

TITLE 65 STATE LOTTERY COMMISSION

ARTICLE 1. THE COMMISSION

Rule 1. General Provisions

65 IAC 1-1-1 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. (a) "Commission" means the state lottery commission created by IC 4-30. In order to differentiate the commission from agencies and commissions created in other states, the commission may use the name "The State Lottery Commission of Indiana", in the execution of agreements, contracts, and other documentation.

(b) "Chairman" means the chairman of the commission selected pursuant to IC 4-30-4-3.

(c) "Director" means the director of the commission appointed pursuant to IC 4-30-5. (*State Lottery Commission; 65 IAC 1-1-1; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2290; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 90; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-2 Organization

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-4

Sec. 2. The commission is composed of five (5) members appointed by the governor. The commission may adopt bylaws for its internal operation and procedures by majority vote of all its members. (*State Lottery Commission; 65 IAC 1-1-2; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2290; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-3 Office of the commission

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-5-5

Sec. 3. The principal office of the commission and the director shall be located at Pan Am Plaza, Indianapolis, Indiana, or at such other place within the city of Indianapolis as the director shall determine. (*State Lottery Commission; 65 IAC 1-1-3; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2290; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-4 Seal

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-1

Sec. 4. The seal of the commission shall be circular in form and shall contain the words "State Lottery Commission" around the periphery and the word "Seal" in the center. The seal of the commission may be affixed by impression, printing, stamping, or other method of reproduction and the director may use the design of the seal upon such stationery, printed matter, or other publications or broadcasts of the commission as the commission or the director may determine to be convenient or appropriate. (*State Lottery Commission; 65 IAC 1-1-4; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2290; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 90; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-5 Meetings

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-4; IC 5-14-1.5

Sec. 5. Meetings of the commission shall be held no less often than quarterly upon a call of the chairman or the director. The chairman shall call a meeting upon the written request of at least three (3) members of the commission. Upon calling a meeting, the chairman or director, as the case may be, shall give, or shall cause the secretary or an assistant secretary to give, written notice of

the meeting, specifying the time, place, and general purpose of the meeting, to each commissioner, either personally, by mailing, by messenger, by facsimile machine, or by telegram, at least forty-eight (48) hours in advance of the meeting, or such greater time in advance of the meeting as may be required by law. The secretary shall also give such notice and take such other actions as are required by IC 5-14-1.5. A commissioner's attendance at or participation in a meeting waives any notice to the commissioner of the meeting required by this section unless the commissioner at the beginning of the meeting objects to holding the meeting or transacting business at the meeting and does not thereafter vote for or assent to action taken at the meeting. A commissioner may waive the notice required by this section of a meeting either before or after the date and time stated in the notice, which waiver must be in writing and signed by the commissioner entitled to the notice. A meeting for which proper notice has been given or waived may be adjourned to another date and time stated in the minutes of the adjourned meeting and no additional notice shall be required. (*State Lottery Commission; 65 IAC 1-1-5; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2290; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-6 Quorum and action

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. At any meeting of the commission, the presence of three (3) commissioners constitutes a quorum for the transaction of official business. Except as otherwise provided in IC 4-30 or this title, the act of a majority of the commissioners present at a meeting at which a quorum is present shall be the act of the commission. A vacancy in the commission's membership shall not impair the rights of a quorum of the commission to exercise all rights and perform all duties of the commission. (*State Lottery Commission; 65 IAC 1-1-6; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2290; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-6.5 Participation in meetings by communication

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-4; IC 5-14-1.5

Sec. 6.5. (a) This section applies to a meeting of the commission at which at least two (2) members of the commission are physically present at the place where the meeting is conducted.

(b) A member of the commission may participate in a meeting of the commission by using a means of communication that permits all other members of the commission participating in the meeting and all members of the public physically present at the place where the meeting is conducted to communicate simultaneously with one another during the meeting.

(c) A member of the commission who participates in a meeting by using a means of communication described in subsection (b) is considered to be present at the meeting.

(d) The memoranda prepared under IC 5-14-1.5-4 for a meeting at which a member of the commission participates under subsection (b) shall state the following:

(1) The name of each member of the commission who was physically present at the place where the meeting was conducted.

(2) The name of each member of the commission who participated in the meeting by using a means of communication described in subsection (b).

(3) The name of each member of the commission who was absent.

(e) Any place where two (2) or more members of the commission are physically present and participating in a meeting by using a means of communication described in subsection (b) shall be open to the public to the same extent required under IC 5-14-1.5 for the place where the meeting is conducted. (*State Lottery Commission; 65 IAC 1-1-6.5; emergency rule filed Apr 3, 1990, 2:59 p.m.: 13 IR 1419; errata, 13 IR 1860; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-7 Committees

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-4

Sec. 7. The commission, by a majority vote of all commissioners, may appoint one (1) or more special committees from among its members as it determines to be necessary. The purpose of the committees may be to make recommendations to the commission

or to assist the director in carrying out the policies and decisions of the commission from time to time during the interval between meetings of the commission. Such committees shall possess the powers and authority given to them by the commission. (*State Lottery Commission; 65 IAC 1-1-7; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2291; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-8 The chairman

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-4

Sec. 8. The chairman shall preside at meetings of the commission. The chairman shall discharge all the duties inherent to a presiding officer and perform such other duties as from time to time may be assigned to him by the commission or as prescribed by law or this rule. (*State Lottery Commission; 65 IAC 1-1-8; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2291; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-9 The director

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-14; IC 4-30-6

Sec. 9. The director shall be appointed by the governor. The director is the chief executive and operating officer of the lottery and has the full and complete authority to act in the name of the commission. The director shall have such powers and authority and perform such duties as are expressed or implied by law, by resolution of the commission, or by this title. Without limiting the generality of the foregoing, the director is specifically authorized to perform the following duties on behalf of the commission:

- (1) To negotiate and, upon prior approval or subject to subsequent ratification of the commission, to enter into on behalf of the commission, contracts for the purchase, lease, or lease-purchase of goods and services necessary for the operation and promotion of the lottery, including assistance provided by a governmental agency.
- (2) To execute contracts and agreements entered into by the commission and other instruments and documents for and on behalf of the commission.
- (3) To manage and control the commission's administrative offices and exercise all powers and authority necessary to manage and control such offices or customary for such an administrative officer.
- (4) To create divisions within the commission and allocate the various functions of the commission among these divisions, except that all security matters shall be assigned to the division of security created by IC 4-30-6.
- (5) To establish and maintain a personnel program and to take personnel actions as provided in IC 4-30-3-14.
- (6) To transact such business of the commission as may require attention between meetings of the commission and to report all such business transacted, other than of a routine nature, to the commission at its next meeting.
- (7) To exercise such other authority and powers as are customarily exercised under Indiana law by the chief executive and operational officer of an entrepreneurial business enterprise, except as otherwise required by law.

(*State Lottery Commission; 65 IAC 1-1-9; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2291; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-10 Vice chairman

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-4

Sec. 10. The chairman may appoint a vice chairman who shall preside at meetings of the commission when the chairman is not present. If no vice chairman is appointed by the chairman, the director shall preside at meetings of the commission when the chairman is not present. (*State Lottery Commission; 65 IAC 1-1-10; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2291; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-11 Selection of other officers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. The director shall select a secretary and such other assistants and other officers as the director may decide upon to serve at the pleasure of the director. The secretary may, but need not, be a commissioner. *(State Lottery Commission; 65 IAC 1-1-11; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2291; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-1-12 The secretary

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30; IC 5-14-1.5

Sec. 12. The secretary shall attend all meetings of the commission and shall keep, or cause to be kept in a book provided for the purpose, a true and complete record of the proceedings of such meetings and shall perform a like duty for all standing committees appointed by the commission, when required. The secretary shall attend to the giving and serving of all notices of the commission and compliance with IC 5-14-1.5 and other legal notice requirements. The secretary shall, in addition, perform such other duties as this rule may require, or the director or commission may prescribe. *(State Lottery Commission; 65 IAC 1-1-12; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2292; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-1-13 Assistant officers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. Such assistant officers as the director shall from time to time designate and appoint shall have such powers and duties as the officers whom they are elected to assist shall specify and delegate to them and such other powers and duties as this rule or the director or commission may prescribe. An assistant secretary may, in the event of the absence or disability of the secretary, attest to the execution by the commission or the director of all documents. *(State Lottery Commission; 65 IAC 1-1-13; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2292; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-1-14 Delegation of authority

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 14. In case of the absence of any officer or employee of the commission, or for any other reason that the commission or the director may deem sufficient, the commission (in the case of the chairman or the vice chairman) or the director (in the case of any other officer or employee) may delegate the powers or duties of such officer or employee to any other officer or employee, for the time being, provided in the case of a delegation by the commission that a majority of the entire commission concurs therein. *(State Lottery Commission; 65 IAC 1-1-14; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2292; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-1-15 Amendments

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 15. This rule may be altered, amended, suspended, or repealed at a meeting of the commission by the affirmative vote of a majority of the commissioners present and voting if a quorum is present at the meeting. *(State Lottery Commission; 65 IAC 1-1-15; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2292; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-1-16 Immunity

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 16. The commission as a separate body politic and corporate is intended to be a separate legal entity and as such the commissioners, the director, their employees, and the state of Indiana shall not be liable to any licensee, vendor, or any other person or entity entering into any contract or agreement with the commission for any damage arising in connection with the operation or conduct of the lottery except as may be provided by IC 4-30 or IC 34-4 [*IC 34-4 was repealed by P.L.1-1998, SECTION 221, effective July 1, 1998.*], such liabilities being solely those of the commission. (*State Lottery Commission; 65 IAC 1-1-16; emergency rule filed Aug 3, 1989, 9:30 a.m.: 12 IR 2298; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-17 Use of certain terms prohibited

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30-14-6

Sec. 17. No person shall use the terms "State Lottery", "Indiana Lottery", "Indiana State Lottery", "Hoosier Lottery", or "Lottery" for purposes of an enterprise, other than the sale of lottery tickets pursuant to a license granted by the commission, without the prior written approval of the director. (*State Lottery Commission; 65 IAC 1-1-17; emergency rule filed Aug 3, 1989, 9:30 a.m.: 12 IR 2298; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-1-18 Fees

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 18. The director shall collect the fees set out below when the following services are performed, unless provided to the contrary in this title:

Service	Fee
(1) Copying records of the commission (per page)	\$.50
(2) Instant application and bonding fee for retailer contract for each ticket selling location	\$25
(3) On-line application fee for retailer contract for each on-line selling location	\$50
(4) Renewal bonding fee for retailer contract for each selling location	\$25
(5) Application and bonding fee for each instant only selling location following a change of control of a retailer within the meaning of 65 IAC 3-3-5.6	\$25
(6) On-line application fee for each on-line selling location following a change of control within the meaning of 65 IAC 3-3-5.6	\$50
(7) Application and bonding fee for each instant selling location following a change of entity structure within the meaning of 65 IAC 3-3-5.6, accompanied by a change of control within the meaning of 65 IAC 3-3-5.6	\$25
(8) Application and bonding fee for each on-line selling location following a change of entity structure within the meaning of 65 IAC 3-3-5.6, accompanied by a change of control within the meaning of 65 IAC 3-3-5.6	\$50
(9) Issuance of duplicate or amended certificate of authority	\$10
(10) Weekly service charge for on-line retailers pursuant to 65 IAC 3-4-8(a)	\$12
(11) Additional weekly charge for on-line retailers with weekly sales averaging below one thousand dollars (\$1,000) pursuant to 65 IAC 3-4-8(b)	\$25
(12) Additional weekly charge for on-line retailers with weekly sales averaging greater than or equal to one thousand dollars (\$1,000) but below two thousand dollars (\$2,000) pursuant to 65 IAC 3-4-8(c)	\$10
(13) Delinquency charge for late payment of amounts due the commission	Up to \$50
(14) Interest rate applicable to delinquent payments	12%

(*State Lottery Commission; 65 IAC 1-1-18; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1724; emergency rule filed Jul 16, 1991, 5:00 p.m.: 14 IR 2261; emergency rule filed Dec 30, 1991, 11:30 a.m.: 15 IR 736; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1030; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1969; emergency rule filed Apr 19, 1993, 5:00 p.m.: 16 IR*

2192; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

Rule 2. Confidentiality and Access to Records

65 IAC 1-2-1 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-2; IC 4-30-14-4; IC 5-14-3-2

Sec. 1. (a) The definitions in IC 4-30-2 and IC 5-14-3-2 apply to this rule.

(b) "Document" or "information" means any recorded information, regardless of its physical form or characteristics, including, without limitation:

- (1) written or printed material;
- (2) data processing card decks, printouts, disks, tapes, or other electronic media;
- (3) maps;
- (4) charts;
- (5) artwork;
- (6) photographs;
- (7) working notes and papers;
- (8) reproductions of such things by any means or process; and
- (9) sound, voice, or electronic recordings in any form;

in the possession of the commission or the director by which knowledge has been preserved and may be retrieved. (*State Lottery Commission; 65 IAC 1-2-1; emergency rule filed Aug 3, 1989, 9:30 a.m.: 12 IR 2298; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-2-2 Treatment of confidential information

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-14; IC 4-30-14-4

Sec. 2. (a) Information which is declared confidential under this rule shall not be disseminated, disclosed, released, or revealed, either orally or in writing, to any person who is not an employee of or vendor to the commission having need for such information in the performance of duties for the commission.

(b) An employee of the commission who knowingly or intentionally discloses confidential information or who fails to observe the requirements of this rule or the security guidelines of the director regarding the safeguarding of confidential information shall be subject to disciplinary action including dismissal. (*State Lottery Commission; 65 IAC 1-2-2; emergency rule filed Aug 3, 1989, 9:30 a.m.: 12 IR 2298; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-2-3 Confidential information

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-14-4; IC 5-14-1.5-6.1; IC 5-14-3-4; IC 5-14-3-5

Sec. 3. (a) The director may declare confidential and exempt from public disclosure at any time, whether before or after a request for disclosure has been made, any document or information which is exempt from disclosure at the discretion of the commission under IC 5-14-3-4(b).

(b) It is declared by the commission that the following types of information are confidential and exempt from public disclosure:

- (1) Investigatory records of the security division of the commission and investigatory records of other law enforcement agencies in the possession of the commission, except to the extent disclosure is required by IC 5-14-3-5.
- (2) The work product of any attorney representing the commission, the director, or any employee of the commission.
- (3) Documents and information containing advisory or deliberative material prepared by or delivered to the commission, the director, or any employee of the commission, including material developed by a vendor and material otherwise described in

IC 5-14-3-4(b)(6), that contain expressions of opinion or are of a speculative nature and that are communicated for the purpose of decision making, including, but not limited to, decisions involving competitive marketing strategies.

(4) Personnel files of the director or employees of the commission and files of applicants for employment with the commission, except to the extent disclosure is required by IC 5-14-3-4(b)(8).

(5) Administrative or technical information that would jeopardize a record keeping or security system associated with the commission or the lottery, including, without limitation, the following:

(A) Information concerning the manner, systems, and procedures relating to the printing, production, packaging, shipping, delivery, storage, and verification of tickets.

(B) Information concerning the operation of on-line terminals and electronic equipment.

(C) Information relating to prize structure and detailed game specifications.

(6) Computer programs, computer codes, computer filing systems, and other software owned by the commission or entrusted to it.

(7) Information and documents specifically prepared for discussion, or developed during discussion, in an executive session under IC 5-14-1.5-6.1, except for information required to be available for inspection and copying under IC 5-14-3-4(b)(8).

(8) Information and documents submitted to the commission as part of the commission's procurement of goods and services shall be confidential and exempt from public disclosure prior to the announcement of a procurement decision. Information received during the procurement process that is properly identified as a trade secret or otherwise confidential shall continue to be exempt after the announcement of a procurement decision.

(9) Information and documents submitted to the commission and files maintained by the commission with respect to retailer applications and financial data.

(10) Diaries, journals, or other personal notes serving as the functional equivalent of a diary or journal.

(11) Any and all other matters which may be declared confidential.

(c) Notwithstanding the declaration in subsection (b), the director may release information described in subdivisions (b)(2), (b)(3), (b)(7), (b)(9), (b)(10), and (b)(11) if the director determines that disclosure of such information is in the best interest of the commission or, in the case of disclosure of such information to a vendor, that disclosure of such information would facilitate performance of a contract between the commission and the vendor. Disclosure of information to a vendor under this subsection to facilitate performance of a contract does not entitle any other person to obtain disclosure of such information. (*State Lottery Commission; 65 IAC 1-2-3; emergency rule filed Aug 3, 1989, 9:30 a.m.: 12 IR 2298; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1067; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2009; emergency rule filed May 10, 1993, 3:00 p.m.: 16 IR 2196; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-2-4 Access to public records

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30; IC 5-14-3

Sec. 4. All public records of the commission shall be open to reasonable public inspection during regular business hours of the commission. The director may adopt reasonable written procedures governing inspection and copying of public records, including, without limitation, a requirement for reasonable advance notice for extensive inspection or copying of public records and payment of a fee for copying. (*State Lottery Commission; 65 IAC 1-2-4; emergency rule filed Aug 3, 1989, 9:30 a.m.: 12 IR 2299; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-2-5 Fees for copies

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The director shall collect a fee in the amount specified in 65 IAC 1-1-18 for copying records of the commission. This fee may be waived by the director upon a finding that such a waiver is in the best interests of the lottery. (*State Lottery Commission; 65 IAC 1-2-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 299; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 404; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1724; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-2-6 Commercial use of public records

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30; IC 5-14-3-2

Sec. 6. If a person requests that public records be provided on a disc or tape, information so supplied may not be used for commercial purposes, including to sell, advertise, or solicit the purchase of merchandise, goods, or services or to sell, loan, give away, or otherwise deliver the information obtained by the request to any other person (as defined in IC 5-14-3-2) for these purposes. Use of information obtained in this manner in connection with the preparation or publication of news, for nonprofit activities, or for academic research is not prohibited. A person who uses information in a manner contrary to this rule may be prohibited from obtaining a copy or any further data on disc or tape. (*State Lottery Commission; 65 IAC 1-2-6; emergency rule filed Jul 30, 2001, 9:40 a.m.: 24 IR 4004; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 3. Personnel**65 IAC 1-3-1 Employment status**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-15-2; IC 4-30-3-14; IC 4-30-6

Sec. 1. Employees of the commission are not employees of the state of Indiana and are not merit system employees under IC 4-15-2. Employees of the commission serve at the pleasure of the director and are subject to suspension, dismissal, reduction in pay, demotion, transfer, or other personnel action at the discretion of the director. Except as provided in IC 4-30-6, employees shall not be hired or fired on the basis of political affiliation. (*State Lottery Commission; 65 IAC 1-3-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 299; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-3-2 Equal employment opportunity

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-14

Sec. 2. (a) The commission is committed to equal employment opportunity and nondiscrimination in the provision of all services to the public without regard to race, color, religion, sex, age, national origin, or physical or mental handicap.

(b) The commission will comply with all federal, state, and local laws relating to equal employment opportunity and nondiscrimination in services to the general public.

(c) Sexual harassment of any commission employee by any other commission employee is prohibited. Sexual harassment is defined as unwelcome sexual advances, requests for sexual favors, or other unwelcome verbal or physical conduct of a sexual nature when the response or reaction affects employment decisions or creates a hostile work environment. Violations of this subsection will result in appropriate disciplinary action, up to and including discharge from employment. (*State Lottery Commission; 65 IAC 1-3-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 299; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-3-3 Security investigation

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-14

Sec. 3. Prior to the commencement of employment by the commission, a security investigation or background check shall be conducted, in whole or in part, for each employee. In the event that all aspects of this investigation are not completed at the time an employee is hired, continued employment of the employee shall be subject to the satisfactory completion of the security investigation or background check. The information disclosed by a security investigation or background check is confidential to the commission and shall not be disclosed to the employee or any other individual or entity, unless required by federal or state law. (*State Lottery Commission; 65 IAC 1-3-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 299; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-3-4 Purchase of lottery tickets prohibited

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-14; IC 4-30-12-2

Sec. 4. Employees of the commission and relatives living in the same household with employees of the commission shall not purchase a lottery ticket. (*State Lottery Commission; 65 IAC 1-3-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 299; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-3-5 Care of commission documents and materials

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-14

Sec. 5. (a) All commission records and documents in the custody of commission employees are for official use only. Employees of the commission shall not conceal, alter, mutilate, obliterate, or destroy commission records or documents without permission from the director, or remove or attempt to remove commission records or documents with the intention of concealing, altering, mutilating, obliterating, disclosing, or destroying such records or documents without permission from the director. Employees shall not remove commission records and documents from official files without approval from the director. Working papers, copies of reports, and other official records and documents must be sent promptly to file when no longer needed for official purposes. Records and documents shall be disposed of in accordance with procedures established by the director.

(b) Commission employees will be held responsible for the loss, disappearance, or theft of official documents when attributable to negligence or carelessness. Recovery of documents may not necessarily relieve the employee of responsibility for their loss. (*State Lottery Commission; 65 IAC 1-3-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 299; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 4. Ethics

65 IAC 1-4-1 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-1

Sec. 1. (a) The definitions in this section apply to this rule.

(b) "Business relationship" means dealings between the commission and a person seeking, obtaining, establishing, maintaining, or implementing:

- (1) a pecuniary interest in a contract or procurement; or
- (2) a retailer contract.

(c) "Compensation" means any money, thing of value, or economic benefit conferred on or received by any person in return for services rendered, or to be rendered, whether by that person or another.

(d) "Conflict of interest" means a situation in which a person's private interest, usually of a financial or economic nature, may influence the person's judgment in the performance of the person's public duty.

(e) "Economic interest" means a person's substantial financial interest in investments, employment, awarding of contracts, grants, loans, purchases, leases, sales, or similar matters under consideration or consummated by the commission. A person will not be deemed to have an economic interest in a matter under consideration or consummated by the commission solely by reason of owning one percent (1%) or less of any class of outstanding securities which are issued by a party to the matter under consideration or consummated and are listed on a national securities exchange or actively traded in an over-the-counter market.

(f) "Employee" means an employee of the commission who is not an officer.

(g) "Honorarium" means a fee received for speeches, written articles, participation in discussion groups, and similar activities but does not include reimbursement for expenses.

(h) "Member" means a member of the commission, as described in IC 4-30-3-1.

(i) "Officer" means the director, any assistant director, and the director of the division of security for or of the commission.

(j) "Public meeting" means an event that:

- (1) is a gathering of public officials not arranged to solicit the procurement of goods or services;
- (2) involves a speech or participation in a presentation by a member, officer, or employee in the member's, officer's, or employee's official capacity; or
- (3) includes a formal educational program that the member, officer, or employee is attending to assist in the performance of official responsibilities.

(State Lottery Commission; 65 IAC 1-4-1; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 404; emergency rule filed Dec 17, 1990, 3:20 p.m.: 14 IR 1073; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jul 22, 2004, 11:05 a.m.: 27 IR 4034)

65 IAC 1-4-2 Policy

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. The commission cannot function effectively without maintaining the integrity of the lottery. Members, officers, and employees, therefore, must encourage confidence in the commission by maintaining high standards of honesty, integrity, and impartiality. Members, employees, and officers should conduct themselves in a manner that will enhance public respect for the lottery. *(State Lottery Commission; 65 IAC 1-4-2; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 404; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-4-3 Conflict of interest

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Any conduct that would lead a reasonable person, knowing all the circumstances, to a conclusion that a member, officer, or employee has a conflict of interest or is biased is unacceptable.

(b) A member, officer, or employee shall not accept any form of compensation other than from the commission for any services rendered as part of the member, officer, or employee's official duties for the commission.

(c) A member, officer, or employee shall not participate in any business being transacted with the commission by any private concern in which the member, officer, or employee or the spouse or children of the member, officer, or employee living in the same household has an economic interest.

(d) Members, officers, and employees shall not directly or indirectly solicit, accept, or agree to accept for themselves or another person or entity any compensation or thing of value to influence them in the performance of their official duties or to create the opportunity to commit fraud against the commission.

(e) Members, officers, and employees shall not imply or allow to be inferred that they represent the commission in any situation which is not related to their official duties.

(f) Members, officers, and employees shall not show through work or action any preferential attitude or treatment to any person, group, or other entity in the performance of their official duties.

(g) If a member, officer, or employee is given an assignment by the commission that involves a person, group, or other entity with which the officer or employee has a financial or beneficial relationship, the member, officer, or employee shall notify his or her supervisor (or the director, in the case of a member) immediately.

