRY |
|  | CRWN |
|  | SVEN |
|  | BELL |
|  | BNNA |
|  | BARR |
|  | SHOE |
|  | DOLR |
|  | WINN |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$6.00," "\$7.00," "\$10.00," "\$15.00," "\$20.00," "\$60.00," "\$70.00," "\$1,000," and "\$2,000." One of these prize symbols appears to the right side of each playfield.

(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 166, 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 |

| <u>PRIZE SYMBOL</u> | <u>CAPTION</u> |
|---------------------|----------------|
| \$ 3.00 | THR DOL |
| \$ 4.00 | FOR DOL |
| \$ 5.00 | FIV DOL |
| \$ 6.00 | SIX DOL |
| \$ 7.00 | SVN DOL |
| \$ 10.00 | TEN DOL |
| \$ 15.00 | FTN DOL |
| \$ 20.00 | TWY DOL |
| \$ 60.00 | \$SIXTY\$ |
| \$ 70.00 | \$SVNTY\$ |
| \$ 1,000 | ONETHOU |
| \$ 2,000 | TWOTHOU |

(e) Validation number: The unique twenty-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 166000001-1-000 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 166 constitute the "pack number" which starts at 166000001; 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 166, 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) |
| THR | \$ 3.00 (\$1, \$1 AND \$1; \$2 AND \$1) |
| TEN | \$ 10.00 (\$4, \$4, \$1 AND \$1; \$3, \$3, \$3 AND \$1) |
| TWF | \$ 25.00 (\$10, \$5, \$5 AND \$5; \$7, \$6, \$6 AND \$6) |
| FTY | \$ 50.00 (\$20, \$15, \$10 AND \$5) |
| THF | \$ 250.00 (\$70, \$60, \$60 AND \$60) |

(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 166.

(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 the three play symbols appearing within one playfield match each other exactly, the three matching play symbols shall be winning play symbols, and the bearer of the ticket shall win the prize shown to the right of the winning play symbols in the same playfield.

(ii) In Instant Game Number 166, the "WIN" play symbol with the caption "WINN" shall always be a winning play

symbol, and the bearer of a ticket which has a "W" play symbol with the caption "WINN" shall be entitled to the prize shown to the right of the "W" play symbol in the same row.

(iii) The bearer of a ticket which has more than one set of winning play symbols shall win the total of the prizes shown to the right of the winning play symbols in the same row.

(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 166 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 166; and/or

(ii) Vary the number of tickets sold in Instant Game Number 166 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 166.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 166 all of the following validation requirements apply:

(i) Exactly three play symbols and one prize symbol must appear in each of the four playfields 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 prize symbols shall 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, 96-07-015, § 315-11A-166, filed 3/12/96, effective 4/12/96.]

WAC 315-11A-167 Instant Game Number 167 ("100 Grands"). (1) Definitions for Instant Game Number 167.

(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 167, 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 |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$9.00," "\$10.00," "\$12.00," "\$20.00," and "\$200." 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 167, 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 |
| \$ 9.00 | NIN DOL |
| \$ 10.00 | TEN DOL |
| \$ 12.00 | TLV DOL |
| \$ 20.00 | TWY DOL |
| \$ 200 | TWOHUND |

(e) Validation number: The unique twenty-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 167000001-1-000 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 167 constitute the "pack number" which starts at 167000001; 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 167, 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) |
| THR | \$ 3.00 (\$1, \$1 AND \$1; \$2 AND \$1) |
| NIN | \$ 9.00 (\$3, \$3, \$1, \$1 AND \$1; \$4, \$3, \$1 AND \$1) |
| EGN | \$ 18.00 (\$5, \$5, \$3, \$3 AND \$2; \$9, \$3, \$2, \$2 AND \$2) |
| SXY | \$ 60.00 (\$20, \$10, \$10, \$10 AND \$10; \$12, \$12, \$12, \$12 AND \$12) |

(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 167.

(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) 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 167 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 167; and/or

(ii) Vary the number of tickets sold in Instant Game Number 167 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 167.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 167 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, 96-15-124, § 315-11A-167, filed 7/24/96, effective 8/24/96; 96-07-015, § 315-11A-167, filed 3/12/96, effective 4/12/96.]

WAC 315-11A-168 Instant Game Number 168 ("Instant Casino"). (1) Definitions for Instant Game Number 168.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. Two playfields shall appear on the front of each ticket labeled "Roll 7 or 11" and "Lucky Wheel." Each playfield shall be covered by latex. The "Roll 7 or 11" playfield shall have three sets of two play spots. Each play spot shall have a play symbol beneath the latex covering, and each pair of play spots shall be followed by a prize symbol under the latex. The "Lucky Wheel" playfield shall have seven play spots with a play symbol in each of the seven play spots. One of the seven play spots shall be labeled "prize."

(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 168, 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 |
| \$ 1.00 | ONE DOL |
| \$ 2.00 | TWO DOL |
| \$ 3.00 | THR DOL |
| \$ 4.00 | FOR DOL |
| \$ 5.00 | FIV DOL |
| \$ 6.00 | SIX DOL |
| \$ 10.00 | TEN DOL |
| \$ 15.00 | FTN DOL |
| \$ 25.00 | TWF DOL |
| \$ 75.00 | \$SVNTY5 |
| \$ 100 | ONEHUND |
| \$ 1,000 | ONETHOU |
| \$ 3,000 | THRTHOU |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$6.00," "\$10.00," "\$15.00," "\$25.00," "\$75.00," "\$100," "\$1,000," and "\$3,000."

(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 168, 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 |
| \$ 10.00 | TEN DOL |
| \$ 15.00 | FTN DOL |
| \$ 25.00 | TWF DOL |
| \$ 75.00 | \$SVNTY5 |
| \$ 100 | ONEHUND |
| \$ 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 168000001-1-000 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 168 constitute the "pack number" which starts at 168000001; 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 168, 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) |
| THR | \$ 3.00 (\$1, \$1 AND \$1; \$2 AND \$1) |
| SIX | \$ 6.00 (\$1, \$1, \$1, \$1, \$1 AND \$1; \$2, \$2 AND \$2) |
| NIN | \$ 9.00 (\$3, \$3 AND \$3; \$2, \$2, \$2, \$1, \$1 AND \$1) |
| EGN | \$ 18.00 (\$6, \$6 AND \$6; \$4, \$4, \$4, \$2, \$2 AND \$2) |
| FRF | \$ 45.00 (\$15, \$15 AND \$15; \$10, \$10, \$10, \$5, \$5 AND \$5) |
| TRN | \$ 300.00 (\$100, \$100 AND \$100; \$75, \$75, \$75, \$25, \$25 AND \$25) |

(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 168.

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

(b) An instant prize winner is determined in the "Roll 7 or 11" playfield in the following manner:

(i) When the two play symbols in any single pair total 7 or 11, the pair shall be a winning pair, and the bearer of the ticket shall be entitled to the prize next to the winning pair.

(ii) The bearer of a ticket which has more than one winning pair shall win the total of the prizes next to the winning pairs.

(c) An instant prize winner is determined in the "Lucky Wheel" playfield in the following manner:

(i) When any of the six play symbols within the "Lucky Wheel" playfield matches exactly the play symbol within that same playfield labeled "prize," the bearer of the ticket shall win the amount of the matching play symbol.

(ii) The bearer of a ticket which has more than one play symbol which matches the prize shall win the total of the matching play symbols.

(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 168 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 168; and/or

(ii) Vary the number of tickets sold in Instant Game Number 168 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 168.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 168 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the thirteen play spots 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 |
| 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.

(vi) 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, 96-11-107, § 315-11A-168, filed 5/20/96, effective 6/20/96.]

WAC 315-11A-169 Instant Game Number 169 ("Aces High"). (1) Definitions for Instant Game Number 169.

(a) Play symbols. The play symbols are listed below in (b) of this subsection. One of the 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 "dealer's card" column in the playfield on the front of the ticket.

(b) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form of the play symbol. One and only

one of these captions appears under each play symbol. The three-digit ticket number shall appear before each play symbol. For Instant Game Number 169, the captions which correspond with and verify the play symbols are:

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|--------------------|----------------|
| 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 following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$8.00," "\$10.00," "\$12.00," "\$60.00," "\$500," "\$1,000," and "\$2,000." One of these prize symbols appears for each game in the prize column on the front of the ticket.

(d) Prize symbol captions: The small printed characters appearing below the prize symbol which verify and correspond with that prize symbol. The caption is a spelling out, in full or abbreviated form, of the prize symbol. Only one caption appears under each prize symbol. For Instant Game Number 169, 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 |
| \$ 8.00 | EGT DOL |
| \$ 10.00 | TEN DOL |
| \$ 12.00 | TLV DOL |
| \$ 60.00 | \$SIXTY\$ |
| \$ 500 | FIVHUND |
| \$ 1,000 | ONETHOU |
| \$ 2,000 | TWOTHOU |

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

(f) Pack-ticket number: The thirteen-digit number of the form 169000001-1-000 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 169 constitute the "pack number" which starts at 169000001; the last three digits constitute the "ticket number" which starts at 000 and continues through 199 within each pack of tickets.

(g) Retailer verification codes: Codes consisting of small letters found under the removable latex covering on the front of the ticket which the lottery retailer uses to verify instant winners of \$600.00 and less. For Instant Game Number 169, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations

beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|---|
| ONE | \$ 1.00 |
| TWO | \$ 2.00 (\$1 AND \$1) |
| FOR | \$ 4.00 (\$1, \$1, \$1 AND \$1; \$2, \$1 AND \$1) |
| EGT | \$ 8.00 (\$4, \$3 AND \$1; \$4, \$2, \$1 AND \$1) |
| SXT | \$ 16.00 (\$8, \$4, \$2 AND \$2; \$4, \$4, \$4 AND \$4) |
| TTF | \$ 24.00 (\$8, \$8 AND \$8; \$10, \$10, \$2 AND \$2) |
| FTE | \$ 48.00 (\$12, \$12, \$12 AND \$12) |
| TFR | \$ 240.00 (\$60, \$60, \$60 AND \$60) |

(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 169.

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

(b) Determination of prize winning tickets: An instant prize winner is determined in the following manner: The bearer of a ticket having a play symbol in the "your card" column that is superior to the play symbol in the "dealer's card" column in the same game shall win the prize shown in the prize column for that game. The bearer of a ticket which wins a prize in more than one game shall win the sum of the prizes in each winning game. Play symbols in different games 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," and "4" 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 169 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 169; and/or

(ii) Vary the number of tickets sold in Instant Game Number 169 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 169.

(a) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 169 shall comply with all of the following validation requirements.

(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 "dealer's card" column under the latex covering on the front of the ticket.

(ii) Each of the eight play symbols must have a caption below 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.

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

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

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

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

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



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











[Statutory Authority: RCW 67.70.040, 96-15-124, § 315-11A-169, filed 7/24/96, effective 8/24/96; 96-11-107, § 315-11A-169, filed 5/20/96, effective 6/20/96.]

WAC 315-11A-170 Instant Game Number 170 ("Lucky Charms"). (1) Definitions for Instant Game Number 170.

(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 symbol."

(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 170, the captions which correspond with and verify the play symbols are:

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|---|----------------|
|  | LPRCN |
|  | DIMND |

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|---|----------------|
|  | STARR |
|  | BALLL |
|  | RABBT |
|  | HSHOE |
|  | CLOVR |
|  | PENNY |
|  | RNBOW |
|  | WBONE |
|  | DOGGG |
|  | SEVEN |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$6.00," "\$7.00," "\$10.00," "\$11.00," "\$20.00," "\$100," "\$200," "\$777," "\$1,000," and "\$2,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning symbol."

(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 170, 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 |
| \$ 10.00 | TEN DOL |
| \$ 11.00 | ELV DOL |
| \$ 20.00 | TWY DOL |
| \$ 100 | ONEHUND |
| \$ 200 | TWOHUND |
| \$ 777 | SVNSVY7 |
| \$ 1,000 | ONETHOU |
| \$ 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 170000001-1-000 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 170 constitute the "pack number" which starts at 170000001; 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 170, 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) |
| THR | \$ 3.00 (\$1, \$1 AND \$1; \$2 AND \$1) |
| SVN | \$ 7.00 (\$3, \$1, \$1, \$1 AND \$1; \$4, \$1, \$1 AND \$1) |
| ELV | \$ 11.00 (\$5, \$3, \$1, \$1 AND \$1; \$6, \$2, \$2 AND \$1) |
| TTN | \$ 21.00 (\$11, \$7, \$1, \$1 AND \$1; \$10, \$6, \$2, \$2 AND \$1) |
| SVS | \$ 77.00 (\$20, \$20, \$20, \$10 AND \$7) |

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

(2) Criteria for Instant Game Number 170.

(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 symbol," the matching play symbol shall be a winning play symbol, and the bearer of the ticket shall win the prize below the winning play symbol.

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

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

(d) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 170 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 170; and/or

(ii) Vary the number of tickets sold in Instant Game Number 170 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 170.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 170 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 symbol" 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, 96-11-107, § 315-11A-170, filed 5/20/96, effective 6/20/96.]

WAC 315-11A-171 Instant Game Number 171 ("\$5 Holiday Surprise"). (1) Definitions for Instant Game Number 171.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. Three playfields shall appear on the front of each ticket. Each playfield shall be covered by latex. One playfield shall contain six play spots, another playfield shall contain five play spots, and the third playfield shall consist of one play spot. One play symbol shall appear in each of the play spots. In the playfield which contains six play spots, one of them shall be labeled "winning number." In the playfield which contains five play spots, one them shall be labeled "winning symbol."

(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 sym-

bol caption. For Instant Game Number 171, 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 |
|  | MITEN |
|  | SCARF |
|  | CCAPP |
|  | BOOTS |
|  | SLEIH |
|  | TREEE |
|  | CCANE |
|  | SNOMN |
|  | CANDL |
|  | FLAKE |
|  | BELLL |
|  | SOLDR |
|  | GIFTT |
|  | MSLTO |
|  | CHMNE |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$8.00," "\$9.00," "\$10.00," "\$25.00," "\$100," "\$200," and "\$10,000."

(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 171, 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 |
| \$ 8.00 | EGT DOL |
| \$ 9.00 | NIN DOL |
| \$ 10.00 | TEN DOL |
| \$ 25.00 | TWF DOL |
| \$ 100 | ONEHUND |
| \$ 200 | TWOHUND |
| \$ 10,000 | TENTHOU |

(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 171000001-1-000 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 171 constitute the "pack number" which starts at 171000001; 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 171, 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> | |
|--------------------------|--------------|--|
| FIV | \$ 5.00 | (\$1, \$1, \$1, \$1 AND \$1) |
| TEN | \$ 10.00 | (\$2, \$1, \$1, \$1, \$1, \$1, \$1, \$1 AND \$1; \$2, \$2, \$2, \$2 AND \$2) |
| FTN | \$ 15.00 | (\$3, \$2, \$2, \$2, \$2, \$1, \$1, \$1 AND \$1; \$3, \$3, \$3, \$3 AND \$3) |
| TWF | \$ 25.00 | |
| FTY | \$ 50.00 | (\$25, \$4, \$3, \$3, \$3, \$3, \$3, \$2 AND \$1; \$10, \$10, \$5, \$5, \$5, \$5, \$5 AND \$5) |
| OHN | \$ 100.00 | (\$25, \$9, \$9, \$9, \$8, \$8, \$8, \$8 AND \$8) |
| FVH | \$ 500.00 | (\$100, \$100, \$100, \$100 AND \$100) |

(h) Pack: A set of fifty fanfolded instant game tickets separated by perforations and packaged in plastic shrink-wrapping.

(2) Criteria for Instant Game Number 171.

(a) The price of each instant game ticket shall be \$5.00.

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

(i) In the playfield with six play spots, when any of the five play symbols within that playfield matches exactly the play symbol within that same playfield 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 the playfield with five play spots, when any of the four play symbols within that playfield matches exactly the play symbol within that same playfield labeled "winning symbol," 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.

(iii) A "△" play symbol with the caption "TREEE" in the playfield with one play spot shall be a winning play symbol, and the bearer of a ticket with this winning play symbol shall be entitled to a prize of \$25.00.

(iv) The bearer of a ticket which has more than one winning play symbol shall win the total of the prizes entitled to thereon.

(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 171 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 171; and/or

(ii) Vary the number of tickets sold in Instant Game Number 171 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 171.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 171 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the twelve play spots 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 |
| 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.

(vi) 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, 96-11-107, § 315-11A-171, filed 5/20/96, effective 6/20/96.]

WAC 315-11A-172 Instant Game Number 172 ("Winner Wonderland"). (1) Definitions for Instant Game Number 172.

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

(b) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out, in full or abbreviated form, of the play symbol. One and only one of these captions appears under each play symbol. The three-digit ticket number shall appear before each play symbol caption. For Instant Game Number 172, 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 |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$6.00," "\$10.00," "\$12.00," "\$16.00," and "\$250." 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 172, 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 |

| <u>PRIZE SYMBOL</u> | <u>CAPTION</u> |
|---------------------|----------------|
| \$ 6.00 | SIX DOL |
| \$ 10.00 | TEN DOL |
| \$ 12.00 | TLV DOL |
| \$ 16.00 | SXT DOL |
| \$ 250 | TWOHFIF |

(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 172000001-1-000 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 172 constitute the "pack number" which starts at 172000001; 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 172, 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) |
| FOR | \$ 4.00 (\$1, \$1, \$1 AND \$1; \$2, \$1 AND \$1) |
| EGT | \$ 8.00 (\$5, \$1, \$1 AND \$1; \$3, \$2, \$2 AND \$1) |
| FRN | \$ 14.00 (\$5, \$5, \$2 AND \$2; \$4, \$4, \$4 AND \$2) |
| TTF | \$ 24.00 (\$6, \$6, \$6 AND \$6; \$10, \$10, \$2 AND \$2) |
| FTE | \$ 48.00 (\$16, \$16 AND \$16; \$12, \$12, \$12 AND \$12) |

(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 172.

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

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

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

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

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

(d) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 172 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 172; and/or

(ii) Vary the number of tickets sold in Instant Game Number 172 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 172.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 172 all of the following validation requirements apply:

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

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

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

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

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

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

(vi) Each of the play symbols 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, 96-11-107, § 315-11A-172, filed 5/20/96, effective 6/20/96.]

WAC 315-11A-173 Instant Game Number 173 ("Lucky Streak"). (1) Definitions for Instant Game Number 173.

(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 173, 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 |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$10.00," "\$20.00," "\$30.00," "\$50.00," "\$100," "\$500," "\$1,000," and "\$2,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbol labeled "winning number."

(d) Prize symbol captions: The small printed characters which appear below the prize symbol and verify and correspond with that prize symbol. The prize symbol caption is a spelling out, in full or abbreviated form, of the prize symbol. For Instant Game Number 173, 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 |
| \$ 10.00 | TEN DOL |
| \$ 20.00 | TWY DOL |
| \$ 30.00 | \$THIRTY |
| \$ 50.00 | \$FIFTY\$ |
| \$ 100 | ONEHUND |
| \$ 500 | FIVHUND |
| \$ 1,000 | ONETHOU |
| \$ 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 173000001-1-000 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 173 constitute the "pack number" which starts at 173000001; 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 173, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

| VERIFICATION CODE | PRIZE |
|-------------------|--|
| ONE | \$ 1.00 |
| TWO | \$ 2.00 (\$1 AND \$1; \$2) |
| THR | \$ 3.00 (\$1, \$1 AND \$1; \$2 AND \$1) |
| SIX | \$ 6.00 (\$2, \$1, \$1, \$1 AND \$1; \$3, \$1, \$1 AND \$1) |
| TEN | \$ 10.00 (\$2, \$2, \$2, \$2 AND \$2; \$4, \$3, \$1, \$1 AND \$1) |
| TWY | \$ 20.00 (\$4, \$4, \$4, \$4 AND \$4; \$10, \$5, \$3, \$1 AND \$1) |
| FTY | \$ 50.00 (\$30, \$10, \$5, \$3 AND \$2) |
| TWH | \$ 200.00 (\$100, \$50, \$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 173.

(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) 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 173 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 173; and/or

(ii) Vary the number of tickets sold in Instant Game Number 173 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 173.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 173 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, 96-11-107, § 315-11A-173, filed 5/20/96, effective 6/20/96.]

WAC 315-11A-174 Instant Game Number 174 ("Double Joker"). (1) Definitions for Instant Game Number 174.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of these play symbols appears in each of the 14 play spots under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. The playfield shall contain two player's hands, labeled "1st Hand" and "2nd Hand," and each hand shall contain seven play spots. Two of the play spots in each of the hands shall be labeled "winning cards," with the remaining

five play spots in each of the hands constituting the player's cards.

(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 174, the captions which correspond with and verify the play symbols are:

| PLAY SYMBOL | CAPTION |
|-------------|---------|
| 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 |
| JKR | JKR |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$5.00," "\$7.00," "\$8.00," "\$9.00," "\$10.00," "\$20.00," "\$50.00," "\$2,000," and "\$3,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbols appear below the caption of the play symbols labeled "winning cards."

(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 174, the prize symbol captions which correspond with and verify the prize symbols are:

| PRIZE SYMBOL | CAPTION |
|--------------|---------|
| \$ 1.00 | ONE DOL |
| \$ 2.00 | TWO DOL |
| \$ 3.00 | THR DOL |
| \$ 5.00 | FIV DOL |
| \$ 7.00 | SVN DOL |







| | |
|----------|-----------|
| \$ 8.00 | EGT DOL |
| \$ 9.00 | NIN DOL |
| \$ 10.00 | TEN DOL |
| \$ 20.00 | TWY DOL |
| \$ 50.00 | \$FIFTY\$ |
| \$ 2,000 | TWOTHOU |
| \$ 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 174000001-1-000 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 174 constitute the "pack number" which starts at 174000001; 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 174, 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) |
| FOR | \$ 4.00 | (\$1, \$1, \$1 AND \$1; \$1 AND \$1 WITH  AND ) |
| SIX | \$ 6.00 | (\$1, \$1, \$1, \$1, \$1 AND \$1; \$3, \$1, \$1 AND \$1) |
| FTN | \$ 15.00 | (\$5, \$2, \$1, \$1, \$1, \$1, \$1, \$1, \$1 AND \$1; \$8 AND \$7) |
| TRY | \$ 30.00 | (\$9, \$8, \$2, \$2, \$2, \$2, \$2, \$1, \$1 AND \$1; \$10 AND \$5 WITH  AND ) |
| SXY | \$ 60.00 | (\$20 AND \$10 WITH  AND ) |
| TRN | \$ 300.00 | (\$50, \$50, \$50, \$50, \$50, \$10, \$10, \$10, \$10 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 174.

(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 five play symbols within a hand matches exactly one of the two play symbols within that hand labeled "winning cards," 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 174, the "

(iii) In Instant Game Number 174, the bearer of a ticket that has a "JKR" play symbol with the caption "JKR" in both the "1st Hand" and the "2nd Hand" shall be entitled to a prize which is double the amount of the prizes below the two "JKR" play symbols with the captions "JKR."

(iv) 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 174 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 174; and/or

(ii) Vary the number of tickets sold in Instant Game Number 174 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 174.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 174 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the 14 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 cards" play symbol captions, 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

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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. 96-15-124, § 315-11A-174, filed 7/24/96, effective 8/24/96.]

WAC 315-11A-175 Instant Game Number 175 ("Cash Vault"). (1) Definitions for Instant Game Number 175.

(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. Two of the six play spots shall be labeled "vault numbers."

(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 175, 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 |
|  | KEY |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$6.00," "\$9.00," "\$10.00," "\$15.00," "\$20.00," "\$60.00," "\$80.00," and "\$1,500." 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 symbols labeled "vault numbers."

(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 175, 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 |
| \$ 9.00 | NIN DOL |
| \$ 10.00 | TEN DOL |
| \$ 15.00 | FTN DOL |
| \$ 20.00 | TWY DOL |
| \$ 60.00 | \$SIXTY\$ |
| \$ 80.00 | \$EIGHTY |
| \$ 1,500 | FTNHUND |

(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 175000001-1-000 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 175 constitute the "pack number" which starts at 175000001; 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 175, 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 | |
| THR | \$ 3.00 | (\$2 AND \$1; \$1, \$1 AND \$1) |
| SIX | \$ 6.00 | (\$4 AND \$2; \$3, \$1, \$1 AND \$1; \$2, \$2, \$1 AND \$1) |
| TLV | \$ 12.00 | (\$4, \$4, \$2 AND \$2; \$6, \$2, \$2 AND \$2) |
| EGN | \$ 18.00 | (\$9, \$4, \$3 AND \$2; \$10, \$5, \$2 AND \$1) |
| SXY | \$ 60.00 | (\$20, \$20, \$10 AND \$10; \$15, \$15, \$15 AND \$15) |
| TRN | \$ 300.00 | (\$80, \$80, \$80 AND \$60) |

(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 175.

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

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

(i) When any of the four play symbols matches exactly one of the play symbols labeled "vault numbers," 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 175, the "KEY" play symbol with the caption "KEY" shall always be a winning play symbol, and the bearer of a ticket which has a "KEY" play symbol with the caption "KEY" shall be entitled to the prize shown below the "KEY" 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 175 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 175; and/or

(ii) Vary the number of tickets sold in Instant Game Number 175 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 175.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 175 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 "vault numbers" play symbol captions, 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, 96-15-124, § 315-11A-175, filed 7/24/96, effective 8/24/96.]

WAC 315-11A-176 Instant Game Number 176 ("Amazing 8s"). (1) Definitions for Instant Game Number 176.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of these play symbols appears in each of the eight 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 176, 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 |

(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 176000001-1-000 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 176 constitute the "pack number" which starts at 176000001; 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 176, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|--------------|
| ONE | \$ 1.00 |
| TWO | \$ 2.00 |
| FOR | \$ 4.00 |

| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|--------------|
| EGT | \$ 8.00 |
| SXT | \$ 16.00 |
| THT | \$ 32.00 |

(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 176.

(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.

| | | | |
|-------|------------------|-----|----------|
| One | 8 play symbol - | Win | \$ 1 |
| Two | 8 play symbols - | Win | \$ 2 |
| Three | 8 play symbols - | Win | \$ 4 |
| Four | 8 play symbols - | Win | \$ 8 |
| Five | 8 play symbols - | Win | \$ 16 |
| Six | 8 play symbols - | Win | \$ 32 |
| Seven | 8 play symbols - | Win | \$ 888 |
| Eight | 8 play symbols - | Win | \$ 8,888 |

(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 176 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 176; and/or

(ii) Vary the number of tickets sold in Instant Game Number 176 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 176.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 176 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the eight 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, 96-15-124, § 315-11A-176, filed 7/24/96, effective 8/24/96.]

WAC 315-11A-177 Instant Game Number 177 ("Jumbo Bucks"). (1) Definitions for Instant Game Number 177.

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

(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 177, 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 |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$6.00," "\$7.00," "\$8.00," "\$10.00," "\$20.00," "\$30.00," "\$40.00," "\$50.00," "\$100," "\$1,000," "\$2,000," and "\$5,000." One of these prize symbols appears below each of the play symbol captions, except that no prize symbol appears below the caption of the play symbols labeled "serial numbers."

(d) Prize symbol captions: The small printed characters which appear below the prize symbol and verify and corre-

spond 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 177, 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 |
| \$ 20.00 | TWY DOL |
| \$ 30.00 | \$THIRTY |
| \$ 40.00 | \$FORTY\$ |
| \$ 50.00 | \$FIFTY\$ |
| \$ 100 | ONEHUND |
| \$ 1,000 | ONETHOU |
| \$ 2,000 | TWOTHOU |
| \$ 5,000 | FIVTHOU |

(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 177000001-1-000 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 177 constitute the "pack number" which starts at 177000001; 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 177, 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) |
| THR | \$ 3.00 | (\$1, \$1 AND \$1) |
| FIV | \$ 5.00 | (\$1, \$1, \$1, \$1 AND \$1; \$3 AND \$2) |
| TEN | \$ 10.00 | (\$1, \$1, \$1, \$1, \$1, \$1, \$1, \$1, \$1 AND \$1; \$4, \$2, \$1, \$1, \$1 AND \$1) |
| TWY | \$ 20.00 | (\$5, \$2, \$2, \$2, \$2, \$2, \$2, \$2 AND \$1; \$7, \$6, \$2, \$1, \$1, \$1, \$1 AND \$1) |
| FTY | \$ 50.00 | (\$30 AND \$20; \$20, \$10, \$8, \$4, \$2, \$2, \$1, \$1, \$1 AND \$1) |

| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|--|
| FVH | \$ 500.00 (\$100, \$50, \$50, \$50, \$50, \$50, \$50, \$40, \$40 AND \$20) |

(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 177.

(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 ten play symbols matches exactly one of the play symbols labeled "serial numbers," the matching play symbol shall be a winning play symbol, and the bearer of the ticket shall win the prize below the winning play symbol.