(h) If a member has an economic interest in any person, group, or entity involved in a matter under consideration or consummated by the commission, the member shall notify the director immediately upon becoming aware of the matter. Any contract between the commission and a person, group, or entity in which a member has an economic interest shall be submitted to the commission as a whole for approval or rejection. *(State Lottery Commission; 65 IAC 1-4-3; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 404; emergency rule filed Dec 17, 1990, 3:20 p.m.: 14 IR 1073; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-4-4 Financial interest restricted

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. All members, officers, and employees shall refrain from participating on a private basis, directly or indirectly, in any financial transaction if their private interests are, or may reasonably be expected or construed to be, in conflict with their official duties. (*State Lottery Commission; 65 IAC 1-4-4; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 405; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 1-4-5 Gifts and gratuities

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) Members, officers, and employees shall not directly or indirectly request or accept any gift, favor, service, loan, or entertainment for themselves or others under circumstances that might reasonably be construed to influence the performance of their official duties for the commission.

(b) A member, officer, employee shall not accept gifts, favors, services, entertainment, food, or drink in any amount from a person who has a business relationship with the commission. Notwithstanding the foregoing, it shall not be a violation of this section for a member, officer, or employee to:

- (1) accept gifts, favors, services, entertainment, food, or drink from public agencies or public institutions;
- (2) consume food or drink at a public meeting to which twenty-five (25) or more individuals are invited;
- (3) accept mementos or souvenirs of nominal value received at public events, public ceremonies, or events commemorating official business;
- (4) give or accept gifts, favors, services, entertainment, food, or drink from relatives and social relationships provided that:
 - (A) any items of value are not deducted as a business expense; and
 - (B) the member, officer, or employee does not exercise decision making authority over a policy making or procurement decision affecting the business interests of the person;
- (5) accept discount and promotional programs approved and made available through the state of Indiana; or
- (6) attend a social function or other gathering, including a party or a meal, provided by a vendor if the event takes place at a convention, seminar, or gathering of lottery personnel from more than one (1) state and the invitation to the social function or gathering is generally made to all attendees at the convention, seminar, or gathering.

(c) Honoraria may only be accepted when:

- (1) the underlying activities are not connected with the member's, officer's, or employee's employment or appointment responsibilities;
- (2) preparations for the underlying activities are on the member's, officer's, or employee's noncommission time and without use of commission resources; and
- (3) the honoraria are not from a vendor doing business with the commission.

(d) Any gift, favor, or consideration which can be construed (as determined by the director or the members) to be provided in connection with commission duties and which a member, officer, or employee is not permitted by this section to accept shall be returned to the donor immediately using such procedures as the director establishes for such purpose.

(e) The director may, in the director's sole discretion, make exceptions to this section provided the rationale for such exceptions is in writing and consistent with the public interest. (*State Lottery Commission; 65 IAC 1-4-5; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 405; emergency rule filed Dec 17, 1990, 3:20 p.m.: 14 IR 1074; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jul 22, 2004, 11:05 a.m.: 27 IR 4034*)

65 IAC 1-4-5.5 Contractor ethics restrictions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5.5. Contractors shall not offer or provide gifts, favors, services, entertainment, food, or drink to commission members, officers, or employees while seeking, obtaining, establishing, maintaining, or implementing a procurement or contract with the commission. In the event of a violation of this section, the commission may, in its sole discretion, terminate the contract. (*State Lottery Commission; 65 IAC 1-4-5.5; emergency rule filed Jul 22, 2004, 11:05 a.m.: 27 IR 4035*)

65 IAC 1-4-6 Attempted bribery

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. A member, officer, or employee who receives an offer of anything of value with the intention that the officer or employee will fail to discharge his or her official duties for the commission properly shall do the following:

- (1) Avoid any statement or implication that the offer will or will not be accepted.
- (2) Immediately report the matter to the security division of the commission.
- (3) Submit, as soon as possible, a memorandum to the security division stating the full circumstances concerning the offer.
- (4) Cooperate fully in any ensuing investigation, and avoid any unnecessary discussion of the offer or the investigation.

(State Lottery Commission; 65 IAC 1-4-6; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 405; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 1-4-7 Outside employment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) An officer or employee shall obtain written permission from the director before accepting any outside employment, except for outside employment which existed at the time the officer or employee was hired and which was specifically disclosed at that time to the director and the human resources director for the commission. Permission will be denied (or permission previously given will be revoked) if the nature of the work is considered to or does create a possible conflict of interest or the appearance of a conflict of interest or otherwise interferes with the officer or employee's duties for the commission.

(b) An officer or employee granted permission for outside employment shall not conduct any business or perform any activities, including solicitation, related to outside employment on premises owned or used by the commission or during the officer or employee's working hours for the commission.

(c) For purposes of this section, outside employment includes operation of a proprietorship, participation in a partnership or group business enterprise, or performance as a director or corporate officer of any for-profit corporation, business enterprise, building and loan association, or banking or credit institution, but does not include service as an officer or director of nonprofit, tax-exempt organizations such as cooperative housing corporations, scouts, or civic, fraternal, religious, educational, veterans, social, community, or charitable organizations unless the management of any business-type activity involves the operation of a commercial clubhouse or if tax liable profit-making is involved. *(State Lottery Commission; 65 IAC 1-4-7; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 406; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-4-8 Political activity

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Officers and employees shall not engage in political activity or politically-related activity during working hours and shall not engage in political activity or politically-related activity at any time which would interfere with their official duties for the commission. *(State Lottery Commission; 65 IAC 1-4-8; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 406; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-4-9 Consequences of violation

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Violation of this rule may constitute cause for removal of a member from the commission or result in disciplinary action, including termination, for an officer or employee. The commission may waive a violation of the terms of this rule if it determines that the conduct involved does not violate the purpose of this rule. Violation of this rule does not create a private cause of action in favor of any person. *(State Lottery Commission; 65 IAC 1-4-9; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 406; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1067; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

Rule 5. Internal Audit

65 IAC 1-5-1 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. (a) The definitions in this section apply to this rule.

(b) "Audit programs" means detailed lists of audit procedures or questionnaires to be completed or considered in the performance of an audit, inquiry, or examination.

(c) "Audit staff" means the professional and clerical staff under the direction of the internal auditor.

(d) "GAAP" means generally accepted accounting principles.

(e) "Internal auditor" means the person appointed by the director to direct the internal audit functions for the commission. *(State Lottery Commission; 65 IAC 1-5-1; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 406; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1068; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-5-2 Authorization

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. The director shall appoint an internal auditor who shall report directly to the commission. The internal auditor and the audit staff shall have full, free, and unrestricted access to all activities, records, property, and personnel of the commission consistent with the performance of the internal auditor's responsibilities under this rule. *(State Lottery Commission; 65 IAC 1-5-2; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 406; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-5-3 Responsibilities

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The internal auditor shall perform the following duties:

(1) Review and evaluate internal controls necessary to ensure the fiscal accountability of the commission.

(2) Conduct financial, compliance, and performance audits of the commission and prepare audit reports.

(3) Act as a liaison with external auditors and coordinate internal assistance to facilitate the conduct of audits and prevent duplications or omissions.

(State Lottery Commission; 65 IAC 1-5-3; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 406; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1068; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 1-5-4 Standards of performance

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The internal auditor and the audit staff shall abide by the Code of Ethics and Standards for the Professional Practice of Internal Auditors, Inc. and Statements of Internal Auditing Standards published by the Institute of Internal Auditors, Inc. Audits shall be conducted in compliance with GAAP and generally accepted auditing standards, where appropriate. *(State Lottery Commission; 65 IAC 1-5-4; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 407; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 1-5-5 Internal audits

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The internal auditor shall develop a system of internal audits for the commission. The system of internal audits may include, but shall not be limited to, the following activities:

- (1) Examination of internal controls intended to safeguard the assets of the commission, evaluation of those controls for operational sufficiency, and as appropriate, verification of the existence of assets.
- (2) Examination of security controls related to the commission's computer systems.
- (3) Review of the existence of and compliance with the following policies and procedures:
 - (A) Daily cash balancing policies and procedures.
 - (B) Inventory procedures.
 - (C) Winner validation and prize payment policies and procedures.
 - (D) Procurement policies and procedures, including quality control.
 - (E) Cash collections policies and procedures.
 - (F) Contract management policies and procedures.
 - (G) Property management policies and procedures.
 - (H) Vendor payments policies and procedures.
 - (I) Payroll policies and procedures.
 - (J) Accounts receivable and collections policies and procedures.
 - (K) Security policies and procedures.
- (4) Preparation of procedures for examination and monitoring of drawing equipment and prize results.
- (5) Determination that all commission operations are in compliance with Indiana statutes, rules, regulations, policies, and procedures.
- (6) Determination that financial reports are presented fairly and in accordance with GAAP.
- (7) Participation in general management reviews of all phases of commission operations including regional inventory and distribution procedures.
- (8) Completion of special reviews and audits as requested by the director or the commission.
- (9) Completion of follow-up audit reviews on issued audit reports to ensure that corrective action was actually taken.

(State Lottery Commission; 65 IAC 1-5-5; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 407; errata filed Jun 19, 1990, 4:56 p.m.: 13 IR 2002; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 1-5-6 Procedure for internal audits

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The internal auditor shall develop a written annual audit plan each year. The plan shall document the goals and objectives for the ensuing year, provide direction for the implementation of the audit effort, and provide the basis for performance monitoring. The annual plan shall identify projects for the current year and prioritize the projects based on audit requirements, priority of audit issues, and other relevant information. The annual plan shall also contain provisions to address special audit requests initiated by the director or the commission. The internal auditor shall develop a staffing plan to ensure that an adequate number of qualified personnel are available to accomplish the goals and objectives set forth in the annual audit plan.

- (b) For each internal audit project, the internal auditor shall prepare an audit work schedule, which shall contain a description of the internal audit project and the scope of the project including an estimate of the time required to complete each audit assignment.
- (c) A study and evaluation of internal accounting and administrative controls shall be performed for each audit.
- (d) Written audit programs shall be developed for each audit performed.
- (e) Audit work papers shall be maintained for any audit performed including audit procedures used to document evidence and support conclusions reached by the internal auditor.

(f) An exit conference shall be held at the conclusion of each audit with the appropriate division supervisor prior to the issuance of the final audit report. *(State Lottery Commission; 65 IAC 1-5-6; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR*

407; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 1-5-7 Internal audit reports

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. Internal audit reports containing findings and recommendations as well as the response of the commission staff to these findings will be submitted to the director and to the members of the commission. (*State Lottery Commission; 65 IAC 1-5-7; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 408; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 6. Promotional Activities

65 IAC 1-6-1 Promotional drawings

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-8

Sec. 1. (a) "Promotional drawing" means, for purposes of this section, a drawing or other event involving random selection of winners which does not require participants to purchase or hold lottery tickets in order to win.

(b) The commission is authorized to advertise and promote participation in instant games and on-line games by conducting promotional drawings. The director shall determine and announced the date or dates, time or times, entry requirements, and procedures for any promotional drawings and shall post such information at the site of the promotional drawing. The director may change the date or dates, time or times, entry requirements, or procedures for any promotional drawing prior to the time of the promotional drawing and publicize the change if the director finds that the change is in the best interests of the lottery or the public. Disputes regarding such dates, times, requirements, or procedures shall be resolved by the director in the exercise of the director's sole discretion. All participants in a promotional drawing shall be deemed to have agreed to all requirements and procedures by their participation in the promotional drawing or any proceedings in connection with the promotional drawing.

(c) All promotional drawings involving a prize with a fair market value greater than five thousand dollars (\$5,000) shall be witnessed by an independent certified public accountant. Promotional drawings not involving a prize with a fair market value greater than five thousand dollars (\$5,000) shall be witnessed by an independent certified public accountant if required by the director. All promotional drawings shall be witnessed by a representative of the commission's security division.

(d) The liability of the commission, the director, and the commission's employees for wrongful failure to enter any person into a promotional drawing, for any improper operation or conduct of any promotional drawing, or for the wrongful failure of any person to win a prize in a promotional drawing is limited to entry of the aggrieved person in another promotional drawing with prizes of similar value, and each participant in a promotional drawing agrees by the act of participating in the promotional drawing to this limitation of liability. (*State Lottery Commission; 65 IAC 1-6-1; emergency rule filed Oct 17, 1990, 4:17 p.m.: 14 IR 455; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

ARTICLE 2. PROCUREMENT

Rule 1. Procurement Procedures; General

65 IAC 2-1-1 Procurement authority

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 1. (a) The director shall have the full and complete authority to enter into all contracts on behalf of the commission for the procurement of goods and services.

(b) The director shall appoint one (1) person employed by the commission to supervise and manage the procurement of goods and services. This person shall have such authority as may be set forth in this article or as may be delegated by the director in writing.

(c) The director may designate one (1) or more persons to act as purchasing agents for the commission, and who shall act with

such authority as the director shall delegate in writing with respect to each purchasing agent. (*State Lottery Commission; 65 IAC 2-1-1; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2292; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 90; emergency rule filed Dec 9, 1996, 4:00 p.m.: 20 IR 962; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-2 Procurement policy

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 2. (a) In all procurement decisions, the director shall take into account the particularly sensitive nature of the lottery and shall consider the competence, quality of product, experience, and timely performance of the vendors in order to promote and ensure security, honesty, fairness, and integrity in the operation and administration of the lottery and the objective of raising net revenues for the benefit of the public purposes described in IC 4-30. The director shall also take into account the desirability of an efficient and effective procurement process and the legislative finding that the operation of a lottery is a unique activity for state government and that policies and procedures appropriate for the performance of other governmental functions are not necessarily appropriate for the operation of a lottery.

(b) All decisions made under this article are actions concerning the acquisition, leasing, or disposition of property or procurement of goods or services by contract. All such decisions by the director shall be final except as otherwise specifically set forth in this article. (*State Lottery Commission; 65 IAC 2-1-2; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2292; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 90; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-3 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 3. (a) This article applies to every expenditure of commission funds under any contract for the procurement of goods or services except for the following:

- (1) Any contract with a state agency, state official, or any other body corporate and politic of this state.
- (2) Employment contracts with individuals.
- (3) Contracts for investment or related financial services.
- (4) Contracts relating to the retail sales of lottery tickets.
- (5) Contracts for goods or services provided as part of, or related to, a lease of real property.
- (6) Amendments, modifications, or extensions of existing contracts, unless the predominate purpose of an amendment or modification is to avoid the applicability of this article.
- (7) Contracts for personal or professional services.
- (8) Contracts for employee benefits and related services.

(b) In determining the applicability of this article to a specific contract, the substantial purpose of the contract shall be controlling. This article shall not apply to the acquisition of goods or services under a contract to which this article would not otherwise apply if the acquisition of such goods or services is not the substantial purpose of the contract. (*State Lottery Commission; 65 IAC 2-1-3; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2293; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 91; emergency rule filed Dec 9, 1996, 4:00 p.m.: 20 IR 962; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-4 Procurement methods

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 4. The director or the director's designee shall procure goods or services through use of one (1) of the following procurement methods or any combination thereof:

- (1) Sealed bid (either one- or two-step process).
- (2) Request for proposals.
- (3) Special procurement.

- (4) Small purchase.
- (5) State procurement.
- (6) Sole source procurement.
- (7) Any other method or process which is approved by the director pursuant to 65 IAC 2-4-1.
- (8) Any other method or process which is approved by the commission for a specific contract, or series of contracts, for goods or services.

(State Lottery Commission; 65 IAC 2-1-4; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2293; emergency rule filed Dec 9, 1996, 4:00 p.m.: 20 IR 962; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 2-1-5 Sealed bids

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 5. (a) The procedure in this section shall be followed in awarding contracts by sealed bids as follows:

- (1) An invitation for bids shall be issued and must include the following:
 - (A) Purchase description.
 - (B) All contractual terms and conditions applicable to the procurement.
 - (C) Statement of the evaluation criteria to be used, including criteria such as inspection, testing, quality, workmanship, delivery, and suitability for a particular purpose.
 - (D) Time and place for opening of bids.
 - (E) Statement concerning whether bid must be accompanied by certified check or other evidence of financial responsibility, which may be imposed in accordance with this title.
- (2) Public notice shall be given in the manner required by section 12 of this rule.
- (3) Bids shall be opened publicly at the time and place designated in the invitation for bids or such other time and place as may be announced no later than the originally designated time.
- (4) Bids shall be:
 - (A) unconditionally accepted without alteration or correction, except as provided in subsections (e) through (g); and
 - (B) evaluated based on requirements set forth in the invitation for bids.
- (5) A contract shall be awarded with reasonable promptness by written notice to the lowest responsible and responsive bidder whose bid meets the requirements and criteria set forth in the invitation for bids and offers the best value to the commission based upon the stated evaluation criteria as determined by the purchasing agent.
- (b) The following information must be subject to public inspection after contract award:
 - (1) Name of the bidder.
 - (2) Amount of each bid.
 - (3) Other information required by this title.
- (c) Those criteria that will affect the bid price and be considered in the evaluation for an award must be objectively measurable, such as discounts, transportation costs, and total or life cycle costs except that ten percent (10%) of the stated evaluation criteria may be subjective considerations of the type described in section 2 of this rule.
- (d) The only criteria that may be used in bid evaluation are those specified in the invitation for bids.
- (e) Correction or withdrawal of inadvertently erroneous bids before or after award, or cancellation of awards or contracts based on such mistakes, shall be permitted at the discretion of the director. After bid opening, changes in bid prices or other provisions of bids prejudicial to the interest of the commission or fair competition shall not be permitted.
- (f) If a bidder inserts contract terms or bids on items not specified in the invitation for bids, the director shall treat the additional material as a proposal for addition to the contract and may:
 - (1) find the bidder to be nonresponsive;
 - (2) permit the bidder to withdraw the proposed additions to the contract in order to meet the requirements and criteria set forth in the invitation for bids; or
 - (3) accept any of the proposed additions to the contract subject to subsection (g).
- (g) The director may not accept proposed additions to the contract that are clearly prejudicial to fair competition. *(State Lottery Commission; 65 IAC 2-1-5; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2293; emergency rule filed Nov 20, 1989, 10:05*

a.m.: 13 IR 679; emergency rule filed Dec 9, 1996, 4:00 p.m.: 20 IR 962; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 2-1-6 Sealed bids (two-step)

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 6. The director may utilize a two-step sealed bid process by requiring that bidders initially submit unpriced sealed offers in response to an invitation to bid. Submission of priced sealed bids may then be restricted to only those offerors whose offer qualified under the criteria set forth in the original invitation. *(State Lottery Commission; 65 IAC 2-1-6; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2294; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 2-1-7 Request for proposals

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 7. (a) The director may award a contract using the procedure in this section.

(b) Proposals shall be solicited through a request for proposals, which must include the following:

(1) Factors or criteria that will be used in evaluating the proposals.

(2) General statement concerning the relative importance of price and the other evaluation factors.

(3) Statement concerning whether the proposal must be accompanied by certified check or other evidence of financial responsibility.

(4) Statement concerning whether discussions may be conducted with responsible offerors, who submit proposals determined to be reasonably susceptible of being selected for award, for the purpose of clarification to assure full understanding of, and responsiveness to, the solicitation requirements.

(c) Public notice shall be given in the manner required by section 12 of this rule.

(d) Proposals shall be opened so as to avoid disclosure of contents to competing offerors during the process of negotiation.

(e) A register of proposals shall be prepared and must be open for public inspection after contract award. The register of proposals must contain the following:

(1) Copy of the request for proposals.

(2) Listing of all proposals received, which may include the following:

(A) Names and addresses of all offerors.

(B) Dollar amount of each offer.

(C) Name of successful offeror and dollar amount of offer.

(3) General basis on which award was made.

(4) Entire contents of the contract file except for proprietary information, which may have been included with an offer, such as trade secrets, manufacturing processes, and financial information which was not required to be made available for public inspection by terms of the request for proposal itself.

(f) If provided in the request for proposals or determined by the director to be desirable, discussions may be conducted with responsible offerors, who submit proposals determined to be reasonably susceptible of being selected for award, for the purpose of clarification to assure full understanding of, and responsiveness to, the solicitation requirements or correcting errors or omissions in the proposal.

(g) Award shall be made to the responsible offeror whose proposal is determined in writing to be most advantageous to the state, taking into consideration price and other evaluation factors set forth in the request for proposals.

(h) Offerors determined to be reasonably susceptible of being selected for award must be accorded fair and equal treatment with respect to any opportunity for discussion and revision of proposals. In conducting discussions, there must be no disclosure of any information derived from proposals submitted by competing offerors.

(i) The only factors or criteria that may be used in the evaluation of proposals are those specified in the request for proposals. *(State Lottery Commission; 65 IAC 2-1-7; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2294; emergency rule filed Dec 9, 1996, 4:00 p.m.: 20 IR 963; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 2-1-8 Special procurement

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 8. (a) Notwithstanding *[sic.]* any other provision of this article, the director may make, or authorize others to make, special procurements:

- (1) when there exists a threat to public health, welfare, or safety, or the integrity or operation of the lottery;
- (2) when there exists a unique opportunity to obtain supplies or services at a substantial savings, including an opportunity to obtain supplies or services at reduced cost or no cost;
- (3) when the market structure requires the commission to inspect and bid on the supplies to be procured;
- (4) for the procurement of data processing contracts or license agreements for:
 - (A) software programs;
 - (B) hardware; or
 - (C) software and hardware maintenance contracts;
- (5) for any services, provided that a broad announcement of the availability of the contracting opportunity is made in such a manner as is determined by the director to be reasonably calculated to be received by a substantial number of potential vendors;
- (6) when the compatibility of equipment, accessories, or replacement parts is a substantial consideration in the procurement and only a limited number of sources meet the commission's reasonable requirements;
- (7) when procurement of the required supplies or services under another section of this rule would seriously impair the functioning of the lottery;
- (8) when a contract has been solicited for a procurement under another section of this rule and the commission has not received a reasonable, responsive offer;
- (9) when the time periods for performance as determined by the director would be seriously impaired by competitive bidding, so long as at least two (2) price quotes are obtained; or
- (10) for sponsorships, promotions, and advertising placement.

(b) A special procurement must be made with such competition as is practicable under the circumstances as determined by the director.

(c) A written determination of the basis for the special procurement must be included in the contract file. (*State Lottery Commission; 65 IAC 2-1-8; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2295; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 91; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 408; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 680; emergency rule filed Dec 9, 1996, 4:00 p.m.: 20 IR 964; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-9 Small purchases

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 9. A contract in an amount which does not exceed fifty thousand dollars (\$50,000) may be made under any practice or procedure as may be considered desirable by the director; provided that, when practicable, more than one (1) price quote is obtained for any procurement valued in excess of five thousand dollars (\$5,000). If a series of contracts awarded under this section for a single classification of goods or services are awarded to one (1) vendor and such contracts are all awarded within a period of six (6) months or less and the total contract price on such series of contracts exceeds seventy-five thousand dollars (\$75,000), then any of the contracts in such series which would cause the total contract price to be in excess of seventy-five thousand dollars (\$75,000), shall not be deemed to be a small purchase qualifying under this section. (*State Lottery Commission; 65 IAC 2-1-9; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2295; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 92; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-10 State procurement

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 10. The director may procure any supplies or services from any vendor based on prices set by a contract between the state of Indiana and that vendor. (*State Lottery Commission; 65 IAC 2-1-10; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2295; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-10.1 Sole source procurement

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 10.1. A contract may be awarded for a supply or service without competition when the director, or the director's designee, states in writing the determination that there is only one (1) known or available source for the required supply or service. A copy of such determination shall be made a part of the contract file. (*State Lottery Commission; 65 IAC 2-1-10.1; emergency rule filed Dec 9, 1996, 4:00 p.m.: 20 IR 964; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-11 Cancellation; rejection; amendment of solicitations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 11. (a) When the director determines that it is in the best interests of the commission, any solicitation, including an invitation for a bid or proposal, may be canceled or rejected in whole or in part at any time prior to the effective date of the resulting contract.

(b) The reasons for a cancellation or rejection of a solicitation must be made a part of the contract file.

(c) The director may amend any solicitation in any manner provided that notice is given in a manner reasonably calculated by the director to provide fair and equitable notice to the potential vendors. (*State Lottery Commission; 65 IAC 2-1-11; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2295; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-12 Manner of giving notice

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 12. (a) Whenever public notice is required by this rule, the notice shall be given in the manner prescribed by this section.

(b) If the ultimate expenditure involved in a procurement is estimated by the director to exceed one hundred thousand dollars (\$100,000), a notice shall be published at least once.

(c) The director may provide for publication of additional notices, even if no publication is required by this subsection. Whenever publication of notice is required by this section, the notice shall be published at least in one (1) newspaper of general circulation in Marion County, Indiana. If any of the services or supplies being procured are for a specific use located outside Marion County, Indiana, the notice may also be published in one (1) or more newspapers of general circulation in the area in which the services or supplies are to be used. The director may designate additional newspapers for the publication of notice according to the nature of the procurement.

(d) In addition to the publication requirements of this section, the director shall give notice in the following manner whenever the ultimate expenditure involved in a procurement is estimated by the director to exceed twenty-five thousand dollars (\$25,000):

(1) The director may send notices, invitations to bid, requests to bid, requests for offers, or requests for proposals by mail to prospective bidders or offerors known to the director to be reasonably susceptible to award of the contract. However, failure to give notice to a particular bidder or offeror does not invalidate a procurement under this rule.