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

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

(d) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 177 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 177; and/or

(ii) Vary the number of tickets sold in Instant Game Number 177 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 177.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 177 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the twelve 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 "serial numbers" play symbol captions, 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 |

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| | |
|----------------------------|-----------------|
| 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.

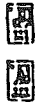
[Statutory Authority: RCW 67.70.040, 96-15-124, § 315-11A-177, filed 7/24/96, effective 8/24/96.]

WAC 315-11A-178 Instant Game Number 178 ("Royal Flush"). (1) Definitions for Instant Game Number 178.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of these play symbols appears in each of the 10 play spots under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. The 10 play spots shall be arranged in two horizontal rows, labeled "Hand 1," and "Hand 2," with five play spots in each row.

(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 178, the captions which correspond with and verify the play symbols are:

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|---|----------------|
|  | TWO |
|  | THREE |
|  | FOUR |
|  | FIVE |
|  | SIX |
|  | SEVEN |
|  | EIGHT |
|  | NINE |
|  | TEN |
|  | JACK |
|  | QUEEN |



KING
ACE

| | | |
|-----|-----------|-------------------------------|
| TWY | \$ 20.00 | (\$10 AND \$10; \$15 AND \$5) |
| FTE | \$ 48.00 | (\$24 AND \$24) |
| FRH | \$ 400.00 | (\$300 AND \$100) |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$4.00," "\$5.00," "\$6.00," "\$7.00," "\$10.00," "\$15.00," "\$24.00," "\$100," "\$300," and "\$3,000." One of these prize symbols appears following each of the horizontal rows.

(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 178, 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 |
| \$ 10.00 | TEN DOL |
| \$ 15.00 | FTN DOL |
| \$ 24.00 | TTF DOL |
| \$ 100 | ONEHUND |
| \$ 300 | THRHUND |
| \$ 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 178000001-1-000 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 178 constitute the "pack number" which starts at 178000001; 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 178, the retailer verification code is a three-letter code, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|-------------------------------------|
| ONE | \$ 1.00 |
| TWO | \$ 2.00 |
| FOR | \$ 4.00 (\$3 AND \$1; \$4) |
| EGT | \$ 8.00 (\$5 AND \$3; \$6 AND \$2) |
| TLV | \$ 12.00 (\$7 AND \$5; \$6 AND \$6) |

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

(2) Criteria for Instant Game Number 178.

(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 three of the five play symbols in one hand (horizontal row) match exactly, the matching play symbols shall be winning play symbols, and the bearer of the ticket shall win the prize following that hand (horizontal row).

(ii) In Instant Game Number 178, the bearer of a ticket containing the "KING," "ACE," "TWY," "FTE," and "FRH" play symbols, in any order within one hand (horizontal row), shall win the prize following that hand (horizontal row).

(iii) The bearer of a ticket which has more than one set of winning play symbols shall win the total of the prizes following the hands (horizontal rows).

(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 178 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 178; and/or

(ii) Vary the number of tickets sold in Instant Game Number 178 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 178.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 178 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the 10 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 |
| 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.

(vi) 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, 96-15-124, § 315-11A-178, filed 7/24/96, effective 8/24/96.]

WAC 315-11A-179 Instant Game Number 179 ("Crazy Cash"). (1) Definitions for Instant Game Number 179.

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

(b) Play symbol captions: The small printed characters appearing below each play symbol which correspond with and verify that play symbol. The caption is a spelling out, in full or abbreviated form, of the play symbol. One and only one of these captions appears under each play symbol. The three-digit ticket number shall appear before each play symbol caption. For Instant Game Number 179, 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 |

(c) Prize symbols: The following are the "prize symbols": "\$1.00," "\$2.00," "\$3.00," "\$5.00," "\$6.00," "\$7.00," "\$8.00," "\$9.00," "\$11.00," "\$16.00," "\$17.00," "\$30.00," "\$40.00," and "\$1,396." 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.

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For Instant Game Number 179, 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 |
| \$ 8.00 | EGT DOL |
| \$ 9.00 | NIN DOL |
| \$ 11.00 | ELV DOL |
| \$ 16.00 | SXT DOL |
| \$ 17.00 | SVT DOL |
| \$ 30.00 | \$THIRTY |
| \$ 40.00 | \$FORTY\$ |
| \$ 1,396 | THNTYSX |

(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 179000001-1-000 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 179 constitute the "pack number" which starts at 179000001; 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 179, 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 (\$2; \$1 AND \$1) |
| FOR | \$ 4.00 (\$3 AND \$1; \$1, \$1, \$1 AND \$1) |
| NIN | \$ 9.00 (\$5, \$2, \$1 AND \$1; \$3, \$3 AND \$3) |
| SVT | \$ 17.00 (\$9, \$6, \$1 AND \$1; \$8, \$7 AND \$2) |
| THT | \$ 32.00 (\$17, \$11, \$2 AND \$2; \$16 AND \$16) |
| OHF | \$ 150.00 (\$40, \$40, \$40 AND \$30) |

(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 179.

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

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

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

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

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

(d) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 179 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 179; and/or

(ii) Vary the number of tickets sold in Instant Game Number 179 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 179.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 179 all of the following validation requirements apply:

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

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

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

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

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

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

(vi) Each of the play symbols 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, 96-15-124, § 315-11A-179, filed 7/24/96, effective 8/24/96.]

WAC 315-11A-180 Instant Game Number 180 ("Stadium Fever"). (1) Definitions for Instant Game Number 180.

(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 labeled "your runs" and in each of the nine play spots labeled "their runs" under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. The playfield shall be labeled "1st Inning," "2nd Inning," "3rd Inning," "4th Inning," "5th Inning," "6th Inning," "7th Inning," "8th Inning," "9th Inning," and "Extra Inning Bonus."

(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 180, the captions which correspond with and verify the play symbols are:

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|--|----------------|
| 0 | ZRO |
| 1 | ONE |
| 2 | TWO |
| 3 | THR |
| 4 | FOR |
| 5 | FIV |
| 6 | SIX |
| 7 | SVN |
| 8 | EGT |
| 9 | NIN |
| 10 | TEN |
| 12 | TLV |
| 13 | THN |
| 14 | FRN |
| 15 | FTN |
|  | BALLL |
|  | BATTT |
|  | FIELD |
|  | MITTT |
|  | HMPLT |
|  | HELMT |
|  | HOTDG |

(c) Prize symbols: The "prize symbols" are listed below in (d) of this subsection. One of these prize symbols appears

in each of the nine areas of the playfield labeled with a numbered inning designation.

(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 180, 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 |
| \$ 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 180000001-1-000 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 180 constitute the "pack number" which starts at 180000001; 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 180, 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 |
| 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) |
| TWY | \$ 20.00 (EXTRA INNING BONUS) |

| | | |
|-----|-----------|--|
| NTY | \$ 90.00 | (\$10, \$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 180.

(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) For each of the innings (rows) labeled with a numbered inning designation, when the play symbol in the "your runs" column is a larger number than the play symbol in the "their runs" column in that same inning (row), the bearer of the ticket shall be entitled to the prize shown for that inning (row).

(ii) The bearer of a ticket having winning play symbols in more than one inning shall win the sum of the prizes in each winning inning. Play symbols in different innings may not be combined to win a prize.

(iii) In Instant Game Number 180, the bearer of a ticket which has a "B" play symbol with the caption "BALLL" in the "Extra Inning Bonus" box shall be entitled to a prize of \$20.00.

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

(d) The determination of prize winners shall be subject to the general ticket validation requirements of the lottery as set forth in WAC 315-10-070, to the particular ticket validation requirements for Instant Game Number 180 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 180; and/or

(ii) Vary the number of tickets sold in Instant Game Number 180 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 180.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 180 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the nine play spots in the "your runs" columns and in each of the nine play spots in the "their runs" columns 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 innings, except for the "Extra Inning Bonus," shall have a prize symbol within 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, 96-19-071, § 315-11A-180, filed 9/17/96, effective 10/18/96.]

WAC 315-11A-181 Instant Game Number 181 ("My! Oh! My!") (1) Definitions for Instant Game Number 181.

(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 score" column and in each of the four 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 181, the captions which correspond with and verify the play symbols are:

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|--------------------|----------------|
| 0 | ZRO |
| 1 | ONE |
| 2 | TWO |
| 3 | THR |
| 4 | FOR |
| 5 | FIV |
| 6 | SIX |
| 7 | SVN |
| 8 | EGT |
| 9 | NIN |

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|--------------------|----------------|
| 12 | TLV |

(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 181, 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 181000001-1-000 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 181 constitute the "pack number" which starts at 181000001; 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 181, 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 181.

(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 181 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 181; and/or

(ii) Vary the number of tickets sold in Instant Game Number 181 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 181.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 181 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the four play spots in the "your score" column and in each of the four 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 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, 96-19-071, § 315-11A-181, filed 9/17/96, effective 10/18/96.]

WAC 315-11A-182 Instant Game Number 182 ("Bonus 7 Come 11"). (1) Definitions for Instant Game Number 182.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. Two of these play symbols appear in each of the five play spots under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. The play spots shall be labeled "Roll 1," "Roll 2," "Roll 3," "Roll 4," and "Bonus Roll."

(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 182, the captions which correspond with and verify the play symbols are:

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

(c) Prize symbols: The "prize symbols" are listed below in (d) of this subsection. One of these prize symbols appears below 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 182, 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 |
| \$ 8.00 | EGT DOL |
| \$ 10.00 | TEN DOL |

| <u>PRIZE SYMBOL</u> | <u>CAPTION</u> |
|---------------------|----------------|
| \$ 20.00 | TWY DOL |
| \$ 60.00 | \$SIXTY\$ |
| \$ 600 | SIXHUND |

(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 182000001-1-000 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 182 constitute the "pack number" which starts at 182000001; 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 182, 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) |
| EGT | \$ 8.00 (\$3, \$2, \$2 AND \$1; \$4, \$2 AND \$2) |
| SXT | \$ 16.00 (\$5, \$4, \$4 AND \$3; \$8 AND \$8) |
| FRY | \$ 40.00 (\$10, \$10, \$10 AND \$10; \$20, \$10 AND \$10) |
| TFR | \$ 240.00 (\$60, \$60, \$60 AND \$60) |

(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 182.

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

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

(i) For each of the rolls labeled with a numbered roll designation, when the two play symbols within the same numbered roll total 7 or 11, the bearer of the ticket shall be entitled to the prize shown below that roll.

(ii) The bearer of a ticket having winning play symbols in more than one roll shall win the sum of the prizes shown below the winning rolls.

(iii) In Instant Game Number 182, the bearer of a ticket which has two play symbols within the "Bonus Roll" that total 7 or 11 shall be entitled to the sum of all prizes shown below the numbered roll designations.

(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 182 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 182; and/or

(ii) Vary the number of tickets sold in Instant Game Number 182 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 182.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 182 all of the following validation requirements apply:

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

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

(iii) 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.

(vi) 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, 96-19-071, § 315-11A-182, filed 9/17/96, effective 10/18/96.]

WAC 315-11A-183 Instant Game Number 183 ("Win For Life II"). (1) Definitions for Instant Game Number 183.

(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 under the latex covering on the front of the ticket. The latex covered area shall be known as the playfield. One of the nine 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 183, 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 |

(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 183, 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 |
| \$ 15.00 | FTN DOL |
| \$ 20.00 | TWY DOL |
| \$ 25.00 | TWF DOL |
| \$ 100.00 | ONEHUND |
| LIFE | \$1000/MONTH |

(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 183000001-1-000 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 183 constitute the "pack number" which starts at 183000001; 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 183, 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) |
| FOR | \$ 4.00 (\$1, \$1, \$1 AND \$1; \$3 AND \$1) |
| SIX | \$ 6.00 (\$1, \$1, \$1, \$1, \$1 AND \$1; \$4, \$1 AND \$1) |
| TEN | \$ 10.00 (\$2, \$2, \$1, \$1, \$1, \$1, \$1 AND \$1; \$6, \$2 AND \$2) |
| TWY | \$ 20.00 (\$5, \$4, \$2, \$2, \$2, \$2, \$2 AND \$1) |
| FTY | \$ 50.00 (\$10, \$10, \$10, \$8, \$8, \$2, \$1 AND \$1) |
| OHN | \$ 100.00 (\$25, \$20, \$20, \$15, \$10, \$5 AND \$5) |
| FVH | \$ 500.00 (\$100, \$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 183.

(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 "winning number," the matching play symbol shall be a winning play symbol, and the bearer of the ticket shall win the prize below the winning play symbol.

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

(c) When the "LIFE" prize symbol with the caption "\$1,000/MONTH" appears below a winning play symbol on an Instant Game Number 183 ticket, the prize for the claimant of said ticket shall be \$1,000 per month for the life of the claimant, subject hereto:

(i) A natural person, and a natural person only, may claim the prize of \$1,000 per month for life. The natural person must have a U.S. Social Security number in his or her name.

(ii) Prize payments shall be made semiannually in the amount of \$6,000 at the beginning of the six-month period for which the claimant is entitled. Claimant shall be entitled to said \$6,000 payment regardless of whether claimant lives to the end of said six-month period.

(iii) In the event that the prize claimant is under the age of eighteen at the time of claiming, the claimant shall not be entitled to the first payment of \$6,000 until the month that the claimant reaches the age of eighteen.

(iv) In the event that the claimant dies prior to payment of \$100,000 in prize money under this section, claimant's successor-in-interest shall be entitled to payment of that amount of money in a lump sum which would provide claimant and said successor together a total of \$100,000, upon presentation to the lottery of legal documents, including court order(s) if necessary, to demonstrate the successor's entitlement to said payment.

(v) The determination of the sufficiency of the documents necessary under this subsection shall lie within the sole discretion of the director or the lottery.

(vi) It shall be the obligation of claimant's successor-in-interest to notify the lottery of the death of the claimant. No person shall be entitled to receive any payment under this section after claimant's death until the lottery has been notified of said death. The lottery shall require the return of any moneys received after claimant's death and prior to notification of the lottery.

(vii) Payment to said successor shall be governed by all applicable law including WAC 315-06-120, 315-06-125, and 315-06-130.

(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 183 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 183; and/or

(ii) Vary the number of tickets sold in Instant Game Number 183 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 183.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 183 all of the following validation requirements apply:

(i) Exactly one play symbol must appear in each of the nine 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. 96-19-071, § 315-11A-183, filed 9/17/96, effective 10/18/96.]