(2) The director may post notices on a public bulletin board in the in the *[sic.]* director's office.

(*State Lottery Commission; 65 IAC 2-1-12; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2295; emergency rule filed Dec 9, 1996, 4:00 p.m.: 20 IR 965; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-13 Disclosure requirements for major procurements

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. (a) All offerors for a major procurement as defined in IC 4-30 shall submit the information required by IC 4-30 at the time of submission of its bid, proposal, or offer. Immediately prior to execution of a contract by a vendor, the vendor shall update the disclosures. The vendor shall be under continuous duty to correct any such information as may be later found to have been incorrect or incomplete when submitted. The vendor shall be under a duty to update and revise such disclosure only in accordance with the provisions of the vendor's contract.

(b) The director may require such additional disclosures as may be desired for the purpose of enforcing, auditing, investigating, or confirming the accuracy of the disclosures or for any proper purpose. (*State Lottery Commission; 65 IAC 2-1-13; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2296; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-14 Contract types

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 14. (a) The director may enter contracts of the following type or combination thereof:

- (1) Firm fixed price.
- (2) Cost reimbursement.
- (3) Fixed price, level of effort.
- (4) Indefinite quantity, fixed unit price.
- (5) Basic ordering agreement for items individually priced at less than five thousand dollars (\$5,000).

(b) A fixed price, level of effort contract may be used only if the priced level of effort is objectively measurable in units, such as hourly rate, daily rate, weekly rate, rate per meeting, rate per page, etc.

(c) Except as provided in subsection (d), a cost reimbursement contract may be used only if the director concludes that:

- (1) the proposed contractor's accounting system will permit timely development of all necessary cost data in the form required by the specific contract type contemplated;
- (2) the proposed contractor's accounting system is adequate to allocate costs in accordance with generally accepted accounting principles; and
- (3) the contractor agrees to disclose its allocation system and maintain that system throughout the term of the contract unless otherwise approved by the director.

(d) A contract may provide for the reimbursement of direct, out-of-pocket costs for travel and subsistence expenses, postage, photocopy and printing charges, temporary clerical or office services, or similar costs without requiring compliance with subsection (c). (*State Lottery Commission; 65 IAC 2-1-14; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2296; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-15 Contract terms

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8

Sec. 15. No contract shall obligate the commission for a period in excess of four (4) years without the prior approval of the commission. Any contract may contain one (1) or more option periods or provisions for extensions of the contract term, provided that:

- (1) any individual option period or extension does not exceed two (2) years in duration; and
- (2) any individual option period or extension may become effective only upon the specific, affirmative exercise of the option, or the specific, affirmative agreement to the extension, by the director.

(*State Lottery Commission; 65 IAC 2-1-15; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2296; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 92; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-16 Contract clauses

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 16. Any contract with the commission may contain any terms and conditions and any contract clauses which are not prohibited by the Indiana state lottery statute IC 4-30, or federal law. (*State Lottery Commission; 65 IAC 2-1-16; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2297; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-17 Public records

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-16; IC 4-30-8; IC 5-14-3-4

Sec. 17. (a) Except as provided in subsection (b), all procurement records shall be available for public inspection following award of the contract or cancellation of the procurement, except to the extent the disclosure is prohibited by law.

(b) The director may except from public disclosure, at any time, procurement records which are exempt from mandatory disclosure under IC 5-14-3-4(b). (*State Lottery Commission; 65 IAC 2-1-17; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2297; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-1-18 Meaning of "vendor under contract with the commission" (Repealed)

Sec. 18. (*Repealed by State Lottery Commission; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1733*)

Rule 2. Leases of Real Property

65 IAC 2-2-1 Authority to lease real property

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. (a) The director of the state lottery commission shall have the authority to lease all real property necessary for the efficient operation of the lottery and for the conducting of the business of the commission and the director, including, but not limited to, office space, warehouse facilities, parking facilities, and fixtures and improvements related thereto and services related to the use and occupancy of the property.

(b) The term of such a lease may not exceed four (4) years without the prior approval of the commission.

(c) The lease may contain option periods or extensions of the lease term provided that:

(1) no individual option period or extension period may be more than two (2) years in duration; and

(2) the option period or extension period becomes effective only upon the specific, affirmative exercise of the option period, or the specific, affirmative agreement to the extension, by the director.

(*State Lottery Commission; 65 IAC 2-2-1; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2297; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 92; errata, 13 IR 402; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 3. Contracts with State Agencies

65 IAC 2-3-1 Authority to contract with state agencies

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-13.4; IC 4-30-3-16; IC 4-30-8-9

Sec. 1. The director may contract with any state agency or official for any purpose provided that the term of such a contract does not exceed four (4) years. If the director concludes that the state agency, whether for reasons of economy, convenience, or otherwise, should supply goods or services to the commission which the agency procures for a third party other than a state employee, then such a contract must require that the agency's procurement of those goods or services be accomplished in accordance with any applicable safeguards and procedures of IC 4-13.4 and not pursuant to the agency's use of the exception set forth in IC 4-30-8-9. (*State Lottery Commission; 65 IAC 2-3-1; emergency rule filed Jul 20, 1989, 4:10 p.m.: 12 IR 2297; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 4. Other Contracts**65 IAC 2-4-1 Consideration by director**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The director may procure all goods and services not otherwise covered by this article in any manner in which the director deems desirable. In making such procurements, the director shall consider the following:

- (1) The efficient and effective operations of the lottery.
- (2) The sensitive nature of the lottery.
- (3) The competence, quality of product, experience, and timely performance of the persons or entities providing such goods and services.

(State Lottery Commission; 65 IAC 2-4-1; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 92; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

Rule 5. Procurement Claims and Appeals**65 IAC 2-5-1 Application**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-21.5; IC 4-30

Sec. 1. Pursuant to IC 4-21.5-2-5(11), procurement decisions by the commission or the director are not subject to IC 4-21.5. In lieu thereof, vendors or prospective vendors, shall follow the procedures of and have the remedies available under this rule in the event of a protest of any procurement decision of the commission or the director or a claim under a contract with the commission.

(State Lottery Commission; 65 IAC 2-5-1; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 92; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 2-5-2 Appeal of eligibility or disqualification

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 2. If a prospective vendor is determined to be ineligible or is disqualified, the prospective vendor may appeal that determination by filing a written appeal complying with section 7 of this rule within seventy-two (72) hours after receipt of notice of the determination or public announcement of the determination, whichever occurs first. If the decision is reversed, the sole relief for the prospective vendor will be consideration of the prospective vendor for the particular contract. *(State Lottery Commission; 65 IAC 2-5-2; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 93; emergency rule filed Oct 29, 1992, 5:00 p.m.: 16 IR 899; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 2-5-3 Appeal of denial of permission to withdraw bid

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 3. If a prospective vendor is denied permission to withdraw its bid, the prospective vendor may appeal the decision by filing a written appeal complying with section 7 of this rule within seventy-two (72) hours after receipt of notice of the decision. If no bond has been posted by the prospective vendor, then before appealing the decision the prospective vendor shall deposit with the commission a certified or cashier's check payable to the commission or a cash bond naming the commission as obligee for the amount of the difference between the bid sought to be withdrawn and the next lowest bid. The check or cash bond posted by the prospective vendor shall be released if the prospective vendor is allowed to withdraw the bid, or if the prospective vendor withdraws the appeal and agrees to honor the bid, or if the decision denying permission to withdraw the bid is reversed. The check or cash bond posted by the prospective vendor shall be paid to the commission if the decision is not reversed and the prospective vendor fails to

accept the contract. If the decision is reversed, the sole relief available to the prospective vendor will be to grant the prospective vendor permission to withdraw its bid. (*State Lottery Commission; 65 IAC 2-5-3; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 93; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 680; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-5-4 Appeal of decision that prospective vendor is not responsible

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 4. If a prospective vendor, despite being the low bidder, is determined not to be a responsible bidder with respect to a contract, the prospective vendor may appeal the decision by filing a written appeal complying with section 7 of this rule within seventy-two (72) hours after receipt of notice of the decision. If the decision is reversed, the sole relief for the prospective vendor will be consideration of the prospective vendor as a responsible bidder with respect to the particular contract. A prospective vendor appealing a decision that it is not responsible shall appeal under this section and shall not appeal the award or proposed award under section 5 of this rule. Nothing in this section shall require the commission to furnish a statement of the reasons that a particular proposal was not deemed acceptable. (*State Lottery Commission; 65 IAC 2-5-4; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 93; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-5-5 Appeal of award or decision to award a contract

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 5. (a) Any prospective vendor may appeal the award or decision to award a contract by filing a written appeal complying with section 7 of this rule within seventy-two (72) hours after the award, after receipt of notice of the award, or after the announcement of the decision to award is posted or published, whichever occurs first. If the appeal depends upon information contained in public records pertaining to the contract, then the time for appeal begins to run when the records are made available to the prospective vendor for inspection, so long as the request of the prospective vendor to inspect the records is made within seventy-two (72) hours after the award or after the announcement of the decision to award is posted or published, whichever occurs first.

(b) The only grounds for filing an appeal under this section are as follows:

(1) A procurement decision was not made in compliance with the procedures required by IC 4-30 or this article.

(2) A procurement decision was made in violation of any emergency rules regarding ethics promulgated by the commission.

(c) No appeal shall be made under this section on the grounds that the prospective vendor was not determined to be a responsible bidder.

(d) If, prior to the award of a contract, it is determined by the director that the decision to award the contract was erroneous, the sole relief will be cancellation or revision of the proposed award.

(e) No appeal shall delay the award of a contract.

(f) Where a contract has been awarded but the work has not begun, the director may issue an order stopping the performance of the contract. Where a contract has been awarded and the work has begun, the director may declare the contract void upon a finding that voiding the contract is in the best interest of the lottery. If a contract is declared void under this subsection, the performing vendor shall be paid for the cost of work up to the time when the contract was voided, but in no event shall the vendor be paid for lost profits.

(g) Where it is not in the best interest of the lottery to declare a contract void, the director may award such other remedy as the director may deem appropriate. (*State Lottery Commission; 65 IAC 2-5-5; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 93; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-5-6 Contract claims

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 6. (a) A vendor may file a written claim with the director for money or other relief in connection with a contract between

the vendor and the commission. Any such claim by a vendor shall be filed no later than thirty (30) days after final payment is made on the contract by the commission.

(b) If a claim arises while a contract is still being performed by the vendor, the vendor shall give written notice to the director of the vendor's intention to file a claim at the time the vendor begins the disputed work or within ten (10) days after the claim arises. Failure by the vendor to give such notice shall be grounds for denial of the claim by the director.

(c) Nothing in this section shall prohibit a vendor from submitting an invoice to the commission for final payment after the work on a contract is completed and accepted. The commission shall not delay payment to a vendor of undisputed amounts as a result of the filing of a claim under this section.

(d) The director shall issue a decision on a claim within thirty (30) days after the claim was filed. The director shall state the reasons for denial of any claim filed under this section. A copy of the decision shall be mailed by certified or registered mail, return receipt requested, to the vendor who filed the claim. The director may order that a vendor be given relief from administrative procedures, liquidated damages, or failure to follow contract formalities when the director determines that such relief is in the best interests of the lottery.

(e) A vendor whose claim is denied by the director may appeal the decision by filing a written appeal complying with section 7 of this rule within seventy-two (72) hours after receipt of notice of the decision. (*State Lottery Commission; 65 IAC 2-5-6; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 94; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-5-7 Notice of appeal

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 7. (a) A notice of appeal shall be filed by mailing the notice of appeal to the director at the principal office of the director in Indianapolis by registered or certified mail, return receipt requested, or by delivering the notice of appeal to the principal office of the director in Indianapolis. Filing by registered or certified mail shall be effective upon mailing.

(b) A notice of appeal shall be in writing and shall state the following:

- (1) The decision which is being appealed.
- (2) The grounds for the appeal.
- (3) The number of the contract, bid, or request involved in the appeal.
- (4) Any other information necessary to identify the contract, bid, or request involved in the appeal.
- (5) A brief statement of the reasons for the appeal.

(c) A vendor or prospective vendor who files a notice of appeal may file a supplemental statement of reasons for appeal within ten (10) days after the date the notice of appeal was filed. Such a supplemental statement of reasons shall explain more fully the basis of the appeal but shall not raise any grounds for appeal not included in the notice of appeal. A vendor or prospective vendor who files a notice of appeal which does not contain specific citation to any statutes or regulations which the notice of appeal alleges were violated shall file a supplemental statement setting forth such specific citations. A supplemental statement of reasons for appeal shall be filed in the same manner as a notice of appeal.

(d) The director may prescribe a form or forms which shall be used by any vendor or prospective vendor who files a notice of appeal unless good cause is shown that use of the form was impossible or impractical in the situation. (*State Lottery Commission; 65 IAC 2-5-7; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 94; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1725; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-5-8 Hearing procedures

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-21.5; IC 4-30

Sec. 8. (a) All hearings shall be conducted by the director or by another person (who may be an employee of the commission) appointed by the director to act as a hearing officer to hear appeals in place of the director and to exercise the powers of the director in conducting the hearing and recommending a decision to the director with respect to the appeal. The person presiding at a hearing shall be known as the hearing judge. Hearing judges shall conduct hearings with due regard for the rights of all parties as well as the facts and the law, and consistent with the orderly and prompt dispatch of proceedings.

(b) The director shall decide to hear the appeal personally or appoint a hearing judge within ten (10) days after notice of appeal is filed. The hearing judge shall conduct a hearing on every appeal within forty-five (45) days after the notice of appeal is filed. All parties to an appeal or claim shall be given at least five (5) days' notice of the time and place of the hearing, unless all parties to the appeal or claim agree to a shorter notice period. All hearings shall be held in Indianapolis, Indiana, unless the hearing judge orders otherwise.

(c) The commission and the appellant shall be the parties to any appeal under this rule. Only the appellant, employees of the commission, and such other persons as the hearing judge orders may participate in the hearing of an appeal.

(d) Hearings of appeals shall be informal and shall not be conducted like trials. The Indiana Rules of Trial Procedure, IC 4-21.5, and the rules of evidence shall not apply to the conduct of hearings. Parties may be, but shall not be required to be, represented by counsel.

(e) The hearing judge may exclude evidence upon a determination that it is repetitive or not relevant to the appeal. The commission shall issue subpoenas authorized by law to private parties upon request, upon a simple statement of the general relevance and reasonable scope of the testimony or other evidence sought. Hearing judges shall have the power to administer oaths and affirmations and to regulate the course of hearings or the conduct of the parties. The hearing judge may limit the number of witnesses or the length of testimony or oral presentations in order to hear the appeal in a reasonable amount of time. The hearing judge may ask questions at any time, but the hearing judge shall not question the appellant in closed session.

(f) All hearings shall be open to the public. The hearing judge may adjourn the public hearing to discuss and reach a decision in private. All hearings shall be electronically recorded, and the recordings shall be kept with the records of the commission for at least sixty (60) days after the date of the hearing. A court reporter may be used at the request of any party to the hearing at the expense of such party. The court reporter's transcript shall be given to the hearing judge at no expense to the commission, unless the court reporter was requested by the commission, its employees, or the hearing judge, and the transcript shall become a part of the records of the commission.

(g) Unless the hearing judge orders otherwise, hearings shall be conducted in the following order:

(1) The appellant will explain the reasons for the appeal and the desired relief.

(2) The appellant will present witnesses and evidence, and the commission staff will be able to ask questions of each witness.

(3) The staff of the commission will present other witnesses and evidence relevant to a determination of the appeal, and the appellant will be able to ask questions of each witness.

(4) After all evidence has been presented, the hearing judge shall adjourn the hearing to reach a decision in private.

(State Lottery Commission; 65 IAC 2-5-8; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 94; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1966; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 2-5-9 Hearing judge's decision

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 9. (a) If the hearing judge is other than the director, the hearing judge shall recommend a decision to the director. The hearing judge shall issue a written decision within thirty (30) days after the hearing date if a court reporter was not used at the hearing, and within thirty (30) days after a transcript of the hearing is received by the hearing judge if a court reporter is used at the hearing and a transcript is prepared. The hearing judge is not required to have a transcript prepared even if a court reporter was used at a hearing.

(b) The decision shall include as much detail as the hearing judge determines is necessary to explain the reasons for the decision and shall be signed by the hearing judge. If the hearing judge was not the director, the hearing judge's decision shall be delivered to the director, who may issue the decision as written or modify it in any manner (including changing the prevailing party) before issuing the final decision. A copy of the director's decision shall be mailed to the appellant. *(State Lottery Commission; 65 IAC 2-5-9; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 95; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1966; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 2-5-10 Rehearing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. Any vendor, or prospective vendor, aggrieved because of the director's decision of an appeal under this rule may be granted a rehearing before the commission for the purpose of presenting evidence, facts, or reasons why the decision on appeal should be modified or reversed. To apply for a rehearing, the party requesting the rehearing shall, within seventy-two (72) hours from receipt of notice of the decision of the appeal, file a written request with the director, who shall forward the request to the chairman. The decision to grant a rehearing is wholly within the discretion of the commission. The commission may in its discretion grant a rehearing notwithstanding the failure to file a written request within seventy-two (72) hours as required by this section if the commission determines there was good cause for the failure to file. A rehearing shall be conducted in a manner similar to a hearing under section 8 of this rule and shall be presided over by the chairman or another member of the commission designated by the commission. (*State Lottery Commission; 65 IAC 2-5-10; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 95; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1967; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-5-11 Legal action

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 11. Nothing in this rule shall prevent the director or the commission from taking legal action against a vendor or prospective vendor at any time. (*State Lottery Commission; 65 IAC 2-5-11; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 95; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-5-12 Computation of time; delivery

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-7-1; IC 4-30-8

Sec. 12. (a) In computing any period of time prescribed or allowed by this rule, by IC 4-30-7-1, or by order of the director or the commission pursuant to this rule, the hour (if the time period is stated in terms of hours) or day of the act, event, or default from which the designated period of time begins to run shall not be included. The last day of the period so computed is to be included unless it is one (1) of the following:

- (1) A Saturday.
- (2) A Sunday.
- (3) A legal holiday as defined by state statute.
- (4) A day the principal office of the director in Indianapolis is closed during regular business hours.

In any event, the period runs until the corresponding time of the next day that is not a Saturday, a Sunday, a legal holiday, or a day on which the office is closed.

(b) The delivery of any document pursuant to this rule, pursuant to IC 4-30-7-1, or pursuant to any order of the director or the commission under this rule shall be made by one (1) of the following methods:

- (1) Delivering the document personally or by courier.
- (2) Mailing the document by registered or certified mail, return receipt requested.
- (3) Transmitting the document by facsimile followed by delivery or mailing as described in subdivision (1) or (2).

Delivery by registered or certified mail is deemed made at 8:00 a.m., Indianapolis time, on the day after the day of mailing. Delivery by facsimile transmission is deemed made at 8:00 a.m., Indianapolis time, on the day of receipt of the facsimile transmission. Delivery in person or by courier is deemed made at 8:00 a.m., Indianapolis time, on the day of receipt. (*State Lottery Commission; 65 IAC 2-5-12; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1725; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 2-5-13 Request for ruling (Repealed)

Sec. 13. (*Repealed by State Lottery Commission; filed Dec 7, 1992, 5:00 p.m.: 16 IR 1196*)

65 IAC 2-5-13.1 Request for ruling

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8-4

Sec. 13.1. A prospective vendor may request a determination regarding such prospective vendor's qualification to enter into a contract for a major procurement under IC 4-30-8-4 by filing a request for ruling with the commission on such forms as the director may determine. Upon the filing of a request for ruling, a hearing shall be scheduled before the director, with the prospective vendor having the same rights as an appellant under section 8 of this rule. A decision on the request for ruling shall be issued in the manner provided for appeals under section 9 of this rule. Any ruling by the director must be approved or denied by the commission or the commission may permit, within its discretion, a rehearing in the manner provided in section 10 of this rule. Any ruling by the director is binding on the commission only to the extent of the facts presented at the hearing and appearing in the record of the hearing or in the decision. (*State Lottery Commission; 65 IAC 2-5-13.1; emergency rule filed Dec 7, 1992, 5:00 p.m.: 16 IR 1195; errata filed Feb 8, 1993, 1:00 p.m.: 16 IR 1514; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

ARTICLE 3. RETAILERS

Rule 1. Definitions

65 IAC 3-1-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 1. The definitions in this rule apply throughout this article. (*State Lottery Commission; 65 IAC 3-1-1; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-2 "Applicant" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 2. "Applicant" means a person who has submitted an application to be a retailer. (*State Lottery Commission; 65 IAC 3-1-2; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-2.5 "Bar code" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.5. "Bar code" means a graphical representation of data to be used in the validation of an instant ticket. (*State Lottery Commission; 65 IAC 3-1-2.5; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 74; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-3 "Certificate of authority" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 3. "Certificate of authority" means the certificate issued to each retailer for purposes of display as described in 65 IAC 3-3-4. (*State Lottery Commission; 65 IAC 3-1-3; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-4 "Commission" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 4. "Commission" means the state lottery commission. (*State Lottery Commission; 65 IAC 3-1-4; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-4.5 “Controlling person” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 4.5. “Controlling person” means a person who is one (1) of the following:

(1) An individual who holds the office of chairman of the board, president, vice president, secretary, or treasurer of a retailer which is a corporation (or an individual occupying a similar status or performing similar functions for such a retailer).

(2) A person who owns, controls, or holds with power to vote at least thirty percent (30%) of the voting stock of a retailer which is a corporation, or controls in any manner the election or appointment of a majority of such a retailer's board of directors, and participates in the management of the retailer.

(3) A person who is a general partner of a retailer which is a partnership or who holds a position described in subdivision (1) in, or owns or controls in the manner described in subdivision (2), a corporation which is a general partner of a retailer which is a partnership.

(4) A person who possesses, directly or indirectly, the power to direct or cause the direction of the management and policies of a retailer, whether through the ownership of voting securities, by contract, or otherwise.

(State Lottery Commission; 65 IAC 3-1-4.5; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1068; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 3-1-5 “Director” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 5. “Director” means the director of the state lottery commission. *(State Lottery Commission; 65 IAC 3-1-5; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 3-1-6 “Instant game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 6. “Instant game” means a lottery game that offers preprinted lottery tickets that, after a covering is rubbed off, indicate immediately whether the player has won a prize or entry into a preliminary grand prize drawing. *(State Lottery Commission; 65 IAC 3-1-6; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 3-1-6.5 “Instant prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6.5. “Instant prize” means a prize which is awarded in connection with an instant game other than a telephone prize and other than a prize awarded pursuant to 65 IAC 4-3-7 or 65 IAC 4-3-10. *(State Lottery Commission; 65 IAC 3-1-6.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 112; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 3-1-7 “Instant ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 7. “Instant ticket” means a lottery ticket in an instant game. *(State Lottery Commission; 65 IAC 3-1-7; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 3-1-8 "Lottery game" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. "Lottery game" means an instant game, on-line game, pull-tab game, or such other game as may be instituted from time to time by the commission. (*State Lottery Commission; 65 IAC 3-1-8; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1034; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-9 "Lottery ticket" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 9. "Lottery ticket" means any evidence issued by the commission to prove participation in a game conducted by the commission. (*State Lottery Commission; 65 IAC 3-1-9; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-10 "On-line game" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 10. "On-line game" means a lottery game distributed through retailer-located terminals which are connected to a central computer by telecommunications lines. (*State Lottery Commission; 65 IAC 3-1-10; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-11 "On-line ticket" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 11. "On-line ticket" means a lottery ticket issued in a computerized game. (*State Lottery Commission; 65 IAC 3-1-11; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-12 "Person" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 12. "Person" means any individual, firm, association, joint venture, partnership, estate, trust, syndicate, fiduciary, corporation, or other group or combination, and includes any agency or political subdivision of the state. (*State Lottery Commission; 65 IAC 3-1-12; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 96; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-12.5 "Pull-tab game" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.5. "Pull-tab game" means a lottery game that offers preprinted tickets on which one (1) or more tabs are opened to reveal immediately whether the player has won a prize. (*State Lottery Commission; 65 IAC 3-1-12.5; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1034; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-12.6 "Pull-tab ticket" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.6. "Pull-tab ticket" means a lottery ticket in a pull-tab game. (*State Lottery Commission; 65 IAC 3-1-12.6; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1034; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-13 "Retailer" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 13. "Retailer" means a person, other than an agency or political subdivision of the state, who sells lottery tickets on behalf of the commission pursuant to a retailer contract. (*State Lottery Commission; 65 IAC 3-1-13; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 97; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-14 "Retailer contract" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 14. "Retailer contract" means the contract entered into by the commission and a retailer for the sale of lottery tickets. (*State Lottery Commission; 65 IAC 3-1-14; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 97; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-14.5 "Telephone prize" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 14.5. "Telephone prize" means a prize which has been designated by the director to be awarded on the basis of a telephone call by the player of an instant game. (*State Lottery Commission; 65 IAC 3-1-14.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 112; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-1-15 "Terminal" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-8

Sec. 15. "Terminal" means a device which is authorized by the commission to function in an on-line, interactive mode with a central computer system for the purpose of issuing on-line tickets and entering, receiving, and processing lottery transactions. (*State Lottery Commission; 65 IAC 3-1-15; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1735; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 2. General Provisions

65 IAC 3-2-1 Certificate of authority not a vested right

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 1. The possession of a certificate of authority issued by the commission to any person to act as a retailer in any capacity is a privilege personal to that person and is not a legal right. The possession of a certificate of authority issued by the commission to any person to act as a retailer in any capacity does not automatically entitle that person to sell lottery tickets or obtain materials for any particular lottery game. The possession of a certificate of authority by any person to act as a retailer to sell instant tickets or pull-tab tickets does not entitle that person to sell on-line tickets or participate in on-line games. The possession of a certificate of authority by any person to act as a retailer to sell instant tickets does not entitle that person to sell pull-tab tickets or participate in pull-tab games. (*State Lottery Commission; 65 IAC 3-2-1; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 97; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1034; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 3. Retailer Contracts

65 IAC 3-3-1 Eligibility

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. (a) The commission shall not enter into a retailer contract with any person as a retailer who has any of the following characteristics:

- (1) The person is less than eighteen (18) years of age.
- (2) The person will engage exclusively in the business of selling lottery tickets, as determined by the following factors:
 - (A) The length of time for which the business has been established.
 - (B) The percentage of business in both dollar amount and number of items sold that constitute the sale of lottery tickets.
 - (C) The nature of the business other than the sale of lottery tickets in which the retailer is engaged.
 - (D) The total volume of sales.
- (3) The person has ever been convicted of, or entered a plea of guilty or nolo contendere to, a felony committed in the preceding ten (10) years, regardless of adjudication, unless the commission determines that one (1) or more of the following has occurred:
 - (A) The person has been pardoned or the person's civil rights have been restored.
 - (B) Subsequent to such conviction or entry of the plea the person has engaged in the kind of law-abiding commerce and good citizenship that would reflect well upon the integrity of the lottery.
 - (C) If the person is a firm, association, partnership, trust, corporation, or other entity, and the person has terminated its relationship with the individual whose actions directly contributed to the person's conviction or entry of a plea, the person proves to the satisfaction of the commission that the person in a good faith effort has engaged in civic, charitable, or other similar endeavors reflecting well upon the community and in the interest of the integrity of the lottery.
- (4) The person is related to any employee of the commission as husband, wife, or child.
- (5) The person is a corporation, partnership, or limited partnership which has an officer, director, or partner who is related to any employee of the commission in any capacity set forth in subdivision (4).
- (6) The person is a corporation, partnership, or limited partnership which has a controlling person who has ever been convicted of, or entered a plea of guilty or nolo contendere to, a felony committed in the preceding ten (10) years, regardless of adjudication, unless the commission makes a written determination (which must be in addition to issuance of a certificate of authority or execution of a retailer contract) that one (1) or more of the events set forth in subdivision (3)(A), (3)(B), or (3)(C) has occurred with respect to the controlling person.
- (7) The person is one (1) of the following:
 - (A) A department, an agency, a commission, a division, an authority, a board, a bureau, a hospital, or an office of the state, including a state institution of postsecondary education.
 - (B) An entity that performs an essential governmental function.
 - (C) Part of the judicial department of government.
 - (D) Part of the legislative department of government.
 - (E) A political subdivision of the state, including an agency, an authority, a board, a bureau, a commission, a committee, a council, a department, a division, an institution, an office, an officer, or other similar body of a political subdivision.
- (b) Each applicant shall be a resident of Indiana or registered or duly qualified to do business in Indiana.
- (c) In selecting retailers, the commission shall consider the following factors, among others:
 - (1) Financial responsibility.
 - (2) Integrity.
 - (3) Reputation.
 - (4) Accessibility of the place of business or activity to the public.
 - (5) Security of the premises.
 - (6) Sufficiency of existing retailers to serve the public convenience.
 - (7) Projected volume of sales for the lottery game involved.

(d) The commission shall conduct whatever investigations it deems necessary to analyze an application and may require any applicant to be fingerprinted to complete its investigation and review of the retailer application.

(e) In making the determinations set forth in subsections (a) through (b) and in considering the factors in subsection (c), the commission may require an applicant to produce any information the commission deems necessary.

(f) The commission may not establish a limitation upon the number of instant ticket retailers and shall make every effort to encourage small and minority businesses to participate as retailers.

(g) Retailer selection shall be based on business considerations and the public convenience and without regard to political affiliation.

(h) Nothing in this rule shall preclude the commission from selling lottery tickets directly to the public.

(i) The director may make a preliminary determination regarding the matters set forth in subsection (a)(3), but no retailer contract shall be entered into with any person based upon such a preliminary determination by the director until the commission itself has made a final determination of such matters.

(j) Any retailer contract executed on behalf of the commission in violation of this article or IC 4-30 shall be voidable at the election of the commission. (*State Lottery Commission; 65 IAC 3-3-1; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 97; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1068; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1725; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-2 Application for retailer contract for instant games

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) This section shall apply only to retailer contracts for the sale of instant tickets. A separate application for retailer contracts for on-line games or pull-tab games will be required, except that the director may permit the use of a single form to make applications for the sale of instant tickets, on-line, and pull-tab tickets.

(b) Any person interested in obtaining a certificate of authority for the sale of lottery tickets shall first file an application on such form or forms as may be approved by the director.

(c) Each applicant shall submit an application indicating each proposed instant ticket sales location along with a nonrefundable application and bonding fee as specified in 65 IAC 1-1-18. A separate application and bonding fee will apply to each selling location.

(d) Each location for which an application is submitted must be a fixed location.

(e) Applications and subsequent retailer contracts, if any, are not transferable to any person.

(f) Any person that seeks a retailer contract as a retailer shall bear the burden of securing approval of any other person, board, commission, agency, agent, instrumentality, or political subdivision of the state or the United States which may have controlling authority over the applicant. (*State Lottery Commission; 65 IAC 3-3-2; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 98; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 300; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1727; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1035; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1970; emergency rule filed Apr 19, 1993, 5:00 p.m.: 16 IR 2193; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-3 Award of contracts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 3. (a) The commission shall contract with retailers for the sale of instant tickets and for the sale of on-line tickets and pull-tab tickets. A retailer contract for the sale of on-line tickets or pull-tab tickets may be in the form of an amendment to a retailer contract for the sale of instant tickets, or all of the contracts for a single retailer may be combined into one (1) or more documents.

(b) The commission shall enter into contracts with retailers for instant games for periods of not less than one (1) year. Contracts for instant games shall be renewable based on a schedule determined by the commission. A nonrefundable renewal fee may be required in an amount established by the commission. No certificate of authority shall be issued for any renewal retailer contract for instant games until the renewal fee, if required, is paid to the commission and updated information on the retailer is submitted as may be required by the security division of the commission.

(c) The commission shall contract with each retailer for on-line games for a period of not less than one (1) year. Contracts

for on-line games shall be renewable based on a schedule determined by the commission. A nonrefundable renewal fee may be required in an amount established by the commission. No certificate of authority shall be issued for any renewal retailer contract for on-line games until the renewal fee, if required, is paid to the commission and updated information on the retailer is submitted as may be required by the security division of the commission.

(d) A retailer contract for pull-tab games initially executed by the commission shall expire on the same date as the expiration of the retailer's contract for instant games. Thereafter, the commission shall contract with each retailer for pull-tab games for a period of not less than one (1) year, with the contract term beginning and ending on the same dates as the retailer's contract for instant games. Contracts for pull-tab games shall be renewable based on a schedule determined by the commission. A nonrefundable renewal fee may be required in an amount established by the commission. No certificate of authority shall be issued for any renewal retailer contract for pull-tab games until the renewal fee, if required, is paid to the commission and updated information on the retailer is submitted as may be required by the security division of the commission. (*State Lottery Commission; 65 IAC 3-3-3; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 98; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1069; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1735; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1035; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1970; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:27 p.m.: 26 IR 40, eff Aug 29, 2002*)

65 IAC 3-3-4 Certificate of authority

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The commission shall issue a certificate of authority to each retailer for purposes of display. The certificate of authority shall bear the name of the contracted retailer and the address of the contracted premises and the types of lottery tickets the retailer is authorized to sell at the contracted premises. The certificate of authority shall be posted in a conspicuous location on the premises accessible to the public.

(b) No certificate of authority is assignable or transferrable between persons or locations.

(c) In the sole discretion of the director, a retailer may obtain a certificate of authority for the sale of lottery tickets at temporary special events by filing an application which sets forth details concerning the proposed location of the temporary business and the length of the special event.

(d) In the sole discretion of the director, a retailer who has filed an application under section 5.5 or 5.6 of this rule to change location, structure, taxpayer identification number, and/or ownership may obtain a temporary certificate of authority for the sale of lottery tickets while the application is pending. A temporary certificate of authority issued during the pendency of an application for change of location of a retailer licensed to sell only instant tickets shall be valid for a maximum of thirty (30) days. Any other type of temporary certificate of authority shall be valid for a maximum of ninety (90) days. At the sole discretion of the director, a temporary certificate of authority may be renewed for another period of up to the same duration upon its expiration. (*State Lottery Commission; 65 IAC 3-3-4; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 98; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1735; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1036; errata filed Mar 10, 1992, 11:00 a.m.: 15 IR 1393; emergency rule filed Apr 19, 1993, 5:00 p.m.: 16 IR 2193; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-5 Notice of changes of location, entity, or ownership

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 5. (a) A retailer must disclose to the commission in writing any change in directors, officers, general partners, or retailer selling location. The director may require any new directors, officers, or general partners to undergo background checks performed by the security division as a condition to continued effectiveness of the retailer's contract and certificate of authority. A retailer's contract with the commission and certificate of authority shall be amended to reflect any such changes.

(b) The commission shall be notified immediately of the occurrence or pending occurrence of the incapacitation, death, dissolution, or filing of a voluntary or involuntary petition in bankruptcy of the retailer or any other person listed on the retailer's application.

(c) A retailer shall provide the commission with at least thirty (30) days' advance notice of any proposed change in location

or any proposed change of control, significant change of ownership, or change of entity structure within the meaning of section 5.6 of this rule. (*State Lottery Commission; 65 IAC 3-3-5; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 98; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1727; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1971; emergency rule filed Apr 19, 1993, 5:00 p.m.: 16 IR 2193; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-5.5 Change of location

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 5.5. (a) Any change in a selling location of a retailer authorized to sell lottery tickets will automatically suspend the retailer's contract and the certificate of authority unless the retailer's contract has previously been amended to reflect the change of location or the requirement for an amendment has been waived as provided in subsection (c). Except as provided in subsection (b), sales of lottery tickets are prohibited following such an automatic suspension until the retailer has applied for and received a certificate of authority from the commission, paid the fee specified in 65 IAC 1-1-18, and entered into an amendment of the retailer's contract with the commission. Reinstatement of the retailer's contract and the certificate of authority is subject to the regulations and policies of the commission.

(b) In the director's sole discretion, a retailer who is otherwise authorized to sell lottery tickets may be temporarily authorized to sell tickets at a new location prior to issuance of a new certificate of authority and the execution of an amendment to the retailer contract with respect to such new location.

(c) In the director's sole discretion, the director may waive the requirements of this section with respect to a particular change in location or type of change in location and prospectively or retroactively reinstate any retailer's contract or certificate of authority which has been automatically suspended under this section. (*State Lottery Commission; 65 IAC 3-3-5.5; emergency rule filed Apr 19, 1993, 5:00 p.m.: 16 IR 2194; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-5.6 Change of control, ownership, or entity structure

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 5.6. (a) For purposes of this section, the following terms have the meanings indicated:

(1) "Change of control" means a change, in a single transaction or a series of transactions, whereby additional owners gain control of fifty percent (50%) or more of the ownership interest of a retailer.

(2) "Significant change of ownership" means a change, in a single transaction or a series of transactions, whereby additional owners gain control of at least five percent (5%) but less than fifty percent (50%) of the ownership interest of a retailer.

(3) "Change of entity structure" means a change in one (1) or more of the following:

(A) The taxpayer identification number of a retailer.

(B) The jurisdiction in which the retailer was organized.

(C) The form of a retailer's business organization (such as, but not limited to, a sole proprietorship, partnership, or corporation).

(b) Any change of control of a retailer authorized to sell lottery tickets will automatically suspend the retailer's contract and the certificate of authority unless the requirement for a new contract has been waived as provided in subsection (e). Except as provided in subsection (d), sales of lottery tickets are prohibited following such an automatic suspension until the retailer has applied for and received a certificate of authority from the commission, paid the fee specified in 65 IAC 1-1-18, and entered into a new retailer contract with the commission.

(c) Any significant change of ownership or change of entity structure of a retailer authorized to sell lottery tickets will automatically suspend the retailer's contract and the certificate of authority unless the retailer's contract has previously been amended to reflect the significant change of ownership or change of entity structure or the requirement for an amendment has been waived as provided in subsection (e). Except as provided in subsection (d), sales of lottery tickets are prohibited following such an automatic suspension until the retailer has applied for and received a certificate of authority from the commission, paid the fee specified in 65 IAC 1-1-18, and entered into an amendment of the retailer's contract with the commission. Reinstatement of the retailer's contract and the certificate of authority is subject to the regulations and policies of the commission.

(d) In the director's sole discretion, a retailer who is otherwise authorized to sell lottery tickets may be temporarily authorized to sell tickets following a change of control, significant change of ownership, or change of entity structure prior to issuance of a new certificate of authority and the execution of a new retailer contract or an amendment to the retailer contract as required by this section.

(e) In the director's sole discretion, the director may waive the requirements of this section with respect to a particular change in control, significant change of ownership, or change of entity structure or type of change in control, significant change of ownership, or change of entity structure and prospectively or retroactively reinstate any retailer's contract or certificate of authority which has been automatically suspended under this section. (*State Lottery Commission; 65 IAC 3-3-5.6; emergency rule filed Apr 19, 1993, 5:00 p.m.: 16 IR 2195; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-6 Loss of contract or certificate of authority

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 6. (a) Upon the loss, mutilation, or destruction of any retailer contract or certificate of authority, the retailer holding such contract or certificate of authority shall apply to the commission for a duplicate.

(b) The application for duplicate retailer contract or certificate of authority shall consist of a statement signed under oath or penalty of perjury stating the details of the circumstances under which the retailer contract or certificate of authority was lost, mutilated, or destroyed, and a certification that such retailer contract or certificate of authority was, in fact, lost, mutilated, or destroyed.

(c) The application for duplicate retailer certificate of authority shall be accompanied by a fee as specified in 65 IAC 1-1-18. There is no fee for a duplicate retailer contract.

(d) The existing pieces of any mutilated or partially destroyed retailer contract or certificate shall be surrendered to the commission at the time application for a duplicate retailer contract or certificate of authority is made.

(e) If a lost retailer contract or certificate of authority is found after a duplicate has been issued, such retailer contract or certificate of authority shall be immediately surrendered to the commission. If such retailer contract or certificate of authority is found prior to the issuance of duplicate, the retailer shall immediately inform the commission and the commission shall cancel the application for duplicate retailer contract or certificate of authority and return the duplicate application fee. (*State Lottery Commission; 65 IAC 3-3-6; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 99; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1728; emergency rule filed Apr 19, 1993, 5:00 p.m.: 16 IR 2195; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-7 Termination of retailer contract

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A retailer contract may be terminated by the retailer at any time upon thirty (30) days' written notice to the commission.

(b) The director may terminate a retailer contract or suspend a retailer for a period of time specified by the director from receiving and selling tickets, or reject any later-filed application for a new contract, if the retailer fails to comply with the terms of the retailer contract, or for any of, but not limited to, the following reasons:

- (1) The retailer has provided false or misleading information in obtaining a retailer contract and certificate of authority.
- (2) The retailer (or, if the retailer is a corporation, partnership, or limited partnership, any controlling person of the retailer) has been convicted of an offense punishable as a felony or convicted of an offense involving dishonesty or any gambling-related offense.
- (3) The retailer has tax delinquencies outstanding owed to any federal, state, or local government.
- (4) The retailer has filed for protection under bankruptcy statutes.
- (5) The retailer has endangered the security of the commission or any lottery game.
- (6) The ownership or location of the business of the retailer has changed.
- (7) The retailer has failed to meet the volume of sales of lottery tickets established for the retailer by the commission.
- (8) The retailer has failed to accurately account for lottery tickets, revenues, or prizes as required by the commission.

- (9) The retailer has failed to remit or is delinquent in remitting money owed to the commission.
- (10) The retailer has endangered the efficient operation of the commission or any lottery game.
- (11) The retailer has committed any fraud, deceit, or misrepresentation to the commission or to any individual purchasing a lottery ticket or lottery tickets from the retailer.
- (12) The retailer has sold a lottery ticket to any person under eighteen (18) years of age.
- (13) The retailer has sold a lottery ticket at any place other than the place authorized and specified in the retailer's contract and certificate of authority.
- (14) The retailer has not prominently displayed the retailer's certificate of authority at the approved sales location.
- (15) The retailer has not prominently displayed and maintained point-of-sale advertising and public information for lottery tickets at the approved sales location.
- (16) The retailer has not made point-of-sale information for lottery tickets accessible to the public.
- (17) The retailer has sold lottery tickets at a price other than that stated on the lottery ticket or fixed by the commission, unless expressly permitted by this article.
- (18) The retailer has violated any rule or regulation promulgated by the commission.
- (19) The retailer has violated any directive or instruction issued by the director.
- (20) The retailer has violated any provision of IC 4-30.
- (21) The retailer (or, if the retailer is a corporation, partnership, or limited partnership, any controlling person of the retailer) is a person whose character is no longer consistent with the protection of the public interest.
- (22) The retailer has materially changed any factor considered by the commission in selecting the retailer.
- (23) The retailer has engaged in conduct prejudicial to public confidence in the lottery.
- (24) The retailer has sold lottery tickets for a lottery game prior to the date announced for the commencement of sales for that lottery game.
- (25) The retailer knowingly fails to enter a play in an on-line game into the commission's central computer system upon the request of a ticket purchaser.
- (26) The retailer knowingly cancels an on-line ticket without being requested to do so by the owner of the on-line ticket.
- (27) The retailer is licensed to sell pull-tab tickets and no longer satisfies the requirements of section 10(f) of this rule.
- (c) The commission may terminate a retailer contract at any time upon thirty (30) days' written notice to the retailer if the commission determines that, due to a change in the type of lottery game to be played, a change in the method by which lottery games are to be played, a change in the method the commission will use in servicing or contracting with retailers, or, for any other reason, it is in the best interest of the commission to terminate or change retailers.
- (d) The commission may temporarily or permanently suspend a retailer contract and certificate of authority, without prior notice, if the commission determines that immediate suspension is necessary in order to ensure the integrity, security, honesty, or fairness of the operation of the commission or any lottery game or that an emergency exists which requires the immediate termination of a retailer contract and certificate of authority. A suspension under this subsection may exist for any violation of subsection (b), or any other reason determined by the director, if the director determines that an immediate suspension is necessary in accordance with this subsection.
- (e) A retailer's sole remedy following termination or suspension of its retailer contract is to file an appeal under 65 IAC 3-5. (*State Lottery Commission; 65 IAC 3-3-7; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 99; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 680; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1070; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1736; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1036; errata filed Mar 10, 1992, 11:00 a.m.: 15 IR 1393; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-7.5 Deactivation of on-line terminal or bar code reader

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 7.5. The commission may deactivate the on-line terminal or bar code reader of a retailer if the commission determines that any of the following is occurring:

- (1) The retailer is using the equipment to purchase, sell, or redeem tickets in a manner contrary to IC 4-30 or this title.
- (2) The retailer is using the equipment to generate tickets for a drawing which has already taken place.

(3) The equipment is malfunctioning.

(4) The retailer is using the equipment improperly.

(5) The retailer is engaging in any activity with the equipment which is illegal or contrary to the best interests of the lottery. *(State Lottery Commission; 65 IAC 3-3-7.5; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 74; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 3-3-8 Application for retailer contract for on-line games

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 8. (a) This section shall apply only to retailer contracts for the sale of on-line tickets.

(b) Any person interested in obtaining a certificate of authority for the sale of on-line tickets shall first file an application on such form or forms as may be approved by the director.

(c) Each applicant shall submit an application indicating each proposed lottery ticket sales location. The applicant shall, upon approval of the application, pay a nonrefundable fee as specified in 65 IAC 1-1-18.

(d) Each location for which an application is submitted must be a fixed location.

(e) Applications and subsequent retailer contracts, if any, are not transferable to any person.

(f) Any person that seeks a retailer contract as a retailer for on-line tickets shall bear the burden of securing approval of any other person, board, commission, agency, agent, instrumentality or political subdivision of the state or the United States which may have controlling authority over the application.

(g) An application will be considered active for one (1) year after it is submitted. An applicant whose application has been on file with the commission for more than one (1) year may reapply by completing a new application or such other forms as may be prescribed by the director. *(State Lottery Commission; 65 IAC 3-3-8; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1071; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1728; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1971; emergency rule filed Apr 19, 1993, 5:00 p.m.: 16 IR 2196; errata filed Jun 24, 1993, 10:00 a.m.: 16 IR 2620; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 3-3-9 Commission determinations regarding retailer contracts for on-line games

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 9. (a) In selecting retailers for on-line tickets, the commission may consider the following factors in addition to the factors specified in section 1 of this rule:

(1) The applicant's volume of instant ticket sales.

(2) The distribution of retailers for on-line tickets throughout the state and the geographic area serviced by the applicant, and the sufficiency of retailers for on-line tickets to serve the public convenience at any particular location in the state.

(3) The average number of customers who visit an applicant's place of business.

(4) The applicant's hours of operations.

(5) The capability and willingness of an applicant to pay prizes up to the maximum amount payable by retailers at various times during the day.

(6) The capability and willingness of an applicant to promote the sale of lottery tickets.

(7) An applicant's proposed location for the terminal to sell on-line tickets.

(8) The financial stability of an applicant.

(9) Any problems the commission has experienced with an applicant's electronic funds transfer account for instant games.

(10) The degree to which an applicant uses display materials for instant games.

(11) The sales potential for on-line tickets by the applicant.

(b) The commission may limit the number of on-line ticket retailers. The commission shall encourage small and minority businesses to apply to be on-line retailers.

(c) The commission may in its discretion condition the selection of an applicant as an on-line retailer on reimbursement by the applicant to the commission of all or any portion of the cost of the equipment, supplies, and services to be used by the applicant

as an on-line retailer and may use different forms of retailer contracts for on-line retailers to reflect such conditions. (*State Lottery Commission; 65 IAC 3-3-9; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1071; emergency rule filed Sep 24, 1998, 3:40 p.m.: 22 IR 473; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-3-10 Retailer contracts for pull-tab games

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) This section applies only to retailer contracts for the sale of pull-tab tickets.

(b) Any person interested in obtaining a certificate of authority for the sale of pull-tab tickets shall first file an application on such form or forms as may be approved by the director.

(c) Each applicant shall submit an application indicating each proposed lottery ticket sales location. The applicant must first be a licensed retailer of instant tickets or simultaneously apply to be a licensed retailer of instant tickets. Notwithstanding the foregoing, the director may, at the director's discretion, authorize an applicant to sell only pull-tab games from its lottery ticket sales location.

(d) Each location for which an application is submitted must be a fixed location.

(e) Applications and subsequent retailer contracts, if any, are not transferable to any person or to any other location.

(f) The commission may enter into a single retailer contract with a retailer to sell pull-tab and instant tickets.

(g) Any person that seeks a retailer contract as a retailer for pull-tab tickets shall bear the burden of securing approval of any other person, board, commission, agency, agent, instrumentality, or political subdivision of the state or the United States which may have controlling authority over the applicant. (*State Lottery Commission; 65 IAC 3-3-10; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1037; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1972; emergency rule filed Jan 12, 1994, 5:00 p.m.: 17 IR 1110; errata filed Mar 18, 1994, 9:30 a.m.: 17 IR 1889; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:27 p.m.: 26 IR 40, eff Aug 29, 2002*)

Rule 4. Retailer Operations

65 IAC 3-4-1 Accountability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-2

Sec. 1. (a) A retailer is liable to the commission for any and all lottery tickets accepted or generated by an employee or representative of the retailer, such liability being in the amount of the ticket price established for each lottery game multiplied by the number of tickets accepted or generated. All such lottery tickets are to be considered purchased by the retailer, unless returned to the commission or canceled within the time and in the manner prescribed by the commission. All money received by a retailer from the sale of lottery tickets, less the amount retained as compensation for the sale of lottery tickets and the amount paid out in prizes by the retailer, shall be held in trust until delivery to the commission or electronic transfer to the administrative trust fund established by IC 4-30.