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 | TWY | \$ 20.00 | (\$7, \$6, \$2, \$1, \$1, \$1, |
| 19 | NIT | | | \$1 AND \$1; \$8, \$8, \$1, |
|  | HTL | FTY | \$ 50.00 | \$1, \$1 AND \$1) |
| | | FRH | \$ 400.00 | (\$10, \$10, \$5, \$5, \$5, \$5, |
| | | | | \$5 AND \$5) |
| | | | | (\$100, \$100, \$50, \$50, |
| | | | | \$25, \$25, \$25 AND \$25) |

(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:




| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|---|
| 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) |

(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-185 Instant Game Number 185 ("Double Blackjack"). (1) Definitions for Instant Game Number 185.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of the play symbols appears in each of the seven 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 seven play spots shall be labeled "Dealer's Hand." The remaining six play spots shall be arranged into three player's hands (rows) labeled "1," "2," and "3," and each player's hand (row) shall contain two play spots.

(b) Play symbol captions: The small printed characters appearing below each play symbol which verify and correspond with that play symbol. The caption is a spelling out, in full or abbreviated form, of the play symbol. One and only one of these captions appears below each play symbol. The three-digit ticket number shall appear before each play symbol caption. For Instant Game Number 185, the captions which correspond with and verify the play symbols are:

| <u>DEALER'S PLAY SYMBOL</u> | <u>CAPTION</u> |
|-----------------------------|----------------|
| 13 | THN |
| 14 | FRN |
| 15 | FTN |
| 16 | SXT |
| 17 | SVT |
| 18 | EGN |
| 19 | NIT |
| 20 | TWY |

| <u>PLAYER'S 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 for each hand (row) in the prize column on the front of the ticket and shall be covered in latex.

(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 185, 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 |
| \$ 10.00 | TEN DOL |
| \$ 15.00 | FTN DOL |
| \$ 20.00 | TWY DOL |
| \$ 40.00 | \$FORTY\$ |
| \$ 50.00 | \$FIFTY\$ |
| \$ 500 | FIVHUND |
| \$ 1,000 | ONETHOU |

(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 185000001-1-000 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 185

constitute the "pack number" which starts at 185000001; 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 185, the retailer verification codes are three-letter codes, with each letter appearing in a varying three of six locations beneath the removable covering and among the play symbols on the front of the ticket. The retailer verification codes are:

| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|--|
| ONE | \$ 1.00 |
| THR | \$ 3.00 (\$1, \$1 AND \$1; \$1 (WITH A HAND TOTALING 21) AND \$1) |
| FOR | \$ 4.00 (\$1 (WITH A HAND TOTALING 21) AND \$1 (WITH A HAND TOTALING 21); \$2 AND \$2) |
| NIN | \$ 9.00 (\$3, \$3 AND \$3; \$4 (WITH A HAND TOTALING 21) AND \$1) |
| FTN | \$ 15.00 (\$6, \$6 AND \$3; \$5 (WITH A HAND TOTALING 21) AND \$5) |
| FRY | \$ 40.00 (\$20, \$15 AND \$5) |
| OHN | \$ 100.00 (\$50, \$40 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 185.

(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 the sum of the two play symbols appearing within one of the player's hands (rows) is a number higher than the play symbol in the "Dealer's Hand," the play symbols in that player's hand (row) shall be winning play symbols and the bearer of the ticket shall win the prize shown in the prize column in the same hand (row) as the winning play symbols.

(ii) In Instant Game Number 185, when the sum of the two play symbols within a player's hand (row) totals 21, the bearer of the ticket shall be entitled to a prize which is double the amount of the prize listed for that hand (row).

(iii) In determining the sum of the two play symbols in each hand, play symbols "J", "Q", and "K," shall have a value of 10; "A" shall have a value of 11, and all other symbols shall have their face value.

(iv) The bearer of a ticket which wins a prize in more than one hand (row) shall win the sum of the prizes in each winning hand (row). Play symbols in different hands (row) 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.

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(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 185 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 185; and/or

(ii) Vary the number of tickets sold in Instant Game Number 185 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 185.

(a) In addition to meeting all other requirements in these rules and regulations, a valid instant game ticket for Instant Game Number 185 shall comply with all of the following validation requirements:

(i) Exactly one play symbol must appear in each of the seven 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 prize symbols shall also have a prize symbol caption below it, and each must agree with its caption.

(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, 97-02-038, § 315-11A-185, filed 12/26/96, effective 1/26/97.]


WAC 315-11A-186 Instant Game Number 186 ("Lucky Bug"). (1) Definitions for Instant Game Number 186.

(a) Play symbols: The "play symbols" are listed below in (b) of this subsection. One of these play symbols appears in each of the five play spots under the latex covering on the

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front of the ticket. The latex covered area shall be known as the playfield. One of the five play spots shall be labeled "Lucky Spot."

(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 186, 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 |
|  | BUG |

(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 "Lucky Spot."

(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 186, 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 |
| \$ 12.00 | TLV DOL |
| \$ 20.00 | TWY DOL |
| \$ 100 | ONEHUND |
| \$ 1,000 | ONETHOU |

(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 186000001-1-000 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 186

constitute the "pack number" which starts at 186000001; 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 186, 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) |
| EGT | \$ 8.00 (\$5, \$1, \$1 AND \$1; \$4, \$3 AND \$1) |
| SXT | \$ 16.00 (\$4, \$4, \$4 AND \$4; \$8, \$4, \$2 AND \$2) |
| FTE | \$ 48.00 (\$20, \$12, \$10 AND \$6) |
| TFR | \$ 240.00 (\$100, \$100, \$20 AND \$20) |




(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 186.

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

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

(i) When any of the four play symbols matches exactly the play symbol labeled "Lucky Spot," 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 186, the  play symbol with the caption "BUG" shall always be a winning play symbol, and the bearer of a ticket which has a  play symbol with the caption "BUG" shall be entitled to the prize shown below the  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 186 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 186; and/or

(ii) Vary the number of tickets sold in Instant Game Number 186 in a manner that will maintain the estimated average odds of purchasing a winning ticket.

(3) Ticket validation requirements for Instant Game Number 186.

(a) In addition to meeting all other requirements in these rules and regulations, to be a valid instant game ticket for Instant Game Number 186 all of the following validation requirements apply:

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

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

(iii) Each of the play symbol captions, except for the "Lucky Spot" 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, 97-02-038, § 315-11A-186, filed 12/26/96, effective 1/26/97.]

WAC 315-11A-187 Instant Game Number 187 ("2 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 |

| <u>PLAY SYMBOL</u> | <u>CAPTION</u> |
|--------------------|----------------|
| 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:

| PLAY SYMBOL | CAPTION |
|---|---------|
| 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:

| VERIFICATION CODE | PRIZE |
|-------------------|-----------|
| 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 |

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 |

(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.

(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:

| <u>VERIFICATION CODE</u> | <u>PRIZE</u> |
|--------------------------|---|
| 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 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 |

| <u>PRIZE SYMBOL</u> | <u>CAPTION</u> |
|---------------------|----------------|
| \$ 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 |

| <u>PRIZE SYMBOL</u> | <u>CAPTION</u> |
|---------------------|----------------|
| \$ 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 exe-

cuted 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.

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(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 \$1,000. 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:** 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:** Match any of the "your numbers" to the "winning numbers."

[Statutory Authority: RCW 67.70.040. 98-03-075, § 315-11A-207, filed 1/21/98, effective 2/21/98; 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.]

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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.]

WAC 315-11A-215 Instant Game Number 215. (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 215, on file at the lottery headquarters office.

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

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

(4) **Manner of selecting winning tickets:** Match your play symbols to the winning play symbols. Uncover the lottery's logo in the bonus box to win \$15 instantly.

[Statutory Authority: RCW 67.70.040, 98-03-075, § 315-11A-215, filed 1/21/98, effective 2/21/98.]

WAC 315-11A-216 Instant Game Number 216. (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 216, on file at the lottery headquarters office.

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

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

(4) **Manner of selecting winning tickets:** Match your play symbols to the winning play symbol.

[Statutory Authority: RCW 67.70.040, 98-03-075, § 315-11A-216, filed 1/21/98, effective 2/21/98.]

WAC 315-11A-217 Instant Game Number 217. (1) **Essential game elements** shall appear as set forth in the executed working papers for Instant Game Number 217, on file at the lottery headquarters office.

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

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

(4) **Manner of selecting winning tickets:** Match your play symbols to the winning play symbols.

[Statutory Authority: RCW 67.70.040, 98-03-075, § 315-11A-217, filed 1/21/98, effective 2/21/98.]

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Chapter 315-12 WAC PUBLIC RECORDS DISCLOSURE

WAC

| | |
|------------|---|
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| 315-12-020 | Definitions. |
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| 315-12-040 | Operations and procedures. |
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| 315-12-150 | Communications. |

DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

| | |
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| 315-12-140 | Records index. [Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-140, filed 6/17/83.] Repealed by 91-03-035, filed 1/9/91, effective 2/9/91. Statutory Authority: RCW 67.70.040. |
|------------|--|

WAC 315-12-010 Purpose. The purpose of this chapter shall be to ensure compliance by the Washington state lottery commission and the office of the director, Washington state lottery, with the provisions of RCW 42.17.250 - 42.17.340, dealing with public records.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-010, filed 6/17/83.]

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

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

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

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

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

(6) "Listing" 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:

| <u>CITY</u> | <u>SERVICES</u> |
|---|---|
| EVERETT REGION Casino Square Shopping Plaza 205 E. Casino Road Everett, WA 98204 | (a) Sales Representative (b) Payout Center |
| OLYMPIA REGION 814 - 4th Avenue Olympia, WA 98506 | (a) Sales Representative (b) Payout Center (c) Ticket Warehousing |
| SEATTLE REGION Georgetown Center 5963 Corson Ave. S., Suite 106 Seattle, WA 98108-2611 | (a) Sales Representative (b) Payout Center |
| SPOKANE REGION East 10517 Sprague Avenue Spokane, WA 99206-3631 | (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 315-12-040 Operations and procedures. (1) The commission is a part-time commission of citizens, created by chapter 7, Laws of 1982 2nd ex. sess., and RCW 67.70.030. It consists of five members who are appointed by the governor with the consent of the senate. The commission implements many of the provisions of chapter 7, Laws of 1982 2nd ex. sess., and chapter 67.70 RCW by rule making. It meets on a regular basis not less than six times per year, with such additional meetings as are necessary to carry on its business. One member of the commission, designated by the governor, serves as chairman.

(2) The office of director is created by chapter 7, Laws of 1982 2nd ex. sess., and RCW 67.70.050. The director is appointed by the governor with the consent of the senate. The director is responsible for supervision and administration of the operation of the lottery in accordance with the provisions of chapter 7, Laws of 1982 2nd ex. sess., chapter 67.70 RCW and the rules of the commission. The director has appointed a deputy director and three assistant directors to assist in carry-

ing out the duties and functions of the office. The assistant directors have been delegated authority to act in the following functional areas: Operations and enforcement, marketing, and administration.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-040, filed 6/17/83.]

WAC 315-12-050 Public records available. All public records of the commission and director as defined in WAC 315-12-020(2) are deemed to be available for public inspection and copying pursuant to these rules, except as otherwise provided by RCW 42.17.260, 42.17.310, 42.17.330, WAC 315-12-100, and other applicable laws.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-050, filed 6/17/83.]

WAC 315-12-060 Public records officers. The commission's and director's public records shall be in the charge of the public records officer(s) as designated by the director. The person(s) so designated shall be located in the administrative office of the director. The public records officer(s) shall be responsible for the following: The implementation of the commission's rules regarding release of public records, coordinating the staff of the director in this regard, maintaining, keeping current, and publishing an index of all agency records as required by RCW 42.17.260 and WAC 315-12-140, and generally ensuring compliance by the staff with the public records disclosure requirements of chapter 42.17 RCW.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-060, filed 6/17/83.]

WAC 315-12-070 Hours for record inspection and copying. Public records shall be available for inspection and copying during the customary office hours of the director. For the purposes of this chapter, the customary office hours shall be from 8:00 a.m. to noon and from 1:00 p.m. to 5:00 p.m., Monday through Friday, excluding legal holidays.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-070, filed 6/17/83.]

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

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

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

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

(c) The nature of the request.

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

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

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

(f) The signature of the requestor.

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

(3) Any persons authorized by law to obtain a list of 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.]

WAC 315-12-100 Exemptions. (1) The director reserves the right not to release any public records for inspection and copying which he has determined to be exempt under the provisions of RCW 42.17.310.

(2) The director shall delete identifying details when making available or publishing any public record to the extent required to prevent an unreasonable invasion of personal privacy pursuant to RCW 42.17.260. The public records officer shall set out his or her reasons for such deletion in writing.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-100, filed 6/17/83.]

WAC 315-12-110 Denial of request. Each denial of a request for a public record shall be accompanied by a written statement to the requestor clearly specifying the reasons for the denial, including a statement of the specific exemption authorizing the withholding of the record and a brief explanation

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of how the exemption applies to the record withheld. Such statement shall be sufficiently clear and complete to permit the director or his or her designee to review the denial in accordance with WAC 315-12-120.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-110, filed 6/17/83.]

WAC 315-12-120 Request for review of denials of public records requests. (1) Any person who objects to the denial of a request for a public record may request the public records officer for prompt review of such decision by tendering a written request for review. The written request shall specifically refer to the written statement by the public records officer or other staff member which constituted or accompanied the denial.

(2) After receiving a written request for review of a decision denying a public record, if the public records officer determines to affirm the denial, the public records officer shall immediately refer the written request and the pertinent documents to the director. The director or the director's designee shall promptly consider the matter and either affirm or reverse such denial. The decision of the director or the director's designee shall constitute final agency action for purposes of judicial review.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-120, filed 6/17/83.]

WAC 315-12-130 Protection of public records. Public records shall be disclosed only in the presence of a public records officer or his/her designee, who shall withdraw the record(s) if the person requesting disclosure acts in a manner which will damage or substantially disorganize the records or interfere excessively with other essential functions of the agency. This section shall not be construed to prevent the director from accommodating a requestor by use of the mails in the disclosure process or by providing disclosure at a time which will not interfere with the agency's essential functions.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-130, filed 6/17/83.]

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

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

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

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

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

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

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

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

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

WAC 315-12-150 Communications. All written communications with the commission or director pertaining to the administration or enforcement of chapter 42.17 RCW and these rules shall be addressed as follows: Washington State Lottery, P.O. Box 9770, Olympia, WA 98504, Attn: Public Records Officer.

[Statutory Authority: RCW 42.17.250, 83-13-080 (Order 23), § 315-12-150, filed 6/17/83.]