(b) A retailer may return opened and unopened instant ticket packages to the commission for credit against liability owed or refund, at the commission's discretion. Instant tickets from opened instant ticket packages may only be returned in continuous, sequential strips. A retailer may not return opened or unopened pull-tab ticket packages for refund or credit except with the prior consent of the director.

(c) Each retailer shall account for all lottery tickets issued by the commission and all funds received by the retailer as required by procedures and forms developed by the commission.

(d) Retailers shall be required, at the commission's sole discretion, to order and receive lottery tickets in the manner prescribed by the commission. The commission will determine the time and manner of reimbursement by the retailer; however, the commission is permitted to utilize reimbursement methods based on actual ticket sales.

(e) The retailer is responsible for all money collected from lottery ticket sales unless such money is collected by the commission. The funds shall be deposited promptly and shall be available on the designated day of collection.

(f) The retailer may use its business operating bank account or a separate bank account for lottery purposes.

(g) The commission may require retailers to establish electronic funds transfer accounts in conjunction with the retailer's bank account for purposes of receiving money from ticket sales, making payments to the commission, and receiving payments from the commission.

(h) Funds from the sale of lottery tickets which are deposited in the retailer's account shall be unencumbered and unpledged.

(i) In the event there is a change in the bank account in which the retailer has deposited funds from the sale of lottery tickets, the retailer shall notify the commission of the change at least thirty (30) working days in advance of the change becoming effective.

(j) All money received by each retailer from operation of the lottery, less the amount received by the retailer for the sale of the lottery tickets and the amount paid out as prizes, shall be held in a bank account prior to collection by the commission.

(k) Each retailer must file with the commission reports of the retailer's receipts and transactions of sales of lottery tickets in accordance with the procedures and instructions made available to the retailers by the commission.

(l) A retailer must notify the commission at least thirty (30) working days in advance of the retailer's intent to cease operation of its business and sale of lottery tickets, either permanently or temporarily.

(m) A retailer shall sell pull-tab tickets only from the location to which they were delivered by the commission or which is on file with the commission with respect to such tickets. No pull-tab tickets shall be transferred from one (1) retailer location to another for sale. (*State Lottery Commission; 65 IAC 3-4-1; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 100; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1728; emergency rule filed Jan 30, 1991, 4:15 p.m.: 14 IR 1288; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1038; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 74; emergency rule filed Jul 7, 1995, 10:00 a.m.: 18 IR 2799; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-4-2 Retailer's responsibilities

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Retailers shall be required to:

- (1) Provide certain specified services, including the sale and issuance of lottery tickets.
- (2) Sell lottery tickets for all lottery games requested to be sold by the commission.
- (3) Adhere to the terms of IC 4-30 and the rules, regulations, policies, and procedures of the commission.
- (4) Validate and redeem winning lottery tickets to the extent required by this article.
- (5) Prominently display all point-of-sale materials supplied by the commission, which, at a minimum, may include the following:
 - (A) A door decal supplied by the commission and mounted on or near the main entrance or entrances which shall be visible to potential customers prior to their entry into the location, advising them of the availability of lottery tickets at the location.
 - (B) A lottery ticket purchase reminder supplied by the commission which shall be located at or near each purchase location.
 - (C) Any posters supplied by the commission which inform lottery ticket purchasers of new lottery games, rules for playing any lottery games, and current drawing information.
 - (D) Any brochures supplied by the commission which explain lottery games being offered to the lottery ticket purchasers, which shall be made available to customers at or near each purchase location.
- (6) Post in a conspicuous location on the premises accessible to the public a statement supplied by the commission of the estimated odds of winning some prize for each lottery game.
- (7) Upon the theft, loss, destruction, or damage of lottery tickets, immediately notify the division of security of the commission by telephone and take all reasonable steps to protect the remaining lottery tickets from further damage or loss.
- (8) If equipment has been installed on the retailer's premises to read bar code information on instant tickets, the retailer shall take actions required by the commission with respect to that equipment, which, at a minimum, includes the following:
 - (A) Providing space for the equipment together with such electrical and telecommunication service as shall be specified by the commission at a location on the retailer's premises approved by the commission.
 - (B) Attending all training sessions required by the commission at sites announced by the commission.
 - (C) Properly caring for the equipment at the retailer's location and taking reasonable safeguards against damage to or theft of the equipment.

(D) Refraining from attempting to perform any mechanical or electrical maintenance or repairs on the equipment at the retailer's location except as authorized by the commission.

(E) Providing reasonable access to the retailer's premises to employees of the commission and to other persons designated by the director to service the equipment at the retailer's location.

(State Lottery Commission; 65 IAC 3-4-2; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 101; errata, 13 IR 1860; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 75; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 3-4-2.5 On-line retailer's responsibilities

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 2.5. In addition to satisfying the requirements of section 2 of this rule, retailers for on-line games shall be required to do the following:

(1) Provide a space for a terminal together with such electrical and telecommunications service as shall be specified by the commission at a location on the retailer's premises approved by the commission.

(2) Maintain an adequate supply of play slips, claim forms, pencils, and brochures at the location of the terminal.

(3) Attend all training sessions required by the commission at sites announced by the commission.

(4) Properly care for the terminal at the retailer's location and take reasonable safeguards against damage to or theft of the terminal or any supplies.

(5) Refrain from attempting to perform any mechanical or electrical maintenance or repairs on the terminal at the retailer's location except as authorized by the commission.

(6) Promptly change ribbons, replenish ticket stock, and clear paper jams as required on the terminal at the retailer's location.

(7) Provide reasonable access to the retailer's premises to employees of the commission and to other persons designated by the director to service the terminal at the retailer's location.

(State Lottery Commission; 65 IAC 3-4-2.5; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1737; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 3-4-2.6 Pull-tab retailer's responsibilities

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.6. In addition to satisfying the requirements in section 2 of this rule, retailers for pull-tab games shall retain all invoices, accounting materials, and informational materials about any pull-tab game so long as the retailer is selling pull-tab tickets for the pull-tab game. A retailer selling tickets for a pull-tab game shall complete and display all informational material supplied by the commission with respect to the pull-tab game so long as the retailer is selling pull-tab tickets for the pull-tab game. *(State Lottery Commission; 65 IAC 3-4-2.6; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1039; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 3-4-2.7 Additional responsibilities of instant ticket retailers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.7. In addition to satisfying the requirements of section 2 of this rule, retailers for instant games shall be required to do the following:

(1) At such times as the commission shall direct, redeem winning instant tickets for all instant prizes up to five hundred ninety-nine dollars (\$599) notwithstanding the location at which the instant ticket was purchased.

(2) At the discretion of the director, install one (1) telephone or communications line (which shall not be a line for a pay telephone) per selling location as required for operation of lottery equipment.

(State Lottery Commission; 65 IAC 3-4-2.7; emergency rule filed Jun 26, 1992, 5:00 p.m.: 15 IR 2466; errata filed Aug 27, 1992, 9:00 a.m.: 16 IR 65; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 3-4-3 Sale of lottery tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Retailers are prohibited from selling a lottery ticket or lottery tickets to anyone under the age of eighteen (18).

(b) Except as otherwise required by this rule, a retailer shall sell valid lottery tickets and shall redeem winning lottery tickets for prizes of less than or equal to twenty-five dollars (\$25) during normal business hours and such additional hours as the retailer desires for the location contracted with the commission. Nothing in this rule shall prevent a retailer from having different business hours for each separately contracted location.

(c) The retailer may not sell a lottery ticket at any price other than that fixed by the regulations of the commission. No person other than a retailer or a retailer's employee may sell tickets.

(d) Without prior commission approval, a retailer may not receive tickets to be sold by the retailer from anyone except an authorized commission representative.

(e) All ticket sales shall be final. The retailer shall not accept returns except as provided in the rules, regulations, policies, or procedures of the commission or with the approval of the director.

(f) Instant tickets shall not be sold after the announced termination date of the instant game or after the date of the final drawing held in any instant game unless otherwise provided herein or publicly announced by the commission.

(g) On-line tickets shall not be sold after the date of the drawing for which they were designated.

(h) A retailer may sell lottery tickets and accept payment for sales of lottery tickets only at the location stated on its certificate of authority and shall indicate on each lottery ticket sold the name of the retailer and the retailer identification number shown on the certificate of authority as assigned to the retailer by the commission.

(i) The commission may act as a retailer and may, as a retailer, conduct promotions which involve the dispensing of lottery tickets free of charge.

(j) Retailers shall hold the director, the commission, its employees, and the state harmless from any liability arising in connection with operating and conducting lottery ticket sales.

(k) The director may limit or terminate the sale of on-line tickets by a retailer for a particular selection event if the director finds that the manner of sales by the retailer with respect to the particular selection event may compromise the operation or integrity of the lottery of the state of Indiana, be prejudicial to the public confidence in the lottery, or constitute illegal activity under local, state, or federal laws. (*State Lottery Commission; 65 IAC 3-4-3; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 102; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; emergency rule filed Mar 19, 1992, 8:30 a.m.: 15 IR 1401; errata filed Jun 4, 1992, 1:00 p.m.: 15 IR 2256; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 76; emergency rule filed Jul 28, 1994, 5:00 p.m.: 17 IR 2902; emergency rule filed Dec 18, 2000, 1:15 p.m.: 24 IR 1365; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-4-4 Procedure for awarding prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 4. (a) Upon the presentation of a lottery ticket for prize payment, the retailer shall verify that it is visually consistent with the features of a winning ticket and examine it for any alteration. A retailer shall not make any payment on a ticket which is not a valid instant ticket within the meaning of 65 IAC 4-1-14, a valid on-line ticket within the meaning of 65 IAC 5-1-12, or a valid pull-tab ticket within the meaning of 65 IAC 6-1-9.

(b) Each instant, on-line, and pull-tab ticket shall contain a unique bar code. A winning instant ticket, on-line, or pull-tab ticket shall be further validated and redeemed in the following manner:

(1) If an instant ticket, on-line ticket, or pull-tab ticket is entitled to a prize of less than or equal to twenty-five dollars (\$25), a retailer shall validate the instant ticket, on-line ticket, or pull-tab ticket as a winning lottery ticket with the bar code reader and shall redeem a valid winning instant ticket, on-line ticket, or pull-tab ticket notwithstanding the location at which the ticket was purchased.

(2) If an instant ticket, on-line ticket, or pull-tab ticket is entitled to a prize of less than or equal to six hundred dollars (\$600), a retailer may, within its discretion, validate the instant ticket, on-line ticket, or pull-tab ticket as a winning lottery ticket with the bar code reader and may redeem, within its discretion, a valid winning instant ticket, on-line ticket, or pull-tab ticket

notwithstanding the location at which the ticket was purchased.

(c) A retailer who does not sell instant tickets but has a bar code reader issued by the commission shall redeem an instant ticket presented for prize payment. A retailer who does not sell pull-tab tickets shall redeem a pull-tab ticket presented for prize payment. A retailer who does not sell on-line tickets shall not redeem an on-line ticket presented for prize payment.

(d) The retailer shall pay any winning lottery ticket with a cash prize of twenty-five dollars (\$25) or less in cash or new lottery tickets with the consent of the lottery ticket holder. Any winning lottery ticket with a cash prize exceeding twenty-five dollars (\$25), but not exceeding six hundred dollars (\$600), shall be paid with cash, check, or money order, at the retailer's discretion. Any noncash prize which a retailer is authorized to deliver shall be delivered in the manner required by the rule applicable to a specific lottery game or as specified by the director.

(e) Any validated winning lottery ticket may be paid by check at the commission headquarters in Indianapolis, Indiana, or at a district claim center after the claimant has completed such winner claim forms as the commission may specify.

(f) Winning lottery tickets received by a person under the age of eighteen (18) as a gift shall be paid by the commission to an adult member of the minor's family or the legal guardian of the minor as custodian.

(g) Holders of winning on-line tickets shall have the right to claim prizes for one hundred eighty (180) days after the drawing or the end of the lottery game or play in which the prize was won. Holders of winning instant game tickets and pull-tab game tickets shall have the right to claim instant prizes for sixty (60) days after the end of the instant game or pull-tab game in which the prize was won and shall have the right to claim telephone prizes for sixty (60) days after the telephone play in which the telephone prize was won. Winners of prizes awarded pursuant to 65 IAC 4-3-10 shall have the right to claim those prizes for sixty (60) days after the prize is won, unless a longer or shorter period is determined and announced pursuant to that section. If a valid claim is not made for a prize within the applicable time period, the prize shall constitute an unclaimed prize and the prize money shall be added to the pool from which future prizes are to be awarded or used for special prize promotions.

(h) Until such time as a name is imprinted or placed upon the back portion of the lottery ticket in the designated area, a lottery ticket shall be owned by the physical possessor of such ticket. When a name is placed on the rear of the ticket in the designated place, the person whose name appears in that area shall be the owner of the ticket and shall be entitled to any prize attributable thereto. A pull-tab ticket remains at all times a bearer instrument and shall be owned by the physical possessor of the ticket unless the prize is over six hundred dollars (\$600) and space has been designated on the ticket for including winner information.

(i) In the event it is determined that, for any reason, a prize was paid by a retailer on a ticket which was not a winner, the person whose name appears on the back of the ticket will be required to reimburse the retailer for said payment. If a retailer pays any claim which was not a winner, the retailer will be held responsible to the commission for the improper payment, even if the person whose name appears on the back of the ticket fails to reimburse the retailer or cannot be located.

(j) A lottery ticket will be considered void if altered, torn, misprinted, illegible, or damaged in such a manner that verification is impossible. If it is determined that a lottery ticket contains a manufacturing defect which makes the lottery ticket appear to be a winner when in fact it is not, the bearer shall be entitled to reimbursement for the full purchase price of the lottery ticket but shall not be awarded any prize.

(k) The commission's decision and judgment in respect to the determination of a winning lottery ticket or of any other dispute arising from payment or awarding of prizes shall be final and binding upon all participants in the lottery unless otherwise provided by law or this article. In the event a question arises relative to a winning lottery ticket, or the payment or awarding of any prize, the commission may deposit the prize winnings into an escrow fund until it resolves the controversy and reaches a decision, or it may petition a court of competent jurisdiction for instructions and a resolution of the controversy.

(l) The commission reserves the right to request of the claimant of any winning lottery ticket disclosure of the source of the ticket. (*State Lottery Commission; 65 IAC 3-4-4; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 102; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1737; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 112; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1039; errata filed Feb 25, 1992, 11:00 a.m.: 15 IR 1222; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 77; errata, 16 IR 751; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:27 p.m.: 26 IR 41, eff Aug 29, 2002*)

65 IAC 3-4-5 Compensation

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 5. (a) A retailer shall be entitled to a commission of five and one-half percent (5.5%) of the valid lottery ticket price of each instant ticket or pull-tab ticket sold to such retailer, subject to deduction for returns as described in this article. A retailer shall be entitled to a commission of six percent (6%) of the valid on-line ticket price of each on-line ticket sold by such retailer.

(b) In addition to the commissions under subsection (a), the commission may, from time to time, establish retailer incentive programs whereby retailers are entitled to bonus payments by satisfying designated criteria which may include, but not limited to, volume of lottery tickets sales, number of lottery tickets redeemed, or the sale of winning lottery tickets.

(c) No retailer or employee of a retailer shall request, demand, or accept gratuities or similar compensation in exchange for the performance of duties authorized pursuant to the retailer's contract. (*State Lottery Commission; 65 IAC 3-4-5; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 103; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1040; emergency rule filed Jul 29, 1992, 10:00 a.m.: 15 IR 2599; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:27 p.m.: 26 IR 42, eff Aug 29, 2002*)

65 IAC 3-4-6 Delivery of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 6. A retailer shall notify the commission of the names and addresses of one (1) or more persons in the retailer's business who are authorized by the retailer to request and receive delivery of tickets. (*State Lottery Commission; 65 IAC 3-4-6; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 103; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-4-7 Prohibited acts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) No retailer, or any relative living in the same household with a retailer, may purchase a lottery ticket at the premises where the retailer is authorized to sell lottery tickets. No employee of a retailer, or any relative living in the same household with an employee of a retailer, may purchase a lottery ticket at the premises at which the employee is employed.

(b) No person shall use point-of-sale materials issued by the commission or otherwise hold himself or herself out as a retailer without being authorized by the commission to act as a retailer.

(c) No retailer shall extend credit or lend money for the purchase of a lottery ticket. This provision shall not be construed to prohibit the purchase of a lottery ticket through the use of a credit or charge card or other instrument issued by a bank, savings association, credit union, or charge card company.

(d) No retailer shall sell a lottery ticket for delivery at a location other than that specified on the retailer's certificate of authority unless all of the following are true:

(1) Delivery of goods or services other than lottery tickets at locations other than that specified on the retailer's certificate of authority occurs in the ordinary course of the retailer's business.

(2) The retailer has sold and is delivering to the purchaser of the lottery ticket a good or service other than the lottery ticket.

(3) The delivery is within the state of Indiana.

(4) Payment is made at or before the time of delivery.

(e) No retailer shall enter into any agreement or arrangement to give preference in the sale of lottery tickets to a purchaser based on the number of lottery tickets sold or to be sold to that purchaser. (*State Lottery Commission; 65 IAC 3-4-7; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 103; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 408; emergency rule filed Mar 19, 1992, 8:30 a.m.: 15 IR 1401; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-4-8 Service charges for on-line retailers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9

Sec. 8. (a) Each retailer licensed to sell on-line tickets shall pay a minimum weekly service charge to the commission in an amount specified by the commission. Such minimum service charges paid by retailers shall be used to offset losses from retailer

defaults and costs for telecommunications.

(b) The commission may impose an additional weekly fee in an amount specified by the commission on retailers licensed to sell on-line tickets whose average weekly gross sales of on-line tickets are less than one thousand dollars (\$1,000).

(c) The commission may impose an additional weekly fee in the same amount as subsection (b) or a different amount specified by the commission on retailers licensed to sell on-line tickets whose average weekly gross sales of on-line tickets are greater than or equal to one thousand dollars (\$1,000) but less than two thousand dollars (\$2,000). (*State Lottery Commission; 65 IAC 3-4-8; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1738; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-4-9 Settlement delinquencies

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. (a) If a check or electronic funds transfer of a retailer is dishonored, the certificate of authority of the retailer may be suspended by the commission. A suspended certificate of authority may be reinstated at the discretion of the commission upon the occurrence of any of the following:

- (1) Payment of the entire amount due from the retailer to the commission.
- (2) Payment of a service charge as specified in 65 IAC 1-1-18.
- (3) Payment of simple interest on the amount due from the designated day of collection to the day of payment at the rate of twelve percent (12%) per annum.
- (4) The retailer's execution of and compliance with a signed, written agreement specifying terms for the repayment of the entire amount due from the retailer to the commission.

All payments shall be by money order or certified check.

(b) If a retailer's check or electronic funds transfer is dishonored, the commission may require that future deliveries of instant tickets be delivered to the retailer on a C.O.D. basis. (*State Lottery Commission; 65 IAC 3-4-9; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1729; emergency rule filed Jan 19, 1996, 2:00 p.m.: 19 IR 1375; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 5. Retailer Claims and Appeals

65 IAC 3-5-1 Application

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-21.5; IC 4-30-7; IC 4-30-9

Sec. 1. Pursuant to IC 4-21.5-2-5(11), decisions by the commission or the director with respect to retailer contracts are not subject to IC 4-21.5. In lieu thereof, retailers or applicants shall follow the procedures of and have the remedies available under this rule in the event of a protest of any decision of the commission or the director or a claim under a retailer contract with the commission. (*State Lottery Commission; 65 IAC 3-5-1; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 104; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-5-2 Denial of application; appeal

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-7; IC 4-30-9

Sec. 2. If an application of an applicant to become a retailer for any type of lottery game, to renew a retailer contract, or to change ownership or location is denied, or if the certificate of authority of a retailer is revoked, the retailer or applicant may appeal the decision by filing a written appeal complying with section 4 of this rule within seventy-two (72) hours after the decision is received by the retailer or applicant. A decision mailed to a retailer or applicant by first-class United States mail shall be presumed, subject to rebuttal, to have been received by the retailer three (3) days after the date the decision was mailed. (*State Lottery Commission; 65 IAC 3-5-2; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 104; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1738; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1040; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-5-3 Retailer contract claims

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-7; IC 4-30-9

Sec. 3. (a) A retailer may file a written claim with the director for money or other relief in connection with a retailer contract. Any such claim by a retailer shall be filed no later than thirty (30) days after the payment is alleged to be due in connection with the retailer contract.

(b) Nothing in this section shall prohibit a retailer from continuing to perform under a retailer contract while a claim is pending. The commission shall not delay payment to a retailer of undisputed amounts as a result of the filing of a claim under this section.

(c) The director shall issue a decision on a claim within thirty (30) days after the claim was filed. The director shall state the reasons for denial of any claim filed under this section. A copy of the decision shall be mailed by certified or registered mail, return receipt requested, to the retailer who filed the claim. The director may order that a retailer be given relief from administrative procedures, liquidated damages, or failure to follow contract formalities when the director determines that such relief is in the best interests of the lottery and consistent with the integrity of the lottery.

(d) A retailer whose claim is denied by the director may appeal the decision by filing a written appeal complying with section 4 of this rule within seventy-two (72) hours after receipt of the decision. (*State Lottery Commission; 65 IAC 3-5-3; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 104; errata, 13 IR 1860; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-5-4 Notice of appeal

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-7; IC 4-30-9

Sec. 4. (a) A notice of appeal shall be filed by mailing a notice of appeal to the director at the principal office of the director in Indianapolis by registered or certified mail, return receipt requested, or by delivering the notice of appeal to the principal office of the director in Indianapolis. Filing by registered or certified mail shall be effective upon mailing.

(b) A notice of appeal shall be in writing and shall state the following:

(1) The decision which is being appealed.

(2) The grounds for the appeal.

(3) The retailer identification number as shown on the certificate of authority of a retailer, or the application number of an applicant who is denied a certificate of authority involved in the appeal.

(4) Any other information necessary to identify the retailer contract or application involved in the appeal.

(c) A retailer or prospective retailer who files a notice of appeal may file a supplemental statement of reasons for appeal within ten (10) days after the date the notice of appeal was filed. Such a supplemental statement of reasons shall explain more fully the basis of the appeal but shall not raise any grounds for appeal not included in the notice of appeal. A retailer or prospective retailer who files a notice of appeal which does not contain specific citation to any statutes or regulations which the notice of appeal alleges were violated shall file a supplemental statement setting forth such specific citations. A supplemental statement of reasons for appeal shall be filed in the same manner as a notice of appeal.

(d) The director may prescribe a form or forms which shall be used by any retailer or prospective retailer who files a notice of appeal unless good cause is shown that use of the form was impossible or impractical in the situation. (*State Lottery Commission; 65 IAC 3-5-4; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 104; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1730; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-5-5 Hearing procedures

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-21.5; IC 4-30-7; IC 4-30-9

Sec. 5. (a) All hearings shall be conducted by the director or by another person (who may be an employee of the commission) appointed by the director to act as a hearing officer to hear appeals in place of the director and to exercise the powers of the director in conducting the hearing and recommending a decision to the director with respect to the appeal. The person presiding at a hearing

shall be known as the hearing judge. Hearing judges shall conduct hearings with due regard for the rights of all parties as well as the facts and the law, and consistent with the orderly and prompt dispatch of proceedings.

(b) The director shall decide to hear the appeal personally or appoint a hearing judge within ten (10) days after the notice of appeal is filed. The hearing judge shall conduct a hearing on every appeal within forty-five (45) days after the notice of appeal is filed. All parties to an appeal or claim shall be given at least five (5) days' notice of the time and place of the hearing, unless all parties to the appeal or claim agree to a shorter notice period. All hearings shall be held in Indianapolis, Indiana, unless the hearing judge orders otherwise.

(c) The commission and the appellant shall be the parties to any appeal under this rule. Only the appellant, employees of the commission, and such other persons as the hearing judge orders may participate in the hearing of an appeal.

(d) Hearings of appeals shall be informal and shall not be conducted like trials. The Indiana Rules of Trial Procedure, IC 4-21.5, and the rules of evidence shall not apply to the conduct of hearings. Parties may be, but shall not be required to be, represented by counsel.

(e) The hearing judge may exclude evidence upon a determination that it is repetitive or not relevant to the appeal. The commission shall issue subpoenas authorized by law to private parties upon request, upon a simple statement of the general relevance and reasonable scope of the testimony or other evidence sought. Hearing judges shall have the power to administer oaths and affirmations and to regulate the course of hearings or the conduct of the parties. The hearing judge may limit the number of witnesses or the length of testimony or oral presentations in order to hear the appeal in a reasonable amount of time. The hearing judge may ask questions at any time, but the hearing judge shall not question the appellant in closed session.