Chapter 315-14 WAC SPECIAL PROVISIONS

WAC

315-14-010 Fifth anniversary celebration drawing.

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

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

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

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

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

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

(e) Mail the envelope with proper postage and legible return address of the entrant to: "Anniversary Drawing," P.O. Box 9011, Olympia, Washington 98504, or deliver it to

lottery headquarters or any of the regional offices at the address listed in the player's brochure.

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

(2) There is no limit to the number of entries a person may submit, but each entry must be submitted in a separate envelope and both the entry and the entrant of each must meet the qualifications set forth above. Envelopes containing more than one entry will be disqualified.

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

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

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

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

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

Chapter 315-20 WAC

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

WAC

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| 315-20-005 | Adjudicative proceedings—Authority—Office of administrative hearings rules adopted. |
| 315-20-010 | Director may temporarily suspend license pending a hearing. |
| 315-20-020 | Appearance and practice before the director—Who may appear. |
| 315-20-040 | Standards of ethical conduct. |
| 315-20-050 | Appearance by former employee of commission or former member of attorney general's staff. |
| 315-20-060 | Waiver of hearing. |
| 315-20-075 | Adjudicative proceedings—Subpoenas—Discovery. |
| 315-20-085 | Adjudicative proceedings—Depositions and interrogatories—Right to take. |
| 315-20-095 | Adjudicative proceedings—Depositions and interrogatories—Notice. |
| 315-20-105 | Depositions and interrogatories in adjudicative proceedings—Protection of parties and deponents. |
| 315-20-115 | Production of documents and use at an adjudicative proceeding. |

DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

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| 315-20-070 | Depositions in contested cases—Right to take. [Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-070, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040. |
| 315-20-080 | Official notice—Material facts. [Statutory Authority: RCW 67.70.040, 83-13-081 (Resolution No. 24), § 315-20-080, filed 6/17/83.] Repealed by 93-15-019, filed 7/9/93, effective 8/9/93. Statutory Authority: RCW 67.70.040. |
| 315-20-090 | Form and content of decisions in contested cases and proposed orders. [Statutory Authority: RCW 67.70.040, 88-06-031 (Order 108), § 315-20-090, filed 2/26/88; 87-01-057 (Order 96), § 315-20-090, filed 12/16/86; 83-13-081 (Resolution No. 24), § 315-20-090, filed 6/17/83.] Repealed by 93-15-019, filed |

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

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

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

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

WAC 315-20-010 Director may temporarily suspend license pending a hearing. (1) The director may temporarily suspend a license or addendum thereto issued pursuant to these rules pending a hearing upon suspension or revocation of the license, or issuance of a renewal thereof, when in the opinion of the director:

- (a) The lottery retailer has obtained the license or addendum by fraud, trick, misrepresentation, concealment, or through inadvertence or mistake; or
- (b) The lottery retailer has engaged in any act, practice or course of operation as would operate as a fraud or deceit on any person, or has employed any device, scheme or artifice to defraud any person; or
- (c) The lottery retailer has violated, failed, or refused to comply with any of the provisions, requirements, limitations, or duties imposed by chapter 67.70 RCW and any amendments thereto or any rules adopted by the commission pursuant thereto; or
- (d) Immediate cessation of the licensed activities by the lottery retailer is necessary for the protection or preservation

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of the welfare of the community within which these activities are being conducted.

(2) Notice of such temporary suspensions shall be served in accordance with WAC 10-08-110.

[Statutory Authority: RCW 67.70.040. 86-01-060 (Order 83), § 315-20-010, filed 12/16/85; 83-13-081 (Resolution No. 24), § 315-20-010, filed 6/17/83.]

WAC 315-20-020 Appearance and practice before the director—Who may appear. (1) No person may appear in a representative capacity before the commission or the director of his or her designated administrative law judge other than the following:

- (a) Attorneys at law duly qualified and entitled to practice before the supreme court of the state of Washington.
- (b) Attorneys at law qualified and entitled to practice before the highest court of record of any other state, if the attorneys at law of the state of Washington are permitted to appear in a representative capacity before administrative agencies of such other state, and if not otherwise prohibited by Washington state law.
- (c) A bona fide officer, authorized manager, partner, or full time employee of an individual firm, association, partnership, or corporation who appears for such individual firm, association, partnership or corporation.
- (d) Such other persons as may be permitted by the commission or director upon a showing by a party to the hearing of such a necessity or such a hardship as would make it unduly burdensome upon him to have a representative as set forth under subsections (a), (b) and (c) above.

(2) Nothing herein shall preclude an individual from appearing on his own behalf, pro se.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-020, filed 6/17/83.]

WAC 315-20-040 Standards of ethical conduct. All persons appearing in proceedings before the commission or the director in a representative capacity shall conform to the standards of ethical conduct required of attorneys before the courts of the state of Washington. If any such person does not conform to such standards, the commission or the director may decline to permit such person to continue to appear in a representative capacity in that proceeding or in any other proceeding before the commission or the director.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-040, filed 6/17/83.]

WAC 315-20-050 Appearance by former employee of commission or former member of attorney general's staff. Former director(s), commissioners, employees of the director and the assistant attorney general assigned to the director and/or the commission shall not appear in a representative capacity on behalf of any party in a formal proceeding before the director, his or her designated administrative law judge or the commission unless:

- (1) The appearance is more than two years after he or she severed his or her relationship or employment and
- (2) He or she did not take an active part on behalf of the director or commission in the matter being decided.

[Statutory Authority: RCW 67.70.040. 83-13-081 (Resolution No. 24), § 315-20-050, filed 6/17/83.]

WAC 315-20-060 Waiver of hearing. In any case involving violations of the lottery laws, rules or regulations, where the director deems it appropriate, the director may afford the lottery retailer an opportunity to waive a formal hearing which he has timely requested. If the lottery retailer so elects to waive formal hearing, he or she may then state in writing any matter in explanation or mitigation of the violations which he or she desires the director to consider in making his or her decision. The lottery retailer at the time he or she submits the waiver, may also request to be present when the director meets to consider his or her decision in the matter. In the event the lottery retailer elects to waive formal hearing he or she shall thereafter be bound by such election and may not thereafter request formal hearing.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-20-060, filed 12/16/85; 83-13-081 (Resolution No. 24), § 315-20-060, filed 6/17/83.]

WAC 315-20-075 Adjudicative proceedings—Subpoenas—Discovery. (1) The presiding officer may issue subpoenas to persons to appear and give testimony and may require the production of any books, papers, correspondence, memorandums, or other records deemed relevant or material and the presiding officer may issue protective orders all as a part of an adjudicative proceeding. The agency or its legal representative may issue subpoenas as may the attorney of the party against whom action is taken. All subpoenas must be filed with the presiding officer, together with proof of proper service, at least five days prior to the date of the hearing for which they are issued. Such subpoenas will issue and may be enforced in the form and manner set forth in RCW 34.05.446 and WAC 10-08-120.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Chapter 315-30 WAC

ON-LINE GAMES—GENERAL RULES

WAC

| | |
|------------|--|
| 315-30-010 | On-line games—Authorized—Director's authority. |
| 315-30-020 | Definitions. |
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| 315-30-040 | Drawings and end of sales prior to drawings. |
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| 315-30-070 | Retailer settlement. |
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| 315-30-080 | On-line retailer selection criteria. |

DISPOSITION OF SECTIONS FORMERLY CODIFIED IN THIS CHAPTER

| | |
|------------|---|
| 315-30-090 | On-line retailer credit criteria. [Statutory Authority: RCW 67.70.040, 87-17-012 (Order 103), § 315-30-090, filed 8/10/87; 87-01-058 (Order 97), § 315-30-090, filed 12/16/86; 86-01-060 (Order 83), § 315-30-090, filed 12/16/85; 85-09-004 (Order 72), § 315-30-090, filed 4/5/85; 84-05-008 (Order 51), § 315-30-090, filed 2/7/84.] Repealed by 98-20-013, filed 9/25/98, effective 10/26/98. Statutory Authority: RCW 67.70.040. |
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WAC 315-30-010 On-line games—Authorized—Director's authority. The commission hereby authorizes the director to select and operate on-line games which meet the criteria set forth in this chapter.

[Statutory Authority: RCW 67.70.040, 84-01-005 (Order 44), § 315-30-010, filed 12/8/83.]

WAC 315-30-020 Definitions. (1) On-line game. A lottery game in which a player pays a fee to a lottery retailer and selects a combination of digits, numbers, or symbols; type and amount of play; and drawing date and receives a computer generated ticket with those selections printed on it. The lottery will conduct a drawing to determine the winning combination(s) in accordance with the rules of the specific game being played. Each ticket bearer whose valid ticket includes a winning combination shall be entitled to a prize if claim is submitted within the specified time period.

(2) On-line retailer. A lottery retailer authorized by the lottery to sell on-line tickets. All on-line retailers also shall sell instant game tickets offered by the lottery.

(3) On-line ticket. A computer-generated ticket issued by an on-line retailer to a player as a receipt for the combination(s) a player has selected. That ticket shall be the only acceptable evidence of the combination(s) of digits, numbers, or symbols selected. On-line tickets may be purchased only from on-line retailers.

(4) Ticket distribution machine (TDM). The computer hardware through which an on-line retailer enters the combination selected by a player and by which on-line tickets are generated and claims are validated.

(5) Drawing. The procedure determined by the director by which the lottery selects the winning combination in accordance with the rules of the game.

(6) Certified drawing. A drawing about which the lottery and an independent certified public accountant attest that the drawing equipment functioned properly and that a random selection of a winning combination occurred.

(7) Winning combination. One or more digits, numbers, or symbols randomly selected by the lottery in a drawing which has been certified.

(8) Validation. The process of determining whether an on-line ticket presented for payment is a winning ticket.

(9) Validation number. The twelve-digit number printed on the front of each on-line ticket which is used for validation.

(10) Ticket bearer. The person who has signed the on-line ticket or who has possession of an unsigned ticket.

(11) Metropolitan area. Benton, Clark, Franklin, King, Kitsap, Pierce, Snohomish, Spokane, Thurston, Whatcom, and Yakima counties. (These geographic areas have been identified as the metropolitan statistical areas in the state of Washington by the Federal Committee on Standard Metropolitan Statistical Areas of the Office of Management and Budget.)

[Statutory Authority: RCW 67.70.040, 92-11-033, § 315-30-020, filed 5/15/92, effective 6/15/92; 86-01-060 (Order 83), § 315-30-020, filed 12/16/85; 85-09-004 (Order 72), § 315-30-020, filed 4/5/85; 84-19-045 (Order 64), § 315-30-020, filed 9/17/84; 84-01-005 (Order 44), § 315-30-020, filed 12/8/83.]

WAC 315-30-030 On-line games criteria. (1) The base price of an on-line play shall not be less than \$.50 and not more than \$5.00.

(2) On the average the total of all prizes available to be won in an on-line game shall not be less than forty-five percent of the on-line game's projected revenue.

(3) The manner and frequency of drawings may vary with the type of on-line game.

(4) The times, locations, and drawing procedures shall be determined by the director.

(5) A ticket bearer claiming a prize shall submit the apparent winning ticket as specified by the director. The ticket must be validated pursuant to WAC 315-30-050 by the lottery or an on-line retailer through use of the validation number and any other means as specified by the director.

(6) Procedures for claiming on-line prizes are as follows:

(a) To claim an on-line game prize of \$600.00 or less, the claimant shall present the winning on-line ticket to any on-line retailer or to the lottery.

(i) If the claim is presented to an on-line retailer, the on-line retailer shall validate the claim and, if determined to be a winning ticket, make payment of the amount due the claimant. If the on-line retailer cannot validate the claim, the claimant may submit the disputed ticket to the lottery by mail or in person. Upon determination that the ticket is a winning ticket, the lottery shall present or mail a check to the claimant in payment of the amount due. If the ticket is determined to be a nonwinning ticket, the claim shall be denied and the claimant shall be promptly notified. Nonwinning tickets will not be returned to the claimant.

(ii) If the claim is presented to the lottery, the claimant shall submit the apparent winning ticket to the lottery by mail or in person. Upon determination that the ticket is a winning ticket, the lottery shall present or mail a check to the claimant in payment of the amount due, less the withholding required by the Internal Revenue Code. If the ticket is determined to be a nonwinning ticket, the claim shall be denied and the claimant shall be promptly notified. Nonwinning tickets will not be returned to the claimant.

(b) To claim an on-line prize of more than \$600.00, the claimant shall obtain and complete a claim form, as provided in WAC 315-06-120, and submit it with the apparent winning ticket to the lottery by mail or in person. Upon determination that the ticket is a winning ticket, the lottery shall present or mail a check to the claimant in payment of the amount due, less the withholding required by the Internal Revenue Code. If the ticket is determined to be a nonwinning ticket, the claim shall be denied and the claimant shall be promptly notified. Nonwinning tickets will not be returned to the claimant.

[Statutory Authority: RCW 67.70.040, 94-03-020, § 315-30-030, filed 1/7/94, effective, see WAC 315-04-180; 92-11-033, § 315-30-030, filed 5/15/92, effective 6/15/92; 86-01-060 (Order 83), § 315-30-030, filed 12/16/85; 85-16-031 (Order 77), § 315-30-030, filed 7/30/85; 84-19-045 (Order 64), § 315-30-030, filed 9/17/84; 84-01-005 (Order 44), § 315-30-030, filed 12/8/83.]

WAC 315-30-040 Drawings and end of sales prior to drawings. (1) Drawings shall be conducted in a location and at days and times designated by the director. Each on-line drawing script shall contain the statement, "Digits/numbers/symbols drawn are not official until validated."

(2) The director shall announce for each type of on-line game the time for the end of sales prior to the drawings. TDMs will not process orders for on-line tickets for that drawing after the time established by the director.

(3) The director shall designate the type of equipment to be used and shall establish procedures to randomly select the winning combination for each type of on-line game.

(4) The equipment used to determine the winning combination shall not be electronically or otherwise connected to the central computer or to any tapes, discs, files, etc., generated or produced by the central computer. The equipment shall be tested prior to and after each drawing to assure proper operation and lack of tampering or fraud. Drawings shall not be certified until all checks are completed. No prizes shall be paid until after the drawing is certified.

(5) The director shall establish procedures governing the conduct of drawings for each type of on-line game. The procedures shall include provisions for deviations which include but are not limited to: (a) Drawing equipment malfunction before validation of the winning combination; (b) video and/or audio malfunction during the drawing; (c) fouled drawing; (d) delayed drawing; and (e) other equipment, facility and/or personnel difficulties.

(6) In the event a deviation occurs, the drawing will be completed under lottery supervision. If the drawing was to be broadcast, the drawing shall be video taped for later broadcast, if broadcast time is available. The drawing shall be certified and the deviation documented on the certification form. The winning combination will be provided to the television network for dissemination to the public.

[Title 315 WAC—p. 84]

(7) If during any live-broadcast drawing for a game, a mechanical failure or operator error causes an interruption in the selection of all digits, numbers, or symbols, a "foul" shall be called by the lottery drawing official. Any digit/number/symbol drawn prior to a "foul" being called will stand and be deemed official after passing lottery validation tests.

(8) The director shall delay payment of all prizes if any evidence exists or there are grounds for suspicion that tampering or fraud has occurred. Payment shall be made after an investigation is completed and the drawing certified. If the drawing is not certified, another drawing will be conducted to determine the actual winner.

[Statutory Authority: RCW 67.70.040, 92-11-033, § 315-30-040, filed 5/15/92, effective 6/15/92; 89-12-042 (Order 116), § 315-30-040, filed 6/1/89; 84-19-045 (Order 64), § 315-30-040, filed 9/17/84; 84-01-005 (Order 44), § 315-30-040, filed 12/8/83.]

WAC 315-30-050 Validation requirements. (1) To be a valid winning on-line ticket, all of the following conditions must be met:

(a) All printing on the ticket shall be present in its entirety, be legible, and correspond, using the computer validation file, to the combination and date printed on the ticket.

(b) The ticket shall be intact.

(c) The ticket shall not be mutilated, altered, or tampered with in any manner.

(d) The ticket shall not be counterfeit or an exact duplicate of another winning ticket.

(e) The ticket must have been issued by an authorized on-line retailer in an authorized manner.

(f) The ticket must not have been stolen.

(g) The ticket must not have been cancelled or previously paid.

(h) The ticket shall pass all other confidential security checks of the lottery.

(2) Any ticket failing any validation requirement listed in WAC 315-30-050(1) is invalid and ineligible for a prize. Provided, if a court of competent jurisdiction determines that a claim based on a ticket which has failed to validate solely because of subsection (1)(g) of this section is valid, the claim shall be paid as a prize pursuant to WAC 315-06-120, 315-30-030, and the rules for that specific type of game. The agent that cancelled or paid such ticket shall indemnify the lottery for payment of the prize and from any other claim, suit, or action based on that ticket.

(3) The director may replace an invalid on-line ticket with an on-line ticket for a future drawing of the same game. The director may pay the prize for a ticket that is partially mutilated or is not intact if the on-line ticket can still be validated by the other validation requirements.

(4) In the event a ticket is issued in error or a defective on-line ticket is purchased, the only responsibility or liability of the lottery, its vendors or the on-line retailer shall be the replacement of the erroneous or defective on-line ticket with another on-line ticket for a future drawing of the same game.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-30-050, filed 6/1/89; 85-22-057 (Order 81), § 315-30-050, filed 11/5/85; 84-01-005 (Order 44), § 315-30-050, filed 12/8/83.]

WAC 315-30-060 Payment of prizes by on-line retailers. (1) An on-line retailer shall pay to the ticket bearer on-

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line game prizes of \$600.00 or less for any validated claims presented to that on-line retailer regardless of where the on-line ticket was purchased. These prizes shall be paid during all normal business hours of that on-line retailer, provided, the on-line system is operational and claims can be validated. The on-line retailer shall not charge the claimant any fee for payment of the prize or for cashing a business check drawn on the lottery retailer's account.

(2) An on-line retailer may pay prizes in cash or by business check, certified check, or money order. An on-line retailer that pays a prize with a check which is dishonored may be subject to suspension or revocation of its license, pursuant to WAC 315-04-200.

[Statutory Authority: RCW 67.70.040, 86-01-060 (Order 83), § 315-30-060, filed 12/16/85; 85-09-004 (Order 72), § 315-30-060, filed 4/5/85; 84-01-005 (Order 44), § 315-30-060, filed 12/8/83.]

WAC 315-30-070 Retailer settlement. (1) Each on-line retailer shall establish an account for deposit of monies derived from on-line games with a financial institution that has the capability of electronic funds transfer (EFT). Funds generated from the sale of on-line tickets shall be held in trust by the retailer for the lottery.

(2) Each on-line retailer shall make a deposit to that account at least once each week. The amount deposited shall be sufficient to cover monies due the lottery for that weekly accounting period. The lottery will withdraw by EFT the amount due the lottery on the day specified by the director. In the event the day specified for withdrawal falls on a legal holiday, withdrawal will be accomplished on the following business day.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-30-070, filed 6/1/89; 86-01-060 (Order 83), § 315-30-070, filed 12/16/85; 84-01-005 (Order 44), § 315-30-070, filed 12/8/83.]

WAC 315-30-075 On-line retailer agreement. Each on-line retailer shall enter into an agreement with the lottery containing such terms and conditions as the director may require pursuant to WAC 315-30-080. Failure to enter into such an agreement may result in denial of a TDM; immediate discontinuance of a TDM's operation, or removal of a TDM from an on-line location.

[Statutory Authority: RCW 67.70.040, 89-09-009 (Order 116), § 315-30-075, filed 4/10/89.]

WAC 315-30-080 On-line retailer selection criteria.

(1) The selection and distribution of on-line retailers throughout the state will be based on:

- (a) The number of licensed retailers in each of the regions identified in WAC 315-12-030, and then;
- (b) The potential for revenue generation, demographics, and public accessibility within that region.

(2) An on-line license endorsement shall be issued only to a person who possesses a valid general license, provided, the director may issue an on-line endorsement to a lottery retailer who possesses a valid provisional license if that retailer is a new owner of a previously established on-line location.

(3) In addition, the director shall consider the following factors in the selection of on-line retailers.

(a) Business and security considerations which include but are not limited to: (i) Instant game accounts receivable record, (ii) criminal history of owners and officers, (iii) history of criminal activity at the business establishment, (iv) past security problems, (v) credit rating as defined in WAC 315-04-095, (vi) licensing requirements, and (vii) history of administrative or regulatory actions.

(b) Marketing considerations which include but are not limited to: (i) Instant ticket sales history, (ii) outside vehicle traffic, (iii) retail customer count, (iv) access to location, and (v) management attitude and willingness to promote lottery products.

(4) The director shall determine the total number of TDM's to be installed throughout the state and shall establish procedures for on-line site selection. In determining the order in which TDMs will be installed within a given geographic area, an on-line site selection survey will be completed in which, the factors considered will include but not be limited to:

- (a) General information;
- (b) Description of proposed site;
- (c) Proposed TDM location;
- (d) Products sold;
- (e) Services available;
- (f) Store's hours;
- (g) Estimated on-line sales;
- (h) Instant sales per week;
- (i) Nearest four on-line agents' sales per week;
- (j) District sales representative's assessment; and
- (k) Regional sales manager's assessment.

(5) The director may, after a TDM has been in operation for six months, order the removal of a TDM from a low producing on-line retailer location after considering marketing factors which include but are not limited to:

- (a) Sales volume not increasing at state-wide average;
- (b) Weekly sales volume below that of similar businesses with similar market potential;
- (c) Sales volume below \$5,000 per week in metropolitan areas;
- (d) Public is adequately served by other on-line agent locations; and
- (e) Failure to generate sufficient sales volume to cover the lottery's administrative costs.

(6) The director may immediately discontinue a TDM's operation, order removal of a TDM from an on-line retailer location, or take any other action authorized under WAC 315-04-200 in the event that the on-line agent:

- (a) Fails to comply with any rule established by the commission, any instruction issued by the director;
- (b) Tamper with or attempts to tamper with the TDM or on-line system;
- (c) Fails to make payment of a prize;
- (d) Makes payment with a business check and the check is dishonored for any reason; or
- (e) Fails to enter into the uniform agreement with the lottery as required in WAC 315-30-075.

[Statutory Authority: RCW 67.70.040, 98-20-013, § 315-30-080, filed 9/25/98, effective 10/26/98; 89-09-009 (Order 116), § 315-30-080, filed 4/10/89; 85-22-057 (Order 81), § 315-30-080, filed 11/5/85; 85-09-004 (Order 72), § 315-30-080, filed 4/5/85; 84-21-013 (Order 66), § 315-30-080, filed 10/5/84; 84-05-008 (Order 51), § 315-30-080, filed 2/7/84.]

Chapter 315-31 WAC
DAILY GAME RULES

WAC

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|------------|-------------------------------------|
| 315-31-020 | Price of Daily Game on-line ticket. |
| 315-31-030 | Types of play for Daily Game. |
| 315-31-040 | Prizes for Daily Game. |
| 315-31-050 | Ticket purchases. |
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WAC 315-31-020 Price of Daily Game on-line ticket.

The base price of a Daily Game on-line ticket shall be \$.50 or \$1.00, except six-way straight box and three-way straight box tickets, which cost \$1.00 each.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-31-020, filed 6/1/89; 84-19-045 (Order 64), § 315-31-020, filed 9/17/84; 84-01-005 (Order 44), § 315-31-020, filed 12/8/83.]

WAC 315-31-030 Types of play for Daily Game. (1)

The following play options may be selected by the player for Daily Game:

(a) Straight. A play in which winning is achieved only when the three digits selected by the player match in exact order the winning digits drawn for the day selected. For example, if the winning digits are "123," only straight plays of "123" in that exact order will be winners.

(b) Six-way box. A play in which winning is achieved only when the three digits selected by the player contains three unique digits and those three digits are contained in any combination of the winning digits drawn for the day selected. For example, if the winning digits are "123," only box plays of "123," "132," "213," "231," "312," and "321" will be winners.

(c) Three-way box. A play in which winning is achieved only when the three digits selected by the player contains two identical digits and one unique digit and those three digits are contained in the winning digits drawn for the day selected. For example, if the winning digits are "122," only box plays of "122," "212," and "221" will be winners.

(d) Front-pair. A play in which winning is achieved only when the player selects two digits and those two digits match in exact order the first two winning digits drawn for the day selected. For example, if the player selects a front-pair play of "12*," the player will win only if the winning digits are "120," "121," "122," "123," "124," "125," "126," "127," "128," or "129."

(e) Back-pair. A play in which winning is achieved only when the player selects two digits and those two digits match in exact order the last two winning digits drawn for the day selected. For example, if the player selects a back-pair play of "*12," the player will win only if the winning digits are "012," "112," "212," "312," "412," "512," "612," "712," "812," or "912."

(f) Six-way straight box. A play in which the player selects three digits with three unique digits and plays \$.50 on a straight play and \$.50 on a box play for a particular day. For example, if the player selects a "123" six-way straight/box play:

(i) The player will win both the straight and box players if the winning digits are "123" for the day selected.

(ii) The player will win the box play only if the winning digits are "132," "213," "231," "312," or "321" for the day selected.

(g) Three-way straight/box. A play in which the player selects three digits with two identical digits and one unique digit and plays \$.50 on a straight play and \$.50 on a box play for a particular day. For example, if the player selects a "122" three-way straight/box play:

(i) The player will win both the straight and box plays if the winning digits are "122" for the day selected.

(ii) The player will win the box play only if the winning digits are "212" or "221" for the day selected.

(h) Super six-way box. A play in which winning is achieved only when the three digits selected by the player contain three unique digits and those three digits are contained in the winning digits drawn for the day selected. This play is the equivalent of six straight plays on a single on-line ticket. The cost of this type of play is 6 times the base price. For example, if the player selects a "123" super six-way box play, the player will win one straight play if the winning digits are "123," "132," "213," "231," "312," or "321."

(i) Super three-way box. A play in which winning is achieved only when the three digits selected by the player contain two identical digits and one unique digit and those three digits are contained in the winning digits drawn for the day selected. This play is the equivalent of three straight plays on a single on-line ticket. The cost of this type of play is three times the base price. For example, if the player selects a "122" super three-way box play, the player will win one straight play if the winning digits are "122," "212," or "221."

(2) Method of play: The player may use play slips to make number selections. The TDM will read the play slip and issue ticket(s) with corresponding plays. If a play slip is not available, the on-line retailer may enter the selected numbers via the keyboard. A player may leave all play selections to a random number generator operated by the computer, commonly referred to as "quick play."

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-31-030, filed 6/1/89; 84-01-005 (Order 44), § 315-31-030, filed 12/8/83.]

WAC 315-31-040 Prizes for Daily Game. (1) The prize amounts for winning \$.50 plays are:

| | |
|-----------------------------|-----------|
| (a) Straight | \$ 250.00 |
| (b) Six-way box | \$ 40.00 |
| (c) Three-way box | \$ 80.00 |
| (d) Front-pair or back-pair | \$ 25.00 |

(2) The prize amounts for winning \$1.00 plays are:

| | |
|-----------------------------|-----------|
| (a) Straight | \$ 500.00 |
| (b) Six-way box | \$ 80.00 |
| (c) Three-way box | \$ 160.00 |
| (d) Front-pair or back-pair | \$ 50.00 |
| (e) Six-way straight/box | \$ 290.00 |
| Straight play win | \$ 40.00 |
| Box play only win | |
| (f) Three-way straight/box | \$ 330.00 |
| Straight play win | \$ 80.00 |
| Box play only win | |

(3) The prize amounts for winning super six-way plays are:

- (a) Base price \$.50, cost \$3.00 \$ 250.00
- (b) Base price \$1.00, cost \$6.00 \$ 500.00

[Statutory Authority: RCW 67.70.040, 92-11-033, § 315-33A-010, filed 5/15/92, effective 6/15/92; 91-20-062, § 315-33A-010, filed 9/25/91, effective 10/26/91.]

(4) The prize amounts for winning super three-way plays are:

- (a) Base price \$.50, cost \$1.50 \$ 250.00
- (b) Base price \$1.00, cost \$3.00 \$ 500.00

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-31-040, filed 6/1/89; 84-01-005 (Order 44), § 315-31-040, filed 12/8/83.]

WAC 315-33A-020 Price of Quinto play. The price of each Quinto play shall be \$1.00. Each Quinto ticket shall contain at least one, but not more than five Quinto plays.

[Statutory Authority: RCW 67.70.040, 92-11-033, § 315-33A-020, filed 5/15/92, effective 6/15/92; 91-20-062, § 315-33A-020, filed 9/25/91, effective 10/26/91.]

WAC 315-31-050 Ticket purchases. (1) Daily Game tickets may be purchased or redeemed no less than seventeen hours each day in accordance with a schedule to be determined by the director, provided on-line retailers shall only sell and redeem tickets during their normal business hours.