(f) All hearings shall be open to the public. The hearing judge may adjourn the public hearing to discuss and reach a decision in private. All hearings shall be electronically recorded, and the recordings shall be kept with the records of the commission for at least sixty (60) days after the date of the hearing. A court reporter may be used at the request of any party to the hearing at the expense of such party. The court reporter's transcript shall be given to the hearing judge at no expense to the commission, unless the court reporter was requested by the commission, its employees, or the hearing judge, and the transcript shall become a part of the records of the commission.

(g) Unless the hearing judge orders otherwise, hearings shall be conducted in the following order:

(1) The appellant will explain the reasons for the appeal and the desired relief.

(2) The appellant will present witnesses and evidence, and the commission staff will be able to ask questions of each witness.

(3) The staff of the commission will present other witnesses and evidence relevant to a determination of the appeal, and the appellant will be able to ask questions of each witness.

(4) After all evidence has been presented, the hearing judge shall adjourn the hearing to reach a decision in private.

(State Lottery Commission; 65 IAC 3-5-5; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 104; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 682; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1967; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 3-5-6 Hearing judge's decision

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-7; IC 4-30-9

Sec. 6. (a) If the hearing judge is other than the director, the hearing judge shall recommend a decision to the director. The hearing judge shall issue a written decision within thirty (30) days after the hearing date if a court reporter was not used at the hearing, and within thirty (30) days after a transcript of the hearing is received by the hearing judge if a court reporter is used at the hearing and a transcript is prepared. The hearing judge is not required to have a transcript prepared even if a court reporter was used at a hearing.

(b) The decision shall include as much detail as the hearing judge determines is necessary to explain the reasons for the decision and shall be signed by the hearing judge. If the hearing judge was not the director, the hearing judge's decision shall be delivered to the director, who may issue the decision as written or modify it in any manner (including changing the prevailing party) before issuing the final decision. A copy of the director's decision shall be mailed to the appellant. *(State Lottery Commission; 65 IAC 3-5-6; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 105; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1968; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 3-5-7 Rehearing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-7-2; IC 4-30-9

Sec. 7. (a) Any retailer or applicant aggrieved because of the decision of an appeal under this rule may be granted a rehearing before the commission for the purpose of presenting evidence, facts, or reasons why the decision on appeal should be modified or reversed. To apply for a rehearing, the party requesting the rehearing shall within seventy-two (72) hours from receipt of notice of the decision of the appeal file a written request with the director, who shall forward the request to the chairman. The decision to grant a rehearing is wholly within the discretion of the commission. The commission may in its discretion grant a rehearing notwithstanding the failure to file a written request within seventy-two (72) hours as required by this subsection if the commission determines there was good cause for the failure to file. A rehearing shall be conducted in a manner similar to a hearing under section 5 of this rule and shall be presided over by the chairman or another member of the commission designated by the commission. The decision of the commission after a rehearing or the decision to deny a rehearing shall be deemed to be a decision by the commission and exhaustion of all administrative appeals under IC 4-30-7-2.

(b) If as a result of a decision of an appeal under this rule the commission would enter into a retailer contract (or an existing retailer contract would not be terminated) with a retailer who has been convicted of, or entered a plea of guilty or nolo contendere to, (or if the retailer is a corporation, partnership, or limited partnership, with a retailer which has a controlling person who has been convicted of, or entered a plea of guilty or nolo contendere to) a felony committed in the preceding ten (10) years, regardless of adjudication, then the decision shall automatically be submitted to the commission for a rehearing. The decision to have a rehearing is wholly within the discretion of the commission. If a rehearing is held, it shall be conducted in the same manner as a rehearing under subsection (a). The decision of the commission after a rehearing or the decision not to have a rehearing shall be deemed to be a decision by the commission and exhaustion of all administrative appeals under IC 4-30-7-2. (*State Lottery Commission; 65 IAC 3-5-7; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 105; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1072; emergency rule filed Apr 14, 1992, 5:00 p.m.: 15 IR 1968; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-5-8 Legal action

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-7; IC 4-30-9

Sec. 8. Nothing in this rule shall prevent the director or the commission from taking legal action against a retailer or applicant at any time. (*State Lottery Commission; 65 IAC 3-5-8; emergency rule filed Sep 5, 1989, 3:20 p.m.: 13 IR 106; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-5-9 Computation of time; delivery

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-7-1; IC 4-30-9

Sec. 9. (a) In computing any period of time prescribed or allowed by this rule, by IC 4-30-7-1, or by order of the director or the commission pursuant to this rule, the hour (if the time period is stated in terms of hours) or day of the act, event, or default from which the designated period of time begins to run shall not be included. The last day of the period so computed is to be included unless it is one (1) of the following:

- (1) A Saturday.
- (2) A Sunday.
- (3) A legal holiday as defined by state statute.
- (4) A day the principal office of the director in Indianapolis is closed during regular business hours.

In any event, the period runs until the corresponding time of the next day that is not a Saturday, a Sunday, a legal holiday, or a day on which the office is closed.

(b) The delivery of any document pursuant to this rule, pursuant to IC 4-30-7-1, or pursuant to an order of the director or the commission under this rule shall be made by one (1) of the following methods:

- (1) Delivering the document personally or by courier.

(2) Mailing the document by registered or certified mail, return receipt requested.

(3) Transmitting the document by facsimile followed by delivery or mailing as described in subdivision (1) or (2).

Delivery by registered or certified mail is deemed made at 8:00 a.m., Indianapolis time, on the day after the day of mailing. Delivery by facsimile transmission is deemed made at 8:00 a.m., Indianapolis time, on the day of receipt of the facsimile transmission. Delivery in person or by courier is deemed made at 8:00 a.m., Indianapolis time, on the day of receipt. (*State Lottery Commission; 65 IAC 3-5-9; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1730; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 3-5-10 Request for ruling (Repealed)

Sec. 10. (*Repealed by State Lottery Commission; filed Dec 7, 1992, 5:00 p.m.: 16 IR 1196*)

65 IAC 3-5-10.1 Request for ruling

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-9-3

Sec. 10.1. A prospective applicant to be a retailer may request a determination regarding such prospective applicant's qualification under IC 4-30-9-3(4) to enter into a contract with the commission to be a retailer by filing a request for ruling with the commission on such forms as the director may determine. Upon the filing of a request for ruling, a hearing shall be scheduled before the director, with the prospective retailer applicant having the same rights as an appellant under 65 IAC 3-5-5. A decision on the request for ruling shall be issued in the same manner provided for appeals under section 6 of this rule. Any ruling by the director must be approved or denied by the commission or the commission may permit, within its discretion, a rehearing in the manner provided in section 7 of this rule. Any ruling by the director is binding on the commission only to the extent of the facts presented at the hearing and appearing in the record of the hearing or in the decision. (*State Lottery Commission; 65 IAC 3-5-10.1; emergency rule filed Dec 7, 1992, 5:00 p.m.: 16 IR 1196; errata filed Feb 8, 1993, 1:00 p.m.: 16 IR 1514; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

ARTICLE 4. SCRATCH-OFF GAMES

Rule 1. Definitions

65 IAC 4-1-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The definitions in 65 IAC 1-1-1 and in this rule apply throughout this article. (*State Lottery Commission; 65 IAC 4-1-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-2 "Agent verification code" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. "Agent verification code" means an alphabetic character code present within the game play data area of an instant ticket. (*State Lottery Commission; 65 IAC 4-1-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-2.1 "Bar code" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.1. "Bar code" means a graphical representation of data to be used in the validation of an instant ticket. (*State Lottery*

Commission; 65 IAC 4-1-2.1; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 78; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-2.5 “Drawing” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 2.5. “Drawing” means a procedure for the selection of prize winners by either:

- (1) the removal at random of one (1) or more instant tickets from a container into which instant tickets have been placed;
 - (2) the selection at random of one (1) or more number-coded items from a container into which those items have been placed;
- or

- (3) the selection of numbers through the use of a random number generator computer software program.

(State Lottery Commission; 65 IAC 4-1-2.5; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 682; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-3 “Game identification number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. “Game identification number” means a number associated with a particular instant game. *(State Lottery Commission; 65 IAC 4-1-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-4 “Game/pack/ticket number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. “Game/pack/ticket number” means a number appearing on an instant ticket which identifies the instant game applicable to the instant ticket, the pack from which the instant ticket was removed, and the ticket number. *(State Lottery Commission; 65 IAC 4-1-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-5 “Game play data area” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. “Game play data area” means an area on the front of an instant ticket covered with a latex covering which can be rubbed off to reveal one (1) or more play symbols and, with certain exceptions, play symbol captions and an agent verification code. *(State Lottery Commission; 65 IAC 4-1-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-5.5 “Grand prize event” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-7; IC 4-30-11

Sec. 5.5. “Grand prize event” means a drawing or other procedure for the selection pursuant to 65 IAC 4-3-7 from the holders of certain instant tickets or of on-line entry coupons generated pursuant to 65 IAC 5-3-7 of winners of a grand prize or grand prizes other than a prize specified on the face of the instant ticket or determined by the numbers selected on an on-line ticket. *(State Lottery Commission; 65 IAC 4-1-5.5; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 683; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1739; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-6 “Instant game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. “Instant game” means a scratch-off game. (*State Lottery Commission; 65 IAC 4-1-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1628; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909*)

65 IAC 4-1-6.5 “Instant prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6.5. “Instant prize” means a scratch-off prize. (*State Lottery Commission; 65 IAC 4-1-6.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909*)

65 IAC 4-1-7 “Instant ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. “Instant ticket” means a scratch-off ticket. (*State Lottery Commission; 65 IAC 4-1-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909*)

65 IAC 4-1-8 “Lottery ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. “Lottery ticket” means any evidence issued by the commission to prove participation in a game conducted by the commission. (*State Lottery Commission; 65 IAC 4-1-8; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-9 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. “Pack” means a set of instant tickets, each bearing a common pack number, fan-folded in strips of five (5) or fewer tickets. (*State Lottery Commission; 65 IAC 4-1-9; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-10 “Pack number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. “Pack number” means a six (6) digit number appearing on all instant tickets in a pack. (*State Lottery Commission; 65 IAC 4-1-10; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-10.5 “PIN” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10.5. “PIN” means an identification number issued by the commission to a contestant for a telephone prize in order to allow a telephone play through use of a toll-free telephone number. *(State Lottery Commission; 65 IAC 4-1-10.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-11 “Play symbol” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. “Play symbol” means a series of alphabetic or numeric characters or a symbol appearing in the game play data area of an instant ticket. *(State Lottery Commission; 65 IAC 4-1-11; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1628; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-12 “Play symbol caption” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. “Play symbol caption” means a printed explanation of a play symbol which appears beneath a play symbol. *(State Lottery Commission; 65 IAC 4-1-12; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-12.2 “Scratch-off game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.2. “Scratch-off game” means a lottery game that offers preprinted lottery tickets that, after a covering or a portion thereof is rubbed off, either:

(1) indicate whether the player has won a prize or entry into a drawing; or

(2) reveal numbers or play symbols which may be selected in a drawing.

(State Lottery Commission; 65 IAC 4-1-12.2; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909)

65 IAC 4-1-12.3 “Scratch-off prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.3. “Scratch-off prize” means a prize which is awarded in connection with a scratch-off game other than a telephone prize and other than a prize awarded pursuant to 65 IAC 4-3-7 or 65 IAC 4-3-10. *(State Lottery Commission; 65 IAC 4-1-12.3; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909)*

65 IAC 4-1-12.4 “Scratch-off ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.4. “Scratch-off ticket” means a lottery ticket in a scratch-off game. *(State Lottery Commission; 65 IAC 4-1-12.4; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909)*

65 IAC 4-1-12.5 “Telephone play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.5. “Telephone play” means an opportunity to win a prize on an instant ticket as a result of a telephone call from the player to a telephone number specified by the commission. *(State Lottery Commission; 65 IAC 4-1-12.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-12.6 “Telephone prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.6. “Telephone prize” means a prize which has been designated by the director to be awarded on the basis of a telephone play by the player of an instant game. *(State Lottery Commission; 65 IAC 4-1-12.6; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-13 “Ticket number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. “Ticket number” means a number appearing on an instant ticket and identifying the ticket. *(State Lottery Commission; 65 IAC 4-1-13; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-14 “Valid ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 14. “Valid ticket” means an instant ticket which meets all of the validation requirements of 65 IAC 4-2-5. *(State Lottery Commission; 65 IAC 4-1-14; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-15 “Validation number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 15. “Validation number” means a thirteen (13) digit number imaged on each instant ticket and covered with latex material. *(State Lottery Commission; 65 IAC 4-1-15; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1629; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 2. General Provisions**65 IAC 4-2-1 Applicability**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. This rule and 65 IAC 4-3 apply to all instant games unless the rule applicable to a specific instant game is in conflict with this rule or 65 IAC 4-3, in which case the rule applicable to the specific instant game shall control for that instant game. *(State Lottery Commission; 65 IAC 4-2-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-2-2 Compliance with law and procedures

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Any person who purchases an instant ticket agrees thereby to comply with and abide by IC 4-30, this title, and all procedures and instructions established by and final decisions of the director in connection with the conduct of the instant game for which the instant ticket is purchased. (*State Lottery Commission; 65 IAC 4-2-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-3 Termination of an instant game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) An instant game will end when all instant tickets for that instant game have been sold or on a date determined by the director in the director's sole discretion. The director may suspend an instant game if the director finds that such suspension is in the best interests of the commission. No instant tickets shall be sold with respect to an instant game which has ended or which has been suspended or otherwise ended.

(b) Telephone plays with respect to an instant game which provides for telephone plays may be made for sixty (60) days after the end of the instant game unless earlier terminated on a date determined by the director in the director's sole discretion. The director may suspend telephone plays with respect to an instant game if the director finds that such suspension is in the best interests of the commission. (*State Lottery Commission; 65 IAC 4-2-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1596*)

65 IAC 4-2-4 Use of winner information and photographs

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The commission shall have the right to use and publicize the name and a photograph of any winner in an instant ticket game, public information on the winner claim form, and the city, town, township, or any other political subdivision in which the winner resides. The commission may, in its sole discretion, require a winner in an instant ticket game to participate in interviews and press conferences with public relations personnel and media representatives. The commission shall not pay any additional consideration to any winner for use of such a photograph or information. Neither the commission, the director, nor any employee of the commission shall be liable for any use or release of information regarding, or photographs of, winners in compliance with this section. (*State Lottery Commission; 65 IAC 4-2-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; emergency rule filed Jun 8, 1993, 12:00 p.m.: 16 IR 2428; emergency rule filed Jan 12, 1994, 5:00 p.m.: 17 IR 1111; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:28 p.m.: 26 IR 42*)

65 IAC 4-2-5 Validation of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 5. (a) Except as provided in section 6 of this rule, all of the following requirements must be met for an instant ticket to be a valid ticket:

- (1) The number of play symbols in the game play data area must correspond with the number of play symbols established with respect to instant tickets for the applicable instant game.
- (2) Each of the play symbols must have a play symbol caption underneath it, and each play symbol must agree with its play symbol caption.
- (3) Each of the play symbols must be present in its entirety and be fully legible.
- (4) Each of the play symbols and its play symbol caption must be printed in black ink, unless a different color of ink is

specified in the rule applicable to the particular instant game for which the instant ticket is issued, in which case each of the play symbols and its play symbol caption must be printed in the specified color ink.

- (5) The instant ticket must be intact and not defaced in any manner.
- (6) The game/pack/ticket number must be present in its entirety and be fully legible.
- (7) The instant ticket must not be reconstituted or tampered with in any manner.
- (8) The instant ticket must not be counterfeit in whole or in part.
- (9) The instant ticket must have been issued by the commission in the authorized manner.
- (10) The instant ticket must not be stolen nor appear on any list of omitted instant tickets on file with the commission.
- (11) The play symbols, the play symbol captions, the validation number, the agent verification codes, and the game/pack/ticket number must be right-side-up and not reversed in any manner.
- (12) The instant ticket must have exactly one (1) play symbol caption for each play symbol, exactly one (1) game/pack/ticket number, exactly one (1) validation number, and the correct number and type of agent verification codes on file with the commission for that instant ticket, except that an instant ticket may have multiple copies of the same play symbols and corresponding play symbol captions, game/pack/ticket number, validation number, and agent verification codes if authorized by the commission for instant tickets with respect to a particular instant game.
- (13) The validation number of an apparent winning instant ticket must appear on the commission's official list of validation numbers of winning instant tickets, and the instant ticket with that validation number must not have been paid previously according to the records of the commission.
- (14) The ticket must not have a hole punched through it and must not be blank or partially blank, misregistered, defective, or printed or produced in error.
- (15) Each of the play symbols on the instant ticket and each of the play symbol captions on the instant ticket must be exactly one (1) of those described in this article as applicable to instant tickets for the instant game in which the instant ticket was issued.
- (16) Each of the play symbols and the play symbol captions on the instant ticket must correspond exactly to the typeface and artwork on file with the commission.
- (17) The game/pack/ticket number must correspond exactly to the typeface and artwork on file with the commission.
- (18) The validation number must correspond exactly to the typeface and artwork on file with the commission.
- (19) The agent verification codes must correspond exactly to the typeface and artwork on file with the commission.
- (20) The display printing must be regular in every respect and correspond exactly to the artwork on file with the commission.
- (21) The agent verification codes on an apparent winning instant ticket must correspond with the agent verification codes specified in this article or on file with the commission as applicable to winning instant tickets of that type.
- (22) The instant ticket must pass any additional validation tests specified in this article as applicable to the specific instant game for which the instant ticket was issued.
- (23) The instant ticket must pass all additional confidential validation tests prescribed by the commission.
- (24) The instant ticket must be an instant ticket offered for sale by the commission during the period determined by the director for that instant game.
- (25) The instant ticket must have been submitted within the claim period applicable to the instant game for which it was issued.

(b) Except as provided in section 6 of this rule, any instant ticket not passing all of the validation requirements in subsection (a) is void and ineligible for any prize, and no prize shall be paid thereon. (*State Lottery Commission; 65 IAC 4-2-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1596*)

65 IAC 4-2-6 Disputes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 6. (a) If a person claiming a prize in an instant game is unable to produce the alleged winning instant ticket or the instant ticket is mutilated or unreadable, the person may submit an affidavit to the director setting forth all facts surrounding the person's claim. If the director finds from substantial evidence contained in the affidavit and any other information available to the director,

including information from other persons having knowledge about the claim or results of investigation reports from the security division or any law enforcement authority, that the prize should be paid, the director may authorize that the prize be paid to the claimant. The director may require the claimant to produce a copy of the claim form applicable to the instant ticket as a condition of payment of the prize. If any prize claimed under this subsection exceeds one thousand dollars (\$1,000), a determination by the director to pay the prize shall be reviewed and authorized by the commission.

(b) The director may, solely at the director's option, replace an instant ticket which is not a valid ticket or which is otherwise determined not to be a valid ticket or which is otherwise determined not to be a winning instant ticket, despite a claim to the contrary, with an unplayed instant ticket or instant tickets of equivalent sale price for any current instant game. In the event a defective instant ticket is purchased, the only responsibility or liability of the commission shall be the replacement of the defective instant ticket with another unplayed instant ticket or instant tickets of equivalent sale price from a current instant game. (*State Lottery Commission; 65 IAC 4-2-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1072; emergency rule filed Sep 25, 1998, 11:21 a.m.: 22 IR 474; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-7 Instant ticket responsibility

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 7. An instant ticket is a bearer instrument until it is signed on the back by the owner or owners. The owner or owners of an instant ticket are responsible for and bear the sole risk of loss or theft of the instant ticket. If an instant ticket is claimed by a player in error for a lower prize than that to which the player would be entitled, the commission shall not be liable to the player for the higher prize not claimed, for the difference in the prizes, or for any other damage suffered by the player as a result of the erroneous claim. (*State Lottery Commission; 65 IAC 4-2-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-8 Game regulations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The director, or the director's designee, is authorized to develop and promulgate game rules and procedures for specific instant games during the periods between meetings of the commission and to conduct instant games in accordance with such game rules and procedures prior to the adoption by the commission of such rules with respect to specific instant games, provided that such rules and procedures are posted in the principal office of the commission prior to the commencement of any game to which such game rules and procedures are applicable. The director, or the director's designee, shall report any such games conducted and the game rules and procedures for such games to the commission at its next meeting. (*State Lottery Commission; 65 IAC 4-2-8; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 409; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:28 p.m.: 26 IR 43*)

Rule 3. Payment of Prizes

65 IAC 4-3-1 Prize-winning tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 1. Prize-winning instant tickets are valid instant tickets that have been determined by the commission in accordance with this article to be official prize winners. Criteria and specific rules for winning prizes shall be published for each instant game and available for all players. The commission shall in all cases make final determination regarding validation of instant tickets and whether instant tickets are prize-winning instant tickets. Unless specified to the contrary in the rule applicable to the instant game for which the instant ticket was issued, an instant prize will be paid only for the highest instant prize won on a valid instant ticket unless a lower instant prize has been claimed. No prize shall be awarded to a player who fails to file a claim prior to the end of an instant game. (*State Lottery Commission; 65 IAC 4-3-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; emergency rule*

filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1597)

65 IAC 4-3-2 Claiming prizes from the commission

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 2. (a) A telephone prize awarded pursuant to section 10 of this rule may only be claimed from the commission's central office in Indianapolis. Any other prize may be claimed from any of the commission's regional offices or from the commission's central office in Indianapolis.

(b) The commission will pay instant prizes by check or in cash at the option of the commission or with lottery tickets if both the commission and the winner agree, in each case after instant tickets are validated and after any other applicable requirements contained in this article are met. The commission will pay telephone prizes after instant tickets are validated to the extent required by the commission and after any other applicable requirements contained in this article are met.

(c) A prize claim shall be made on such form or forms as are prescribed by the director. To the extent required by federal tax law, the claimant shall furnish a tax identification number to the commission in the following manner:

(1) An individual shall provide his or her Social Security number.

(2) A legal entity shall furnish a federal employer's identification number issued by the Internal Revenue Service.

(3) A group, family unit, club, or other organization which is not a legal entity or which does not possess a federal employer's identification number shall file Internal Revenue Service Form 5754, "Statement by Person(s) Receiving Gambling Winnings", or a successor form, with the commission designating to whom the prize is to be paid and the person or persons to whom the prize is taxable.

(d) Prize payment shall be made to the person, entity, or group identified on the claim form and associated documents, and the claim shall be final and binding on the claimant and those for whom the prize is claimed.

(e) An instant prize must be claimed within sixty (60) days of the end of the instant game in which the prize was won or it will be forfeited. A telephone prize must be claimed within sixty (60) days of the telephone play in which the telephone prize was won or it will be forfeited. A prize awarded pursuant to section 10 of this rule must be claimed within sixty (60) days of the day it was won or it will be forfeited, unless a longer or shorter period for claiming prizes is determined and announced pursuant to that section. All unclaimed prize money or other prizes required to be paid or delivered by the commission shall be added to the pool from which future prizes are to be awarded or used for special prize promotions. *(State Lottery Commission; 65 IAC 4-3-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 79; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1597)*

65 IAC 4-3-3 Prizes not assignable

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-2

Sec. 3. No right of any person to a prize shall be assignable, except as follows:

(1) The director may pay any prize to the estate of a deceased prize winner.

(2) The prize to which a winner is entitled may be paid to another person pursuant to an appropriate judicial order.

(State Lottery Commission; 65 IAC 4-3-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-3-4 Termination of liability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 4. All liability of the state, its officials, officers, and employees, and of the commission, the director, and employees of the commission for any instant prize terminates upon payment of an instant prize or upon the expiration of sixty (60) days after the

end of the instant game in which the instant prize was won. All liability of the state, its officials, officers, and employees, and of the commission, the director, and employees of the commission for any telephone prize terminates upon delivery by the commission of a telephone prize or upon the expiration of sixty (60) days after the telephone play in which the telephone prize was won. (*State Lottery Commission; 65 IAC 4-3-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-5 Time of payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 5. (a) Payment of any prize will be made to the bearer of the validated winning ticket for that prize upon presentation of proper identification and the submission of a prize claim form if one is required, unless otherwise delayed in accordance with this article.

(b) Unless the rule for any specific instant game provides otherwise, any cash prize of five hundred thousand dollars (\$500,000) or more may be paid in multiple payments over time. The schedule of payments shall be designed to pay the winner equal dollar amounts each year until the total payments equal the prize amount. Any prize not required or otherwise designated by the director to be paid in periodic payments shall be paid in a lump sum.

(c) When a prize or share of a prize is to be paid over time, the director may, at the director's discretion, round the actual amount of the prize or share to the nearest one thousand dollars (\$1,000) to facilitate purchase of an appropriate funding mechanism.