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

(3) Each Daily Game ticket shall contain the player's selection of digits, amount, type of play, and drawing date.

[Statutory Authority: RCW 67.70.040, 89-12-042 (Order 116), § 315-31-050, filed 6/1/89; 86-01-060 (Order 83), § 315-31-050, filed 12/16/85; 84-01-005 (Order 44), § 315-31-050, filed 12/8/83.]

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

(2) Method of play: A player may use a play slip to make set selections. The on-line terminal will read the play slip and issue ticket(s) with corresponding sets. A player may also choose to have the on-line computer system make all set selections with the use of a random number generator, a method commonly referred to as "quick play."

[Statutory Authority: RCW 67.70.040, 93-19-052, § 315-33A-030, filed 9/10/93, effective 10/11/93; 91-20-062, § 315-33A-030, filed 9/25/91, effective 10/26/91.]

WAC 315-31-060 Drawings. (1) Drawings for Daily Game shall be held on a daily basis, Monday through Sunday, except that the director may exclude certain holidays from the drawing schedule.

(2) The drawing shall determine, at random, three winning digits or symbols with the aid of mechanical drawing equipment which shall be tested before and after each drawing. Any drawn digits are not declared winning digits until the drawing is certified by the lottery. The winning digits shall be used in determining all Daily Game winners for the day of the drawing. If a drawing is not certified, another drawing will be conducted to determine actual winners.

(3) The winning digits shall not be invalidated based on the liability of the lottery.

[Statutory Authority: RCW 67.70.040, 92-16-004, § 315-31-060, filed 7/23/92, effective 11/5/92; 89-12-042 (Order 116), § 315-31-060, filed 6/1/89; 84-01-005 (Order 44), § 315-31-060, filed 12/8/83.]

WAC 315-33A-040 Prizes for Quinto. (1) The prize amount to be paid to each Quinto player who holds a winning combination of sets in the first prize category shall vary due to the parimutuel calculation of prizes. The prize amount to be paid to each Quinto player who holds a winning combination of sets in the second prize category shall be \$1,000.00. The prize amount to be paid to each Quinto player who holds a winning combination of sets in the third prize category shall be \$20.00. The prize amount to be paid to each Quinto player who holds a winning combination of sets in the fourth prize category shall be \$1.00.

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

**Chapter 315-33A WAC
QUINTO RULES**

WAC

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

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

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

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

(4) Play: One selection of five sets.

(2) Prize amounts.

(a) First prize.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

[Statutory Authority: RCW 67.70.040. 93-19-052, § 315-33A-050, filed 9/10/93, effective 10/11/93; 91-20-062, § 315-33A-050, filed 9/25/91, effective 10/26/91.]

WAC 315-33A-060 Drawings. (1) The Quinto drawing pursuant to this chapter shall be held once each Saturday evening beginning November 2, 1991, and once each Wednesday evening beginning November 17, 1993, except that the director may change the drawing schedule if Saturday or Wednesday is a holiday.

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

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

not certified, another drawing will be conducted to determine actual winners.

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

[Statutory Authority: RCW 67.70.040. 93-19-052, § 315-33A-060, filed 9/10/93, effective 10/11/93; 91-20-062, § 315-33A-060, filed 9/25/91, effective 10/26/91.]

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

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

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

WAC

| | |
|------------|--|
| 315-34-010 | Definitions for Lotto. |
| 315-34-020 | Price of Lotto play. |
| 315-34-030 | Play for Lotto. |
| 315-34-040 | Prizes for Lotto. |
| 315-34-050 | Ticket purchases. |
| 315-34-055 | Lotto prize claim and payment methods. |
| 315-34-060 | Drawings. |
| 315-34-070 | Double Lotto. |
| 315-34-080 | Price of Double Lotto play. |
| 315-34-090 | Prizes for Double Lotto. |
| 315-34-100 | Double Lotto ticket purchases. |

WAC 315-34-010 Definitions for Lotto. (1) Number: Any play integer from 1 through 49 inclusive.

(2) Game grids: A field of the 49 numbers found on the play slip.

(3) Play: One selection of six numbers.

(4) Pair: Two plays.

(5) Play slip: A mark-sense game card used by players of Lotto to select plays.

(6) Lotto ticket: A computer-generated receipt evidencing payment for two or more plays in the Lotto game. Tickets shall be issued by an on-line terminal and shall list the six-number plays that belong to the ticket holder.

[Statutory Authority: RCW 67.70.040. 96-15-054, § 315-34-010, filed 7/15/96, effective 8/15/96; 92-11-033, § 315-34-010, filed 5/15/92, effective 6/15/92; 90-19-048, § 315-34-010, filed 9/14/90, effective 10/15/90.]

WAC 315-34-020 Price of Lotto play. The price of each Lotto play shall be \$.50 and shall be sold only in pairs for \$1.00.

[Statutory Authority: RCW 67.70.040. 96-15-054, § 315-34-020, filed 7/15/96, effective 8/15/96; 92-11-033, § 315-34-020, filed 5/15/92, effective 6/15/92; 90-19-048, § 315-34-020, filed 9/14/90, effective 10/15/90.]

WAC 315-34-030 Play for Lotto. (1) Type of play: A Lotto player must select six numbers in each play. A winning play is achieved only when 3, 4, 5, or 6 of the numbers selected by the player match, in any order, the six winning numbers drawn by the lottery.

(2) Method of play: The player will use play slips to make number selections. The on-line terminal will read the

play slip and issue ticket(s) with corresponding plays. If a play slip is not available, the on-line retailer may enter the selected numbers via the keyboard. A player may choose to have the number selections made by a random number generator operated by the computer, commonly referred to as "quick play."

[Statutory Authority: RCW 67.70.040, 90-19-048, § 315-34-030, filed 9/14/90, effective 10/15/90.]

WAC 315-34-040 Prizes for Lotto. (1) The prize amounts to be paid to each Lotto player who selects a winning combination of numbers in the first, second, 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

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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-five 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-five-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-five 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. 98-08-063, § 315-34-055, filed 3/30/98, effective 4/30/98; 97-24-076, § 315-34-055, filed 12/2/97, effective 1/2/98.]

WAC 315-34-060 Drawings. (1) The Lotto drawing shall be held each week on Wednesday and Saturday evenings beginning October 24, 1990, except that the director may change the drawing schedule if Wednesday or Saturday is a holiday.

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

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

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

[Statutory Authority: RCW 67.70.040. 90-19-048, § 315-34-060, filed 9/14/90, effective 10/15/90.]

WAC 315-34-070 Double Lotto. The director shall have the authority, commensurate with the rules of this chapter, to offer Lotto players, on a per drawing basis, the opportunity to play Double Lotto by doubling the wager placed on any Lotto play.

[Statutory Authority: RCW 67.70.040. 96-15-054, § 315-34-070, filed 7/15/96, effective 8/15/96.]

WAC 315-34-080 Price of Double Lotto play. The price of each Double Lotto play shall be \$1.00 and shall be sold only in pairs for \$2.00. Fifty percent of the revenue and prize expense of each Double Lotto sale shall be included in "Lotto sales" for the purposes of prize calculation under WAC 315-34-040.

[Statutory Authority: RCW 67.70.040. 96-15-054, § 315-34-080, filed 7/15/96, effective 8/15/96.]

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WAC 315-34-090 Prizes for Double Lotto. (1) The holder of a Double Lotto ticket shall be entitled to a prize if, and only if, said holder would have been entitled to a prize for said ticket if it had been a Lotto ticket, as that term is defined in WAC 315-34-010.

(2) First prize (jackpot). The first prize for the holder of a Double Lotto ticket will be double the amount that the holder of the ticket would have received had the ticket been a Lotto ticket.

(3) Second prize. The second prize for the holder of a Double Lotto ticket will be double the amount that the holder of the ticket would have received had the ticket been a Lotto ticket.

(4) Third prize. The third prize for the holder of a Double Lotto ticket will be double the amount that the holder of the ticket would have received had the ticket been a Lotto ticket.

(5) Fourth prize. The fourth prize for the holder of a Double Lotto ticket will be double the amount that the holder of the ticket would have received had the ticket been a Lotto ticket.

(6) The holder of a winning Double Lotto 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, and shall be entitled to no additional prize under the authority of WAC 315-34-040.

(7) In the event any player who has selected three, four, five, or six of the six winning numbers does not claim the Double Lotto 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.

[Statutory Authority: RCW 67.70.040. 96-15-054, § 315-34-090, filed 7/15/96, effective 8/15/96.]

WAC 315-34-100 Double Lotto ticket purchases. Double Lotto tickets may be purchased during the same hours that Lotto tickets may be purchased, but only for those drawings for which the director has declared that Double Lotto tickets shall be available for sale.

[Statutory Authority: RCW 67.70.040. 96-15-054, § 315-34-100, filed 7/15/96, effective 8/15/96.]

Chapter 315-35 WAC

DAILY KENO

WAC

| | |
|------------|-----------------------------|
| 315-35-010 | Definitions for Daily Keno. |
| 315-35-020 | Price of Daily Keno play. |
| 315-35-030 | Play for Daily Keno. |
| 315-35-040 | Prizes for Daily Keno. |
| 315-35-050 | Ticket purchases. |
| 315-35-060 | Drawings. |

WAC 315-35-010 Definitions for Daily Keno. (1) Number: Any play integer from 1 through 80 inclusive.

(2) Game grid: A field of the 80 numbers found on the play slip.

(3) Play: A selection of one to ten numbers.

(4) Play slip: A mark-sense game card used by players of Daily Keno to purchase a play.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-35-010, filed 9/11/92, effective 11/8/92.]

Daily Keno

315-35-040

WAC 315-35-020 Price of Daily Keno play. The price of each Daily Keno play shall be \$1.00. A player must use a play slip to purchase a Daily Keno play.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-35-020, filed 9/11/92, effective 11/8/92.]

WAC 315-35-030 Play for Daily Keno. A Daily Keno player must use a play slip to purchase a Daily Keno play, selecting from one to ten numbers in each play. Players may choose their numbers by marking a play slip or may have the numbers selected by a random number generator operated by the computer, a method commonly referred to as "quick play." The lottery shall select twenty numbers from one to eighty. A winning play is achieved when the required quantity of the player's numbers match the numbers in the lottery's selection to receive a prize as stated in WAC 315-35-040.

[Statutory Authority: RCW 67.70.040. 92-19-057, § 315-35-030, filed 9/11/92, effective 11/8/92.]

WAC 315-35-040 Prizes for Daily Keno. (1) The prize amounts to be paid to each Daily Keno player who selects a winning combination of numbers shall be as follows:

MARK 10 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|-------------|-----------|
| 10 | 8,911,711.1 | \$100,000 |
| 9 | 163,381.3 | \$5,000 |
| 8 | 7,384.4 | \$500 |
| 7 | 620.6 | \$50 |
| 6 | 87.1 | \$5 |
| 5 | 19.4 | \$2 |
| 4 | 6.7 | \$0 |
| 3 | 3.7 | \$0 |
| 2 | 3.3 | \$0 |
| 1 | 5.5 | \$0 |
| 0 | 21.8 | \$3 |
| | 9.0 | |

MARK 9 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|-------------|----------|
| 9 | 1,380,687.6 | \$25,000 |
| 8 | 30,681.9 | \$2,500 |
| 7 | 1,690.1 | \$100 |
| 6 | 174.8 | \$10 |
| 5 | 30.6 | \$5 |
| 4 | 8.7 | \$1 |
| 3 | 4.0 | \$0 |
| 2 | 3.1 | \$0 |
| 1 | 4.5 | \$0 |
| 0 | 15.6 | \$0 |
| | 6.5 | |

MARK 8 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|-----------|----------|
| 8 | 230,114.6 | \$10,000 |
| 7 | 6,232.2 | \$500 |
| 6 | 422.5 | \$50 |

MARK 8 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|---------|-------|
| 5 | 54.6 | \$5 |
| 4 | 12.2 | \$2 |
| 3 | 4.6 | \$0 |
| 2 | 3.0 | \$0 |
| 1 | 3.7 | \$0 |
| 0 | 11.3 | \$0 |
| | 9.7 | |

MARK 7 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|----------|---------|
| 7 | 40,979.3 | \$2,500 |
| 6 | 1,365.9 | \$100 |
| 5 | 115.7 | \$10 |
| 4 | 19.1 | \$2 |
| 3 | 5.7 | \$1 |
| 2 | 3.0 | \$0 |
| 1 | 3.1 | \$0 |
| 0 | 8.2 | \$0 |
| | 4.2 | |

MARK 6 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|---------|---------|
| 6 | 7,752.8 | \$1,000 |
| 5 | 323.0 | \$40 |
| 4 | 35.0 | \$4 |
| 3 | 7.7 | \$1 |
| 2 | 3.2 | \$0 |
| 1 | 2.7 | \$0 |
| 0 | 6.0 | \$0 |
| | 6.1 | |

MARK 5 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|---------|-------|
| 5 | 1,550.5 | \$200 |
| 4 | 82.6 | \$17 |
| 3 | 11.9 | \$2 |
| 2 | 3.6 | \$0 |
| 1 | 2.4 | \$0 |
| 0 | 4.4 | \$0 |
| | 10.3 | |

MARK 4 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|---------|-------|
| 4 | 326.4 | \$24 |
| 3 | 23.1 | \$5 |
| 2 | 4.7 | \$1 |
| 1 | 2.3 | \$0 |
| 0 | 3.2 | \$0 |
| | 3.8 | |

MARK 3 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|---------|-------|
| 3 | 72.0 | \$16 |
| 2 | 7.2 | \$2 |
| 1 | 2.3 | \$0 |
| 0 | 2.4 | \$0 |
| | 6.5 | |

MARK 2 SPOTS:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|---------|-------|
| 2 | 16.6 | \$8 |
| 1 | 2.6 | \$0 |
| 0 | 1.7 | \$0 |
| | 16.6 | |

MARK 1 SPOT:

| NUMBER MATCHES | ODDS 1: | PRIZE |
|----------------|---------|-------|
| 1 | 4.0 | \$2 |
| 0 | 1.3 | \$0 |
| | 4.0 | |

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

(3) In the event any player who holds a winning ticket does not claim the prize won within one hundred eighty days of the drawing in which the prize was won, that player's prize shall be retained in the state lottery account for further use as prizes, pursuant to RCW 67.70.190.

(4) There shall be no more than \$500,000 paid per game to holders of plays with ten matching spots. If there are more than five plays which each have ten matching spots, \$500,000 shall be divided equally among the play holders thereof.

(5) Prize payment will be made in accordance with WAC 315-30-030(6).

[Statutory Authority: RCW 67.70.040, 92-19-057, § 315-35-040, filed 9/11/92, effective 11/8/92.]

WAC 315-35-050 Ticket purchases. (1) Daily Keno tickets may be purchased or redeemed during no less than seventeen hours each day in accordance with a schedule to be determined by the director, provided that on-line retailers shall sell and redeem tickets only during their normal business hours.

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

(3) Daily Keno tickets shall on the front of the ticket contain the player's selection of numbers, amount wagered, drawing date and validation and reference numbers. The back of the ticket shall contain an estimate of the probability of purchasing a winning ticket, player instructions, player information and signature area, and the ticket serial number.

[Statutory Authority: RCW 67.70.040, 92-19-057, § 315-35-050, filed 9/11/92, effective 11/8/92.]

WAC 315-35-060 Drawings. (1) The Daily Keno drawing shall be held once a day, seven days per week, except that the director may change the drawing schedule or cancel the drawing on a holiday.

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

(3) Each drawing shall determine, at random, twenty winning numbers. Any drawn numbers will not be declared winning numbers until the drawing is certified by the lottery. The winning numbers shall be used in determining all Daily Keno winners for that drawing. If a drawing is not certified, another drawing will be conducted to determine actual winners.

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

[Statutory Authority: RCW 67.70.040, 92-19-057, § 315-35-060, filed 9/11/92, effective 11/8/92.]

**Chapter 315-36 WAC
LUCKY FOR LIFE**

WAC

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WAC 315-36-010 What is Lucky for Life and how do I play? (1) Lucky for Life is an on-line lottery game in which you purchase a computer-generated ticket and try to match your set of four numbers to the winning set of four numbers, chosen by the lottery. The game is conducted in accordance with the rules for on-line games found in chapter 315-30 WAC and the general rules found in chapter 315-06 WAC.

(2) To play Lucky for Life, you first pick one set of four numbers from "00" to "99" for a chance to win the grand prize of \$1,000 per week for the rest of your life, as specified in WAC 315-36-110. Or you can let the computer pick this set of numbers for you. If you have the computer pick for you, this is called a "quick pick" or "quick play."

(3) Next, the computer will generate twenty additional sets of four numbers each from "00" to "99" for you. These sets will all be quick picks, that is, the computer selects them for you. You cannot pick any of these additional sets of numbers yourself. You will receive a computer printed ticket containing all twenty-one sets of numbers.

(4) If any one of the twenty-one sets on the ticket match two, three, or four of the numbers in the winning set of four numbers, in any order, you win a prize as specified in WAC 315-36-030.

(5) A Lucky for Life ticket may look similar to this:

Lucky for Life

[Statutory Authority: RCW 67.70.040. 98-15-115, § 315-36-040, filed 7/20/98, effective 8/20/98.]

LIFETIME CASH

A. 05 20 60 73

\$50,000 PRIZE

B. 12 18 25 99 C. 22 25 36 38

\$25,000 PRIZE

D. 05 10 12 20 E. 32 35 46 48
F. 25 67 76 80 G. 33 34 46 69

\$10,000 PRIZE

H. 00 39 44 77 I. 01 23 69 98
J. 04 13 30 34 K. 36 39 80 81
L. 29 41 52 61 M. 02 03 21 99

\$5,000 PRIZE

N. 10 20 21 31 O. 24 53 60 81
P. 20 22 43 63 Q. 71 82 92 93
R. 53 63 70 90 S. 70 82 98 99
T. 40 51 83 90 U. 63 64 68 88

[Statutory Authority: RCW 67.70.040. 98-15-115, § 315-36-010, filed 7/20/98, effective 8/20/98.]

WAC 315-36-020 How much does a ticket cost? One Lucky for Life ticket with twenty-one sets of four numbers each costs \$2.

[Statutory Authority: RCW 67.70.040. 98-15-115, § 315-36-020, filed 7/20/98, effective 8/20/98.]

WAC 315-36-030 What are the prizes for Lucky for Life? (1) The grand prize is \$1,000 per week for life, as specified in WAC 315-36-110. This is the prize for matching all four of the numbers in the first set designated on the ticket to the winning set of four numbers.

(2) The prizes for matching all four numbers in any of the remaining twenty sets to the winning numbers are specified under headings on the ticket, and are as follows:

| Number of Sets | Prize Bracket |
|----------------|---------------|
| Two | \$50,000 |
| Four | \$25,000 |
| Six | \$10,000 |
| Eight | \$5,000 |

(3) For matching three numbers in one of your sets to three numbers in the winning set, you win fifty dollars. For matching two numbers in one of your sets to two numbers in the winning set of numbers, you win a prize of four dollars. You may win no more than one prize for each set of numbers.

(4) All prize payments are subject to federal income tax withholding requirements and debt checks, pursuant to RCW 67.70.255.

[Statutory Authority: RCW 67.70.040. 98-15-115, § 315-36-030, filed 7/20/98, effective 8/20/98.]

WAC 315-36-040 Can I win more than once on one ticket? Yes. If your ticket has more than one set with two, three, or four numbers which match the winning numbers, you will receive the total of the prizes for each matching set.

(1999 Ed.)

WAC 315-36-050 How is the winning set of numbers selected? Lottery officials conduct the drawing for the winning set of numbers, as specified in the general rules for on-line game drawings, WAC 315-30-040. The director has the discretion to specify the means for randomly drawing the winning numbers. Each drawing shall determine, at random, four numbers from "00" through "99," which will be the winning set of numbers. No two of the four numbers in the winning set will be identical. Any drawn numbers will not be declared winning numbers until the drawing is validated by the lottery. The winning numbers shall be used to determine all Lucky for Life winners for that drawing. If a drawing is not validated, another drawing will be conducted to determine the four numbers, which will be the winning set of numbers. The drawing shall not be invalidated based on the liability of the lottery.

[Statutory Authority: RCW 67.70.040. 98-15-115, § 315-36-050, filed 7/20/98, effective 8/20/98.]

WAC 315-36-060 How often is the winning set of numbers chosen? The Lucky for Life drawing for the winning set of numbers is held at least once a week and may be held up to once a day, seven days a week, at the discretion of the director of the lottery. The director in addition has the discretion to change the drawing schedule or cancel the drawing if it falls on a holiday.

[Statutory Authority: RCW 67.70.040. 98-15-115, § 315-36-060, filed 7/20/98, effective 8/20/98.]

WAC 315-36-070 Where can I buy or redeem Lucky for Life tickets? You can buy or redeem Lucky for Life tickets only from a lottery retailer licensed by the director of the lottery to sell on-line, computer generated tickets. You can buy or redeem the tickets during no less than seventeen hours each day, according to a schedule determined by the director of the lottery, but each on-line retailer will sell and redeem tickets only during their normal business hours. In redeeming tickets, a retailer may only pay out prizes up to \$600. For prizes over \$600, you must obtain a lottery claim form as described in WAC 315-06-120, and submit your ticket to the lottery by mail or in person. Tickets will be validated and redeemed in accordance with the general rules for on-line games found in chapter 315-30 WAC. Federal income tax must be withheld from prize payments as required by law.

[Statutory Authority: RCW 67.70.040. 98-15-115, § 315-36-070, filed 7/20/98, effective 8/20/98.]

WAC 315-36-080 What information is included on a Lucky for Life ticket and playslip? The front of the ticket includes the selection of numbers, amount wagered, drawing date, and validation and reference numbers. The playslip includes an estimate of the probability of purchasing a winning ticket, player instructions, and player information.

[Statutory Authority: RCW 67.70.040. 98-15-115, § 315-36-080, filed 7/20/98, effective 8/20/98.]

WAC 315-36-090 What are the odds of winning Lucky for Life? The odds of winning any prize are 1 in 7. The odds of winning specific prizes are as follows:

| | |
|-----------------------------------|-------------|
| "Lifetime Cash" type Grand Prize: | 1:3,921,225 |
| "\$50,000 Prize": | 1:1,960,613 |
| "\$25,000 Prize": | 1:980,306 |
| "\$10,000 Prize": | 1:653,538 |
| "\$5,000 Prize": | 1:490,153 |
| Match three numbers \$50 Prize: | 1:486 |
| Match two numbers \$4 Prize: | 1:7 |

[Statutory Authority: RCW 67.70.040, 98-15-115, § 315-36-090, filed 7/20/98, effective 8/20/98.]

WAC 315-36-100 If more than one person per drawing wins the grand prize, does each person receive the entire prize of \$1,000 for life or is the prize split among the winners? Each person up to three winners wins the grand prize of \$1,000 per week for life. If more than three persons win the grand prize in any one drawing, then three grand prizes (for a total of \$3,000 per week for life) will be split equally among the total number of grand prize winners for that drawing.

[Statutory Authority: RCW 67.70.040, 98-15-115, § 315-36-100, filed 7/20/98, effective 8/20/98.]

WAC 315-36-110 How is the "Lifetime Cash" type grand prize paid? (1) You must be a natural person (e.g., not a legal entity such as a corporation) to claim the prize of \$1,000 per week for life.

(2) At the discretion of the director, winners may be permitted to choose grand prize payments either made once a year for \$52,000 or made once per week for \$1,000 per week for a total of 52 payments in one calendar year. The first payment will be made after validation of the winning ticket.

(3) Your prize becomes payable on the first business day following the drawing in which the winning numbers were drawn. If both payment methods are allowed and you select the annual payment, your first payment after ticket validation will be based on the number of weeks remaining in the calendar year in which you claim the prize. The number of weeks will be based on the first business day after the drawing in which the winning numbers were drawn. For example, if the drawing is on a Wednesday, and there are 17 Thursdays left in the calendar year (including the first business day after the drawing), you will be entitled to \$17,000 for the payment in the calendar year in which you claim your prize. Annual payments of \$52,000 will be paid in January of each qualifying year.

(4) If both payment methods are allowed and you select the annual payment, you are entitled to the \$52,000 payment if you live until January 1, even if you do not live until the end of the calendar year. If you select the weekly payment and live until January 1, but you do not live the entire calendar year, your estate will be entitled to receive your weekly payments until the end of the calendar year.

(5) If both payment methods are allowed and you select the weekly payment, you must furnish the lottery with a bank account number for electronic funds transfer (EFT) of your weekly payments, within 30 days of claiming your prize. Failure to provide a bank account number may result in pay-

ing your prize in one annual payment. You may choose to change your payment method to an annual payment by so notifying the lottery, which will calculate within 45 days the remainder due for the calendar year. Persons selecting an annual payment may not change their selection to weekly payments.

(6) If both payment methods are allowed and you select the weekly payment, your first payment will be based on the number of weekly payments which have accrued since the first business day after the drawing in which your winning numbers were selected. Thereafter, your payments will be \$1,000 per week.

(7) If only one payment method is allowed by the director, then the grand prize will be paid as one annual payment as set forth above.

(8) The director has the discretion to revise the payment method or methods or select one payment method if it is in the best interests of the lottery, so long as each winner of the "Lifetime Cash" type prize receives a total of \$52,000 for each calendar year after the year in which he/she claims the prize.

(9) If you are under eighteen at the time of claiming the grand prize, weekly or annual payments will begin on your eighteenth birthday. For purposes of calculating your initial payment, the day before your eighteenth birthday will be treated as the date of the drawing of the winning numbers. You must notify the lottery where your payments should be sent and whether you choose weekly or annual payments, at least 30 days preceding your eighteenth birthday.

(10) "Lifetime Cash" winners are responsible to inform the lottery of any address or bank account changes affecting receipt of payments, at least 30 days preceding the address or account change.

(11) If a winner dies before payment of \$250,000 under this section, the winner's successor-in-interest will be entitled to receive a lump sum payment in the amount necessary to bring the amount paid as a prize under this section up to a total of \$250,000. Any successor-in-interest must provide the lottery with the necessary documentation and a court order directing payment of the final amount to the successor or successors entitled to payment. The determination of the sufficiency of the documentation shall lie within the discretion of the director of the lottery. Payment to the successor or successors shall be governed by all applicable laws, including WAC 315-06-120, 315-06-123, and 315-06-130.

(12) The winner's successor-in-interest must notify the lottery of the death of the winner. If the lottery makes a payment after the winner's death, the lottery shall require return of the payment, except, at the director's discretion, the payment may be deducted from any lump sum payment due to the winner's estate.

[Statutory Authority: RCW 67.70.040, 98-15-115, § 315-36-110, filed 7/20/98, effective 8/20/98.]

WAC 315-36-120 How are prizes, other than the "Lifetime Cash" type grand prize, paid? Every Lucky for Life prize other than the "Lifetime Cash" type grand prize will be paid in a single payment.

[Statutory Authority: RCW 67.70.040, 98-15-115, § 315-36-120, filed 7/20/98, effective 8/20/98.]

WAC 315-36-130 What happens to unclaimed Lucky for Life prizes? When a player who holds a winning ticket does not claim his or her prize within one hundred eighty days of the drawing in which the prize was won, that prize is retained in the state lottery fund for further use as prizes, as provided for in RCW 67.70.190.

[Statutory Authority: RCW 67.70.040, 98-15-115, § 315-36-130, filed 7/20/98, effective 8/20/98.]

WAC 315-36-140 Definitions for Lucky for Life. (1) Number: Any play number from "00" through "99" inclusive.

(2) Set: One selection of four numbers, which are printed horizontally on the ticket. Each set is preceded by a letter of the alphabet.

(3) Lifetime cash: The grand prize of \$1,000 per week for life, for a maximum of \$52,000 per year.

(4) Play slip: A mark-sense game card used by players to select one set of four numbers for the "Lifetime Cash" grand prize.

(5) Lucky for Life ticket: A computer-generated receipt showing payment for one play in a Lucky for Life game. Tickets shall be issued by an on-line terminal at locations licensed by the lottery and shall list the twenty-one sets of four numbers each that belong to the ticket holder.

(6) Quick pick or quick play: A method for choosing a set of numbers by use of the random number generator within the on-line computer terminal.

(7) Play: Twenty-one sets of four numbers.

[Statutory Authority: RCW 67.70.040, 98-15-115, § 315-36-140, filed 7/20/98, effective 8/20/98.]

WAC 315-36-150 Suspension or termination of Lucky for Life. At the discretion of the director, Lucky for Life may be suspended or terminated at any time, to be effective prior to the beginning of sales for any future drawing. The director may suspend or terminate sales only where no sales have been made for the drawing.

[Statutory Authority: RCW 67.70.040, 98-15-115, § 315-36-150, filed 7/20/98, effective 8/20/98.]