(d) Unless the rule for any specific instant game provides otherwise, the total payment period for a prize to be paid over time shall be designated by the director and shall not exceed twenty (20) years. If the rule for any specific instant game provides that a prize is payable for the life of the winner, only an individual may claim the prize for his or her life. If a claim for a prize payable for the life of the winner is filed on behalf of a group, company, corporation, or any other type of organization, payment shall be made over twenty (20) years.

(e) The director may accelerate the payment of a prize when, in the director's discretion, such is determined to be in the best interest of the commission. The valuation of any securities involved and the determination of the present value of any accelerated payments are solely within the discretion of the commission. (*State Lottery Commission; 65 IAC 4-3-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; emergency rule filed Feb 26, 1993, 5:00 p.m.: 16 IR 1834; errata filed Apr 5, 1993, 5:00 p.m.: 16 IR 1955; emergency rule filed Oct 6, 2000, 1:57 p.m.: 24 IR 383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-6 Delay of payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 6. (a) The director or the commission may delay making payment of any prize or installment of a prize pending a final determination by the director, by the commission, or by a court of competent jurisdiction under any of the following circumstances:

(1) A dispute occurs or it appears that a dispute may occur relative to any prize.

(2) There is any question regarding the identity of the claimant.

(3) There is any question regarding the validity of any ticket presented for payment.

(4) The claim is subject to any set off for debts pursuant to section 9 of this rule.

(5) The commission or the director becomes aware of a change in circumstance relative to a prize awarded, the payee, or the claim which the commission determines requires review.

(b) No liability for interest for any delay in payment of a prize or installment of a prize shall accrue to the benefit of the claimant pending payment of the claim.

(c) All delayed payments for a prize paid in installments shall be brought up to date immediately upon the director's determination that payment of installments of a prize should be resumed, and remaining installment payments shall be paid according to the original payment schedule after payment is resumed unless the director orders otherwise. (*State Lottery Commission; 65 IAC 4-3-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 306; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-7 Prize drawings; grand prize events

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) If an instant game includes a drawing or grand prize event, the drawing or grand prize event shall be conducted as provided in this section.

(b) Preliminary drawings, if any, shall be conducted periodically as determined by the director or as provided in the rule applicable to a specific game to select finalists who will be entered into a grand prize event. Entrants in the preliminary drawings shall be selected from instant tickets which meet the criteria stated in the specific game rules in this article and from on-line entry coupons generated as provided in 65 IAC 5-3-7. Grand prize events to award prizes shall be conducted periodically as determined by the director or as provided in the rule applicable to a specific instant game.

(c) Participation in a drawing or grand prize event shall be limited to those persons holding or mailing instant or on-line tickets or on-line entry coupons generated as provided in 65 IAC 5-3-7 which are determined to be valid by the commission on or before a date announced by the director. If participation in the drawing or grand prize event requires persons to mail instant or on-line tickets or on-line entry coupons to the commission, such instant or on-line tickets or on-line entry coupons must be mailed to the address designated by the director and received on or before a date announced by the director to be considered valid for participation in a preliminary drawing. No entries shall be accepted, by mail or otherwise, at any office of the commission or by any retailer, and any entries received at any office of the commission may be returned to the sender with instructions for proper submission. The commission assumes no responsibility for an entry that is not valid for participation in a preliminary drawing. A valid entry shall consist of an instant or on-line ticket or on-line entry coupon signed by the holder thereof. An instant or on-line ticket or on-line entry coupon must be submitted in an envelope no larger than four and one-half (4½) inches wide and nine and one-half (9½) inches long which has no unusual markings on the outside. Envelopes not meeting those specifications shall be rejected and destroyed unopened. The holder of an instant or on-line ticket or on-line entry coupon may be required to provide such information and complete such forms as specified by the director as a condition to participation in a preliminary drawing or grand prize event.

(d) If, after a drawing is held, the director determines that an instant or on-line ticket or on-line entry coupon should have been entered into the drawing, the director may, in the director's sole discretion, place that instant or on-line ticket or on-line entry coupon into the next substantially equivalent drawing, if any, or replace that instant or on-line ticket with an instant or on-line ticket or instant or on-line tickets of equivalent face value. The commission, the director, and the commission's employees shall have no other liability for failure to enter an instant ticket or an on-line entry coupon into a drawing. If the director determines that a person should have been entered into a grand prize event but was not so entered, the director may, in the director's sole discretion, enter that person into the next substantially equivalent grand prize event. The commission, the director, and the commission's employees shall have no other liability for failure to enter a person into a grand prize event.

(e) The director shall determine and announce the date or dates, time or times, and procedures for drawings or grand prize events to select grand prize winners to the extent that specific game rules in this title do not address such matters. All drawings for selection of winners shall be open to the public. All drawings for selection of winners shall be witnessed by an independent certified public accountant. Equipment used in the drawings shall be inspected by an independent certified public accountant before and after each drawing.

(f) The director may postpone any drawing or grand prize event to a future time and publicize the postponement if the director or the director's designee finds that the postponement is in the best interests of the commission or the public.

(g) Following each preliminary drawing, all entries not drawn shall be destroyed. The time of destruction may be delayed at the discretion of the director in the event of a dispute, problem, or unusual occurrence in connection with the drawing. The director may permit examination of entries not drawn to locate lost instant tickets or on-line entry coupons, and the director may delay the time of destruction of entries not drawn for up to ninety (90) days for that purpose. The commission has no responsibility for mail received at the address designated for receipt of entries which is not intended to be considered for participation in a drawing or for the destruction of such misdirected mail.

(h) The director or the director's designee shall notify all qualified, validated finalists from a preliminary drawing by certified mail or by telephone of the date, time, and place of the grand prize event. If the director is unable to confirm receipt of such notice by a finalist sufficiently in advance of the grand prize event, the director may select an alternate finalist and place the finalist into a subsequent grand prize event.

(i) Each finalist must be present, in person or by proxy, at the grand prize event in which the finalist is entered. If a finalist

elects not to participate in person, the finalist shall complete a proxy in the form specified by the director which includes specific instructions regarding any decisions required to be made by the holder of the proxy. Any finalist under eighteen (18) years of age shall be represented in a grand prize event by a parent or legal guardian who shall provide written evidence that he or she is the finalist's parent or legal guardian, and all selections or decisions made by the parent or legal guardian shall be binding upon the finalist.

(j) The rules and procedures for each grand prize event shall be established by the director and shall be explained to all participating finalists prior to the grand prize event. Disputes regarding the rules or procedures shall be resolved by the director in the exercise of the director's sole discretion. All finalists shall be deemed to have agreed to all rules and procedures by their participation in the grand prize event or any proceedings in connection with the grand prize event. *(State Lottery Commission; 65 IAC 4-3-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 306; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 409; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 683; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1073; emergency rule filed Apr 3, 1990, 2:59 p.m.: 13 IR 1420; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1739; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1627; emergency rule filed Feb 10, 1998, 4:45 p.m.: 21 IR 2133; errata filed Oct 9, 1998, 3:27 p.m.: 22 IR 463; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-8 Investment of deferred prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11; IC 4-30-15-2

Sec. 8. The director shall request directions on behalf of the commission from the treasurer of state regarding the investment in accordance with IC 4-30-15-2 of any prize required by this article or designated by the director to be payable on a deferred or installment basis and shall invest the prize in accordance with the directions so received. *(State Lottery Commission; 65 IAC 4-3-8; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 307; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-9 Claims for certain obligations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-11

Sec. 9. (a) The following definitions apply to this section:

(1) "Claimant agency" means the treasurer of state, the department of state revenue, the department of administration, the Indiana department of transportation, the attorney general, and the courts.

(2) "Debtor" means a person who has been reported to the commission pursuant to subsection (b) as having one (1) or more of the following obligations:

(A) The person owes an outstanding debt to a state agency.

(B) The person owes delinquent state taxes.

(C) The person owes child support collected and paid to a recipient through a court.

(3) "Debt" means an obligation that is evidenced by an assessment or lien issued by a state agency, a judgment, or a final order of an administrative agency.

(b) A claimant agency may provide to the commission, in such computer-readable format as the director shall prescribe with the approval of the auditor of state, a list of debtors. The claimant agency may update the list at such intervals and times as determined by the director to be compatible with the efficient operation of the lottery and the goals of IC 4-30-11-11.

(c) Prior to payment of any cash prize greater than five hundred ninety-nine dollars (\$599) to an instant game winner, the director shall determine whether the name of the prospective payee appears on a list provided by a claimant agency pursuant to subsection (b). If the name of the prospective payee appears on a list provided by a claimant agency pursuant to subsection (b), the cash prize payable to such debtor shall instead be paid to the auditor of state pursuant to IC 4-30-11-11(b).

(d) Payment of a prize to the auditor of state pursuant to this section shall discharge the commission, the director, and all employees of the commission from any liability to the debtor for payment of any prize. The commission shall have no liability for any error on a list provided to the commission by a claimant agency pursuant to subsection (b). *(State Lottery Commission; 65 IAC 4-3-9; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 307; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; emergency*

rule filed Jan 26, 1993, 5:00 p.m.: 16 IR 1515; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-3-10 Supplemental prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-7; IC 4-30-11

Sec. 10. (a) Holders of instant tickets, whether or not they are otherwise eligible for prizes under this article, may be entered from time to time into drawings or other events for the award of consolation or supplemental prizes. The director shall determine and announce the date or dates, time or times, entry requirements, and procedures for any such drawings or other events for consolation or supplemental prizes, and may later change such date or dates, time or times, entry requirements, or procedures for any such drawing or event and publicize the change if the director finds that the change is in the best interests of the lottery or the public. Disputes regarding such dates, times, requirements, or procedures shall be resolved by the director in the exercise of the director's sole discretion. All participants in such a drawing or event shall be deemed to have agreed to all requirements and procedures by their participation in the drawing or event or any proceedings in connection with the drawing or event.

(b) If, after a drawing or other event for the award of a supplemental or consolation prize is held, the director determines that an instant ticket or the holder of an instant ticket should have been entered into the drawing or other event, the director may enter that instant ticket or the holder of the instant ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. The commission, the director, and the commission's employees shall have no liability for failure to enter an instant ticket or the holder of an instant ticket into a drawing or other event to award consolation or supplemental prizes other than entry of the instant ticket or the holder of the instant ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. *(State Lottery Commission; 65 IAC 4-3-10; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 684; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-11 Classification of certain payments or items as prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-18-2

Sec. 11. (a) The commission is authorized to make supplemental payments of money or awards of other items to retailers in connection with the sale of winning tickets or the sale of lottery games. Any such payment or award is deemed to be a "prize" within the meaning of IC 4-30-18-2, but will not be used in calculating the overall odds of winning the game as reported to the public.

(b) Cashing bonuses and other payments to retailers within the meaning of 65 IAC 3-4-5 are not "prizes" encompassed by IC 4-30-18-2. *(State Lottery Commission; 65 IAC 4-3-11; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; emergency rule filed Jan 30, 1991, 4:16 p.m.: 14 IR 1289; emergency rule filed Oct 29, 1992, 5:00 p.m.: 16 IR 899; errata filed Dec 30, 1992, 9:00 a.m.: 16 IR 1402; emergency rule filed Dec 2, 1992, 2:00 p.m.: 16 IR 1189; emergency rule filed May 10, 1993, 3:00 p.m.: 16 IR 2197; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-12 Telephone play requirements

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. (a) If the rule applicable to a specific instant game provides for telephone plays, the instant tickets for the instant game shall contain the following information:

(1) The telephone number or numbers which must be used to make telephone plays.

(2) The cost or cost per minute of a telephone play.

(3) A statement that only persons who are at least eighteen (18) years of age are permitted to make telephone plays.

(4) A statement that no additional purchase is necessary and a reference to the availability of contest rules and regulations.

(b) If the rule applicable to a specific instant game provides for telephone plays, and unless the rule applicable to the specific instant game provides otherwise, the telephone plays shall be conducted as provided in sections 13 through 15 of this rule. *(State Lottery Commission; 65 IAC 4-3-12; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-13 Telephone play restrictions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. Telephone plays shall be subject to the following restrictions:

- (1) Only persons who are permitted by this title and IC 4-30 to purchase instant tickets and win instant prizes are permitted to make telephone plays and win telephone prizes.
- (2) Each person who makes a telephone play shall be required to provide his or her age and telephone number in addition to one (1) or more numbers associated with the instant ticket with respect to which the telephone play is made. Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for the failure of any person to win a telephone prize or any other consequences of a player's failure to provide the correct age, telephone number, or numbers associated with an instant ticket.
- (3) No person shall be permitted to make a telephone play from a telephone located outside Indiana.
- (4) No person shall be permitted to make more than fifty (50) telephone plays (including telephone plays pursuant to section 15 of this rule) in a single calendar month with respect to a single telephone number.
- (5) Except as agreed in writing by the commission, neither the commission, the state, nor any vendor to the commission will be responsible for any telephone tolls or charges associated with a telephone play. The commission may use a "900" telephone number or other telephone number which results in additional charges to persons who make telephone plays.
- (6) Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for incorrect or inaccurate entry information with respect to a telephone play, whether caused by the player or by equipment failure, programming error, or human error associated with the processing of the telephone play.
- (7) A telephone play is subject to all rules and procedures determined and announced by the director consistent with any specific instant game rules in this title.

(State Lottery Commission; 65 IAC 4-3-13; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-3-14 Telephone prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 14. (a) The winner of a telephone prize awarded prior to midnight may not redeem the prize until after noon on the following day. The winner of a telephone prize awarded after 11:59 p.m. may not redeem the prize from the commission or a retailer until after noon on the second following day.

(b) If the holder of an instant ticket is entitled to an instant prize greater than or equal to six hundred dollars (\$600) and is also entitled to a telephone prize in respect of that instant ticket, the holder of the instant ticket must claim both prizes at an office of the commission.

(c) Any telephone prize which consists of a coupon is subject to all terms of the coupon.

(d) Upon notice during the course of a telephone play, a person who wins a telephone prize in that telephone play may be required to claim the telephone prize from the commission or from a specific retailer or group of retailers.

(e) If a telephone prize consists of a coupon for merchandise or services to be supplied by a third party for free or for a reduced price and the third party fails or refuses to honor the terms of the coupon through no fault of the holder of the coupon, the commission shall replace the coupon with another coupon of substantially equal value. The determination of the relative value of coupons for purposes of this subsection is in the sole discretion of the commission. The commission, the director, and the commission's employees shall have no liability for failure of a third party to honor a coupon delivered as a telephone prize other than replacement of the coupon as provided in this subsection.

(f) If a telephone prize consists of an entry into a drawing or other event for the award of supplemental or consolation prizes, the drawing or other event shall be conducted in accordance with sections 7 and 10 of this rule, to the extent either section is applicable. *(State Lottery Commission; 65 IAC 4-3-14; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 116; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-15 Telephone free play option

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 15. (a) Any holder of an instant ticket may make a telephone play using a toll-free telephone number by following the procedures of this section and any additional requirements imposed by the director and announced in connection with a specific instant game.

(b) The holder of an instant ticket who desires to make a toll-free telephone play must mail a stamped, self-addressed envelope to P.O. Box 6092, Indianapolis, Indiana 46206-6092 to receive a card containing a PIN. The stamped, self-addressed envelope must be large enough to hold a card which is three (3) inches wide and five (5) inches long. The holder of the instant ticket may be required to provide such information and complete such forms as specified by the director as a condition to receipt of a PIN. Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for the failure to receive a request for a PIN or the failure of an instant ticket holder to receive a PIN which was mailed to him or her.

(c) In order to make a toll-free telephone play, the holder of an instant ticket must place a telephone call to the number specified on the card containing the PIN and shall provide the PIN in the course of the telephone call. A PIN shall be valid for one (1) toll-free telephone play only.

(d) A holder of an instant ticket must mail his or her request for a PIN in accordance with this section at least thirty (30) days before the end of telephone plays for the applicable instant game, and the commission is not required to provide a PIN in response to any request mailed after that date. (*State Lottery Commission; 65 IAC 4-3-15; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 116; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 4. Instant Game 01 (Repealed)*(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 5. Instant Game 02 (Repealed)***(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 6. Instant Game 03 (Repealed)***(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 7. Instant Game 04 (Repealed)***(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 8. Instant Game 05 (Repealed)***(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 9. Instant Game 06 (Repealed)***(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 10. Instant Game 07 (Repealed)***(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 11. Instant Game 08 (Repealed)***(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 12. Instant Game 09 (Repealed)***(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)***Rule 13. Instant Game 10 (Repealed)**

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 14. Instant Game 11 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 15. Instant Game 12 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 16. Instant Game 13 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 17. Instant Game 14 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 18. Instant Game 15 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 19. Instant Game 16 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 20. Instant Game 17 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 21. Instant Game 18 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 22. Instant Game 19 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 23. Instant Game 20 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 24. Instant Game 21 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 25. Instant Game 22 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 26. Instant Game 99 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 27. Instant Game 23 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 28. Instant Game 24 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 29. Instant Game 25 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 30. Instant Game 26 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 31. Instant Game 27 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 32. Instant Game 28 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 33. Instant Game 29 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 34. Instant Game 30 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 35. Instant Game 31 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 36. Instant Game 32 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 37. Instant Game 33 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 38. Instant Game 34 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 39. Instant Game 37 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 40. Instant Game 38 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 41. Instant Game 39 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 42. Instant Game 40 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 43. Instant Game 41 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 44. Instant Game 42 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 45. Instant Game 43 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 46. Instant Game 44 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 47. Instant Game 46 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 48. Instant Game 47 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 49. Instant Game 48 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 50. Instant Game 49 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 51. Instant Game 50 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 52. Instant Game 51 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 53. Instant Game 52 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 54. Instant Game 53 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 55. Instant Game 54 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 56. Instant Game 55 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 57. Instant Game 56 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 58. Instant Game 57 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 59. Instant Game 58 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 60. Instant Game 59 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 61. Instant Game 60 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 62. Instant Game 61 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 63. Instant Game 62 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 64. Instant Game 63 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 65. Instant Game 64 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 66. Instant Game 65 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 67. Instant Game 66 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 68. Instant Game 67 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 69. Instant Game 68 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 70. Instant Game 70 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 71. Instant Game 71 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 72. Instant Game 72 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 73. Instant Game 73 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 74. Instant Game 74 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 75. Instant Game 75 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 76. Instant Game 76 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 77. Instant Game 77 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 78. Instant Game 78 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 79. Instant Game 79 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 80. Instant Game 80 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 81. Instant Game 81 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 82. Instant Game 82 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 83. Instant Game 83 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 84. Instant Game 84 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 85. Instant Game 85 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 86. Instant Game 86 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 87. Instant Game 87 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 88. Instant Game 88 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 89. Instant Game 89 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 90. Instant Game 472

65 IAC 4-90-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 472, Deuces Wild". *(State Lottery Commission; 65 IAC 4-90-1; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2776)*

65 IAC 4-90-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 472 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-90-2; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2776)*

65 IAC 4-90-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 472 shall contain fifteen (15) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions shall be arranged in a matrix of five (5) rows and three (3) columns. The rows shall be separate and independent groups labeled "GAME 1", "GAME 2", "GAME 3", "GAME 4", and "GAME 5", respectively. The left column shall be labeled "YOUR CARDS", the middle column shall be labeled "DEALER'S CARDS", and the right column in each row shall be labeled "PRIZE".

(b) The play symbols and play symbol captions, other than those of prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol of a playing card with the number two (2) corresponding with the play symbol caption "DOUBLE".
- (2) The play symbol of a playing card with the number four (4) corresponding with the play symbol caption "FOR".
- (3) The play symbol of a playing card with the number five (5) corresponding with the play symbol caption "FIV".
- (4) The play symbol of a playing card with the number six (6) corresponding with the play symbol caption "SIX".
- (5) The play symbol of a playing card with the number seven (7) corresponding with the play symbol caption "SVN".
- (6) The play symbol of a playing card with the number eight (8) corresponding with the play symbol caption "EGT".
- (7) The play symbol of a playing card with the number nine (9) corresponding with the play symbol caption "NIN".
- (8) The play symbol of a playing card with the number ten (10) corresponding with the play symbol caption "TEN".
- (9) The play symbol of a playing card with a picture of a jack corresponding with the play symbol caption "JCK".
- (10) The play symbol of a playing card with a picture of a queen corresponding with the play symbol caption "QUN".
- (11) The play symbol of a playing card with a picture of a king corresponding with the play symbol caption "KNG".
- (12) The play symbol of a picture playing card with the letter "A" corresponding with the play symbol caption "ACE".

(c) The play symbols and play symbol captions of prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$4.00
FOUR
- (4) \$10.00
TEN
- (5) \$20.00
TWENTY
- (6) \$40.00
FORTY
- (7) \$2,500
TWY FIVE HUN

(State Lottery Commission; 65 IAC 4-90-3; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2776)

65 IAC 4-90-4 How to play and distribution of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 472 shall remove the latex material covering the fifteen (15) play symbols and play symbol captions. If "YOUR CARD" is higher than the "DEALER'S CARD" in any row, the holder is entitled to the corresponding prize amount. If the play symbol and of a picture of a playing card with the number "2" and the play symbol caption "DOUBLE" is exposed in the "YOUR CARD" column in one (1) or more rows, the holder is entitled to double the corresponding prize amount. Aces are the high cards in instant game number 472. A holder may win up to five (5) times on a ticket.

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The play symbols, prize amounts, and number of winners in instant game number 472 are as follows:

Number of Winning Games and Play Symbols of Prizes and Doubles	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	462,400
2 - \$1.00	\$2	54,400
1 - \$1.00 + DOUBLE	\$2	54,400
1 - \$2.00	\$2	95,200
4 - \$1.00	\$4	54,400
1 - \$2.00 + DOUBLE	\$4	27,200
1 - \$4.00	\$4	27,200
1 - \$4.00, 1 - \$2.00 + DOUBLE, and 1 - \$2.00	\$10	13,600
5 - \$2.00	\$10	13,600
1 - \$10.00	\$10	13,600
1 - \$10.00 + DOUBLE	\$20	6,800
1 - \$10.00, 1 - \$4.00 + DOUBLE, and 1 - \$2.00	\$20	6,800
5 - \$4.00	\$20	6,800
4 - \$10.00	\$40	2,125
2 - \$20.00	\$40	2,125
1 - \$40.00	\$40	2,125
1 - \$2,500	\$2,500	17

(State Lottery Commission; 65 IAC 4-90-4; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2777)

65 IAC 4-90-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 472.

(b) The odds of winning a prize in instant game number 472 are approximately 1 in 4.84.

(c) All reorders of tickets for instant game number 472 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-90-5; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2777)*

65 IAC 4-90-6 End of game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 472 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from

any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-90-6; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2777)*

Rule 91. Instant Game 91 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 92. Instant Game 92 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 93. Instant Game 93 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 94. Instant Game 94 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 95. Instant Game 95 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 96. Instant Game 96 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 97. Instant Game 97 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 98. Instant Game 98 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 99. Instant Game 471

65 IAC 4-99-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 471, Money Bags". *(State Lottery Commission; 65 IAC 4-99-1; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2774)*

65 IAC 4-99-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 471 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-99-2; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2774)*

65 IAC 4-99-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 471 shall contain twelve (12) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Two (2) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Five (5) play symbols and play symbol captions representing numbers shall appear in a column labeled "YOUR NUMBERS". Five (5) play symbols and play symbol captions representing prize amounts shall

be labeled "PRIZE" and paired with each of "YOUR NUMBERS".

(b) The play symbols and play symbol captions in instant game number 471, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) A picture of a money bag
WIN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 471 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$5.00
FIVE
- (5) \$10.00
TEN
- (6) \$15.00
FIFTEEN
- (7) \$20.00

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TWENTY
(8) \$50.00
FIFTY
(9) \$100
ONE HUN
(10) \$3,000
THR THOU

(State Lottery Commission; 65 IAC 4-99-3; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2774)

65 IAC 4-99-4 How to play and distribution of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 471 shall remove the latex material covering the twelve (12) play symbols and play symbol captions. If either of the "LUCKY NUMBERS" match one (1) or more of "YOUR NUMBERS", the holder is entitled to the prize amount in the "PRIZE" box paired with the matched number. If the play symbol of a picture of a money bag is exposed in the "YOUR NUMBERS" area, the holder is automatically entitled to the prize amount in the "PRIZE" box paired with that play symbol. A player may win up to five (5) times on an instant ticket in instant game number 471. The matched play symbols, prize amounts, and number of winners in instant game number 471 are as follows:

Number and Amount of Winning Play Symbols	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	408,000
1 - \$2.00	\$2	244,800
1 - \$5.00	\$5	122,400
5 - \$2.00	\$10	13,600
1 - \$10.00	\$10	13,600
5 - \$3.00	\$15	6,800
1 - \$15.00	\$15	6,800
2 - \$10.00	\$20	6,800
1 - \$20.00	\$20	6,800
5 - \$10.00	\$50	1,020
1 - \$50.00	\$50	1,020
5 - \$20.00	\$100	170
1 - \$100	\$100	170
5 - \$100	\$500	17
1 - \$3,000	\$3,000	5

(State Lottery Commission; 65 IAC 4-99-4; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2775)

65 IAC 4-99-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 471.
(b) The odds of winning a prize in instant game number 471 are approximately 1 in 4.90.

(c) All reorders of tickets for instant game number 471 shall have the same:

- (1) prize structure;
- (2) number of prizes per prize pool of two hundred forty thousand (240,000); and
- (3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-99-5; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2775)*

65 IAC 4-99-6 End of game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 472 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-99-6; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2775)*

Rule 100. Instant Game 01 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 101. Instant Game 02 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 102. Instant Game 03 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 103. Instant Game 04 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 104. Instant Game 05 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 105. Instant Game 06 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 106. Instant Game 08 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 107. Instant Game 09 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 108. Instant Game 10 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 109. Instant Game 11 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 110. Instant Game 12 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 111. Instant Game 13 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 112. Instant Game 14 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 113. Instant Game 15 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 114. Instant Game 16 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 115. Instant Game 17 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 116. Instant Game 18 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 117. Instant Game 19 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 118. Instant Game 20 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 119. Instant Game 21 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 120. Instant Game 22 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 121. Instant Game 23 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 122. Instant Game 24 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 123. Instant Game 25 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 124. Instant Game 26 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 125. Instant Game 27 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 126. Instant Game 28 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 127. Instant Game 29 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 128. Instant Game 30 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 129. Instant Game 31 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 130. Instant Game 32 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 131. Instant Game 33 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 132. Instant Game 34 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 133. Instant Game 35 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 134. Instant Game 36 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 135. Instant Game 37 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 136. Instant Game 38 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 137. Instant Game 39 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 138. Instant Game 40 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 139. Instant Game 141 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 140. Instant Game 168 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 141. Instant Game 189 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 142. Instant Game 149 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 143. Instant Game 150 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 144. Instant Game 142 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 145. Instant Game 146 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 146. Instant Game 159 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 147. Instant Game 188 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 148. Instant Game 156 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 149. Instant Game 143 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 150. Instant Game 144 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 151. Instant Game 155 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 152. Instant Game 145 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 153. Instant Game 148 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 154. Instant Game 160 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 155. Instant Game 190 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 156. Instant Game 157 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 157. Instant Game 158 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 158. Instant Game 151 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 159. Instant Game 191 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 160. Instant Game 152 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 161. Instant Game 153 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 162. Instant Game 147 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 163. Instant Game 154 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 164. Instant Game 185 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 165. Instant Game 186 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 166. Instant Game 161 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 167. Instant Game 162 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 168. Instant Game 163 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 169. Instant Game 164 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 170. Instant Game 165 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 171. Instant Game 180 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 172. Instant Game 187 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 173. Instant Game 167 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 174. Instant Game 169 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 175. Instant Game 170 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 176. Instant Game 195 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 177. Instant Game 179 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 178. Instant Game 171 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 179. Instant Game 172 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 180. Instant Game 173 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 181. Instant Game 175 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 182. Instant Game 176 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 183. Instant Game 177

65 IAC 4-183-1 Name (Repealed)

Sec. 1. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-2 Ticket price (Repealed)

Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-3 Play symbols (Repealed)

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-4 How to play (Repealed)

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-5 “Winning play” defined (Repealed)

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-6 Determination of prize winners (Repealed)

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-7 “Pack” defined (Repealed)

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-8 Number of prizes (Repealed)

Sec. 8. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-9 Number of tickets and odds of winning (Repealed)

Sec. 9. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-10 Claim deadline (Repealed)

Sec. 10. *(Repealed by State Lottery Commission; emergency rule filed Aug 5, 1998, 5:02 p.m.: 21 IR 4544)*

Rule 184. Instant Game 178 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 185. Instant Game 197 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 186. Instant Game 182 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 187. Instant Game 174 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 188. Instant Game 181 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 189. Instant Game 183 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 190. Instant Game 184 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 191. Instant Game 192 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 192. Instant Game 166 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 193. Instant Game 193 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 194. Instant Game 194 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 195. Instant Game 196 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 196. Instant Game 230 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 197. Instant Game 198 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 198. Instant Game 200 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 199. Instant Game 201 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 200. Instant Game 233 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 201. Instant Game 202 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 202. Instant Game 203 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 203. Instant Game 232 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 204. Instant Game 204 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 205. Instant Game 473

65 IAC 4-205-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 473, Crazy 8's Bingo". *(State Lottery Commission; 65 IAC 4-205-1; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 30; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-205-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 473 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-205-2; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 30; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-205-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 473 shall have two (2) separate and independent game play data areas. The game play data area located on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have twenty-four (24) play symbols arranged in a matrix of eight (8) rows and three (3) columns. The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. Each card shall each have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

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SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-205-3; emergency rule filed Aug 31, 2000, 2:31 p.m.; 24 IR 30; readopted filed Nov 30, 2001, 11:02 a.m.; 25 IR 1268)

65 IAC 4-205-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 473 must remove the latex material covering the play symbols and play symbol captions in the game play data areas. (*State Lottery Commission; 65 IAC 4-205-4; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 30; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-205-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, “winning play” means that the play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

- (1) Five (5) play symbols in a vertical, horizontal, or diagonal line.
- (2) One (1) play symbol in each corner.
- (3) Eight (8) play symbols arranged diagonally from corner to corner in the form of an “X”.
- (4) Eleven (11) play symbols arranged in the form of an “8” corresponding with the highlighted “8” spaces.

(b) A valid instant ticket in instant game 473 may contain a maximum of four (4) winning plays. There shall, however, be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket. (*State Lottery Commission; 65 IAC 4-205-5; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 31; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-205-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 473 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1 – 5(a)(1)	\$2	375,000
CARD 2 – 5(a)(1)	\$3	120,000
CARD 1 – 5(a)(1) and CARD 2 – 5(a)(1)	\$5	90,000
CARD 1 – 5(a)(4)	\$8	30,300
CARD 3 – 5(a)(1)	\$10	15,000
CARD 1 – 5(a)(4) and CARD 3 – 5(a)(1)	\$18	15,000
CARD 1 – 5(a)(2) and CARD 2 – 5(a)(1)	\$28	2,500
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), CARD 3 – 5(a)(1), and CARD 4 – 5(a)(1)	\$40	1,875
CARD 2 – 5(a)(4) and CARD 1 – 5(a)(1)	\$90	1,250
CARD 1 – 5(a)(3)	\$150	625
CARD 1 – 5(a)(2), CARD 2 – 5(a)(2), and CARD 4 – 5(a)(1)	\$200	675
CARD 1 – 5(a)(3) and CARD 2 – 5(a)(2)	\$200	125
CARD 1 – 5(a)(2), CARD 2 – 5(a)(2), CARD 3 – 5(a)(2), and CARD 4 – 5(a)(1)	\$250	125
CARD 4 – 5(a)(2)	\$250	50
CARD 2 – 5(a)(3)	\$250	25
CARD 3 – 5(a)(4) and CARD 1 – 5(a)(1)	\$890	25

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CARD 3 – 5(a)(3)	\$1,000	25
CARD 4 – 5(a)(4) and CARD 1 – 5(a)(1)	\$8,890	12
CARD 4 – 5(a)(3)	\$10,000	10

(State Lottery Commission; 65 IAC 4-205-6; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 31; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-205-7 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately three million (3,000,000) instant tickets will be initially available for instant game number 473.

(b) The odds of winning a prize with an instant ticket in instant game number 473 are approximately 1 in 4.40.

(c) All reorders of tickets for instant game number 346 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-205-7; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 31; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 206. Instant Game 887

65 IAC 4-206-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is “Instant Game Number 887, Hoosier Millionaire”. *(State Lottery Commission; 65 IAC 4-206-1; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3348)*

65 IAC 4-206-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 887 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-206-2; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3348)*

65 IAC 4-206-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Each instant ticket in instant game number 887 shall contain ten (10) play symbols and play symbol captions in the game play data area all concealed under a spot of latex material. One (1) play symbol and play symbol caption representing a number shall appear in the box labeled “YOUR NUMBER”. Eight (8) play symbols and play symbol captions shall appear in the box labeled “YOUR GAME NUMBERS” and be arranged in pairs representing numbered coins and prize amounts. One (1) play symbol and play symbol caption shall appear in the box labeled “BONUS”. *(State Lottery Commission; 65 IAC 4-206-3; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3348)*

65 IAC 4-206-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 887 shall consist of the following possible play symbols and play symbol captions:

- (1) ENTRY
ENTRY
- (2) \$1.00
ONE
- (3) \$2.00
TWO
- (4) \$3.00
THREE
- (5) \$4.00
FOUR
- (6) \$5.00
FIVE
- (7) \$10.00
TEN
- (8) \$500
FIVE HUN

(b) The play symbols and play symbol captions, other than those representing prize amounts or appearing in the "BONUS" box, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8
EIGHT
- (9) 9
NINE
- (10) 10
TEN
- (11) 11
ELEVEN
- (12) 12
TWELVE
- (13) 13
THIRTN

- (14) 14
FOURTN
- (15) 15
FIFTN
- (16) 16
SIXTN
- (17) 17
SVNTN
- (18) 18
EGHTN
- (19) 19
NINTN
- (20) 20
TWENTY
- (21) 21
TWYONE
- (22) 22
TWY TWO
- (23) 23
TWYTHR
- (24) 24
TWYFOR
- (25) 25
TWYFIV
- (26) 26
TWYSIX
- (27) 27
TWYSVN
- (28) 28
TWYEGT
- (29) 29
TWYNIN
- (30) 30
THIRTY

(c) The play symbols and play symbol captions appearing in the “BONUS” box shall consist of the following possible play symbols and play symbol captions:

- (1) YOU ARE ON THE SHOW
SEE TICKET BACK FOR DETAILS
- (2) STOPPER-TRY AGAIN
SEE TICKET BACK FOR DETAILS

(State Lottery Commission; 65 IAC 4-206-4; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3348)

65 IAC 4-206-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 5. The holder of a valid instant ticket in instant game number 887 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If one (1) or more of the play symbols and play symbol captions exposed in the “YOUR GAME NUMBERS” box match the play symbol and play symbol caption exposed in the “YOUR NUMBER” box, the holder is entitled to the paired prize. If “YOU ARE ON THE SHOW” is exposed in the “BONUS” box, the holder is automatically entitled

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to be a contestant on a future installment of the Hoosier Millionaire® Game Show. (*State Lottery Commission; 65 IAC 4-206-5; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3349*)

65 IAC 4-206-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 887 are as follows:

Winning Play Symbols	Prize Amount	Approximate Number of Winners
ENTRY	Entry into drawing to be a contestant on the Hoosier Millionaire® Game Show	173,600
1-\$1.00	\$1	545,600
2-\$1.00	\$2	421,600
1-\$2.00	\$2	148,800
3-\$1.00	\$3	24,800
1-\$1.00 + 1-\$2.00	\$3	24,800
1-\$3.00	\$3	24,800
4-\$1.00	\$4	49,600
3-\$1.00 + 1-\$2.00	\$5	24,800
1-\$1.00 + 2-\$2.00	\$5	24,800
1-\$1.00 + 1-\$4.00	\$5	24,800
1-\$5.00	\$5	124,000
2-\$5.00	\$10	12,400
1-\$10.00 + 2-\$5.00	\$20	24,800
1-\$500	\$500	6
YOU ARE ON THE SHOW	Automatic contestant on a future Hoosier Millionaire® Game Show	16

(*State Lottery Commission; 65 IAC 4-206-6; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3349*)

65 IAC 4-206-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately seven million (7,000,000) instant tickets initially available in instant game number 887.

(b) The odds of winning a prize in instant game number 887 are approximately 1 in 4.51.

(c) All reorders of tickets for instant game number 887 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-206-7; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3349*)

65 IAC 4-206-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 887 within which to claim their prizes. End of

game and last day to claim dates are available from any retailer who sells lottery tickets, through the commission's customer service number, 1-800-955-6886, and on its Web site, www.hoosierlottery.com. Any prizes not claimed by that date are forfeited. (*State Lottery Commission; 65 IAC 4-206-8; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3350*)

Rule 207. Instant Game 199 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 208. Instant Game 205 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 209. Instant Game 206 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 210. Instant Game 207 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 211. Instant Game 236 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 212. Instant Game 209 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 213. Instant Game 210 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 214. Instant Game 211 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 215. Instant Game 208 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 216. Instant Game 237 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 217. Instant Game 238 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 218. Instant Game 231 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 219. Instant Game 212 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 220. Instant Game 213 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 221. Instant Game 214 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 222. Instant Game 234 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 223. Instant Game 215 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 224. Instant Game 216 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 225. Instant Game 217 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 226. Instant Game 218 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 227. Instant Game 219 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 228. Instant Game 220 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 229. Instant Game 221 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 230. Instant Game 222 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 231. Instant Game 246 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 232. Instant Game 224 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 233. Instant Game 225 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 234. Instant Game 226 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 235. Instant Game 243 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 236. Instant Game 228 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 237. Instant Game 229 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 238. Instant Game 235 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 239. Instant Game 239 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 240. Instant Game 240 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 241. Instant Game 241 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 242. Instant Game 242 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 243. Instant Game 227 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 244. Instant Game 244 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 245. Instant Game 245 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 246. Instant Game 247 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 247. Instant Game 248 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 248. Instant Game 249

65 IAC 4-248-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 249, Super Bonus Bingo". *(State Lottery Commission; 65 IAC 4-248-1; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 249 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-248-2; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 249 shall have two (2) separate and independent game play data areas. The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The game play data area on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have thirty (30) play symbols arranged in a matrix of ten (10) rows and three (3) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall each have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71

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B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-248-3; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-248-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 249 must remove the latex material covering the thirty (30) play symbols on the left side of the game play data area labeled "CALLER'S CARD". *(State Lottery Commission; 65 IAC 4-248-4; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-5 "Winning play" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, "winning play" means play symbols on "CARD 1", "CARD 2", "CARD 3", or "CARD 4", or a combination thereof, which match "CALLING CARD" play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Eight (8) play symbols arranged from corner to corner in the form of an "X".

(b) A valid instant ticket in instant game 249 may contain a maximum of four (4) winning plays. There shall, however, be no more than one (1) winning play in "CARD 1", "CARD 2", "CARD 3", or "CARD 4", respectively, on a single instant ticket. *(State Lottery Commission; 65 IAC 4-248-5; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize.

(b) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 1" is entitled to a prize of two dollars (\$2).

(c) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 2" is entitled to a prize of three dollars (\$3).

(d) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on both "CARD 1" and "CARD 2", respectively, is entitled to a prize of five dollars (\$5).

(e) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 3" is entitled to a prize of ten dollars (\$10).

(f) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 4" is entitled to a prize of twenty dollars (\$20).

(g) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 1", "CARD 2", and "CARD 4", respectively, is entitled to a prize of twenty-five dollars (\$25).

(h) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively, is entitled to a prize of thirty-five dollars (\$35).

(i) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on "CARD 2"

is entitled to a prize of fifty dollars (\$50).

(j) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(3) of this rule on “CARD 1” is entitled to a prize of one hundred fifty dollars (\$150).

(k) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on both “CARD 1” and “CARD 3”, respectively, and one (1) winning play as described in section 5(a)(1) of this rule on “CARD 4” is entitled to a prize of one hundred ninety-five dollars (\$195).

(l) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on “CARD 2” and one (1) winning play as described in section 5(a)(3) of this rule on “CARD 1” is entitled to a prize of two hundred dollars (\$200).

(m) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on “CARD 1”, “CARD 2”, and “CARD 3”, respectively, and one (1) winning play as described in section 5(a)(1) of this rule on “CARD 4” is entitled to a prize of two hundred forty-five dollars (\$245).

(n) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(3) of this rule on “CARD 2” is entitled to a prize of two hundred fifty dollars (\$250).

(o) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on “CARD 4” is entitled to a prize of two hundred fifty dollars (\$250).

(p) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(3) of this rule on “CARD 3” is entitled to a prize of one thousand dollars (\$1,000).

(q) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(3) of this rule on “CARD 4” is entitled to a prize of twenty thousand dollars (\$20,000). (*State Lottery Commission; 65 IAC 4-248-6; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3384; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-248-7 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. For purposes of instant game number 249, “pack” means a set of instant tickets each bearing a common pack number, fan-folder in strips of one (1) ticket. (*State Lottery Commission; 65 IAC 4-248-7; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3384; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-248-8 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The following prizes will be available in instant game number 249:

(1) Approximately nine hundred seventy-nine thousand two hundred (979,200) prizes of two dollars (\$2).

(2) Approximately six hundred twelve thousand (612,000) prizes of three dollars (\$3).

(3) Approximately three hundred sixty-seven thousand two hundred (367,200) prizes of five dollars (\$5).

(4) Approximately eighty-one thousand six hundred (81,600) prizes of ten dollars (\$10).

(5) Approximately forty thousand eight hundred (40,800) prizes of twenty dollars (\$20).

(6) Approximately twenty thousand four hundred (20,400) prizes of twenty-five dollars (\$25).

(7) Approximately twenty thousand four hundred (20,400) prizes of thirty-five dollars (\$35).

(8) Approximately twenty thousand four hundred (20,400) prizes of fifty dollars (\$50).

(9) Approximately two hundred seventy-two (272) prizes of one hundred fifty dollars (\$150).

(10) Approximately two hundred four (204) prizes of one hundred ninety-five dollars (\$195).

(11) Approximately two hundred four (204) prizes of two hundred dollars (\$200).

(12) Approximately one hundred thirty-six (136) prizes of two hundred forty-five dollars (\$245).

(13) Approximately one hundred thirty-six (136) prizes of two hundred fifty dollars (\$250) when “CARD 2” has a winning play as described in section 5(a)(3) of this rule.

(14) Approximately one hundred thirty-six (136) prizes of two hundred fifty dollars (\$250) when “CARD 4” has a winning

play as described in section 5(a)(2) of this rule.

(15) Approximately sixty-eight (68) prizes of one thousand dollars (\$1,000).

(16) Approximately twenty-four (24) prizes of twenty thousand dollars (\$20,000).

(State Lottery Commission; 65 IAC 4-248-8; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3385; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-248-9 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. (a) A total of approximately eight million (8,000,000) instant tickets will be initially available for instant game number 249.

(b) The odds of winning a prize with an instant ticket in instant game number 249 are approximately 1 in 3.81. *(State Lottery Commission; 65 IAC 4-248-9; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3385; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-10 Reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. All reorders of tickets for instant game number 249 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-248-10; emergency rule filed Nov 1, 2001, 1:50 p.m.: 25 IR 816; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-11 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. The last day to claim a prize in instant game number 249 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-248-11; emergency rule filed Nov 1, 2001, 1:50 p.m.: 25 IR 816; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 249. Instant Game 223 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 250. Instant Game 254 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 251. Instant Game 266 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 252. Instant Game 252 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 253. Instant Game 259 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 254. Instant Game 253 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 255. Instant Game 255 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 256. Instant Game 251 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 257. Instant Game 263 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 258. Instant Game 261 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 259. Instant Game 250 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 260. Instant Game 265 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 261. Instant Game 264 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 262. Instant Game 258 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 263. Instant Game 257 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 264. Instant Game 268 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 265. Instant Game 269 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 469)

Rule 266. Instant Game 270 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 267. Instant Game 271 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 268. Instant Game 272 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 269. Instant Game 273 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 270. Instant Game 274 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 271. Instant Game 275 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 272. Instant Game 276

65 IAC 4-272-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 276, Lucky Slots". *(State Lottery Commission; 65 IAC 4-272-1; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1789)*

65 IAC 4-272-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 276 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-272-2; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1789)*

65 IAC 4-272-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 276 shall have eighteen (18) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions shall be arranged in six (6) separate and independent games each consisting of three (3) play symbols and play symbol captions. The games shall be labeled "GAME 1", "GAME 2", "GAME 3", "GAME 4", "GAME 5", and "GAME 6", respectively.

(b) The play symbols and play symbol captions in instant game number 276 shall consist of the following possible play symbols and play symbol captions:

(1) The play symbol of a picture of the number seven (7) corresponding with the play symbol caption "SEVEN".

(2) The play symbol of a picture of a gold bar corresponding with the play symbol caption "BAR".

(3) The play symbol of a picture of a star corresponding with the play symbol caption "STAR".

(4) The play symbol of a picture of an apple corresponding with the play symbol caption "APPLE".

(5) The play symbol of a picture of a plum corresponding with the play symbol caption "PLUM".

(6) The play symbol of a picture of a horseshoe corresponding with the play symbol caption "SHOE".

(7) The play symbol of a picture of a bell corresponding with the play symbol caption "BELL".

(8) The play symbol of a picture of a lemon corresponding with the play symbol caption "LEMON".

(9) The play symbol of a picture of a dollar sign corresponding with the play symbol caption "MONEY".

(10) The play symbol of a picture of a bunch of cherries corresponding with the play symbol caption "CHERRY".

(11) The play symbol of a picture of a circle surrounding a dollar sign corresponding with the play symbol caption "WILD".

(State Lottery Commission; 65 IAC 4-272-3; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1789)

65 IAC 4-272-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game number 276 must remove the latex material covering the eighteen (18) play symbols and play symbol captions. If the ticket includes one (1) or more games containing three (3) matching play symbol captions or two (2) matching play symbol captions and the play symbol caption "WILD", the holder is entitled to a prize. (*State Lottery Commission; 65 IAC 4-272-4; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1789*)

65 IAC 4-272-5 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "CHERRY" or two (2) play symbols of "CHERRY" and the play symbol caption "WILD" are exposed is entitled to a prize of two dollars (\$2).

(b) The holder of a valid instant ticket with two (2) games in which three (3) play symbol captions of "CHERRY" or two (2) play symbol captions of "CHERRY" and the play symbol caption "WILD" are exposed is entitled to a prize of four dollars (\$4).

(c) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of a picture of a dollar sign or two (2) play symbol captions of a picture of a dollar sign and the play symbol caption "WILD" are exposed is entitled to a prize of four dollars (\$4).

(d) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "LEMON" or two (2) play symbol captions of "LEMON" and the play symbol caption "WILD" are exposed is entitled to a prize of five dollars (\$5).

(e) The holder of a valid instant ticket with five (5) games in which three (3) play symbol captions of "CHERRY" or two (2) play symbol captions of "CHERRY" and the play symbol caption "WILD" are exposed is entitled to a prize of ten dollars (\$10).

(f) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed is entitled to a prize of ten dollars (\$10).

(g) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "SHOE" or two (2) play symbol captions of "SHOE" and the play symbol caption "WILD" are exposed is entitled to a prize of twenty dollars (\$20).

(h) The holder of a valid instant ticket with two (2) games in which three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed is entitled to a prize of twenty dollars (\$20).

(i) The holder of a valid instant ticket with six (6) games in which three (3) play symbol captions of "LEMON" or two (2) play symbol captions of "LEMON" and the play symbol caption "WILD" are exposed is entitled to a prize of thirty dollars (\$30).

(j) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "APPLE" or two (2) play symbol captions of "APPLE" and the play symbol caption "WILD" are exposed is entitled to a prize of forty dollars (\$40).

(k) The holder of a valid instant ticket with four (4) games in which three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed is entitled to a prize of forty dollars (\$40).

(l) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "PLUM" or two (2) play symbol captions of "PLUM" and the play symbol caption "WILD" are exposed is entitled to a prize of two hundred dollars (\$200).

(m) The holder of a valid instant ticket with two (2) games in which three (3) play symbol captions of "PLUM" or two (2) play symbol captions of "PLUM" and the play symbol caption "WILD" are exposed is entitled to a prize of four hundred dollars (\$400).

(n) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "STAR" or two (2) play symbol captions of "STAR" and the play symbol caption "WILD" are exposed is entitled to a prize of four hundred dollars (\$400).

(o) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "BAR" or two (2) play symbol captions of "BAR" and the play symbol caption "WILD" are exposed is entitled to a prize of one thousand dollars (\$1,000).

(p) The holder of a valid instant ticket with two (2) games in which three (3) play symbol captions of "BAR" or two (2) play symbol captions of "BAR" and the play symbol caption "WILD" are exposed is entitled to a prize of two thousand dollars (\$2,000).

(q) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "SEVEN" or two (2) play symbol captions of "SEVEN" and the play symbol caption "WILD" are exposed is entitled to a prize of five thousand dollars (\$5,000).

(r) The holder of a valid instant ticket with six (6) games in which three (3) play symbol captions of "SEVEN" or two (2) play symbol captions of "SEVEN" and the play symbol caption "WILD" are exposed is entitled to a prize of thirty thousand dollars (\$30,000). (*State Lottery Commission; 65 IAC 4-272-5; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1790*)

65 IAC 4-272-6 Number and size of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The following prizes will be available in instant game number 276:

- (1) Approximately five hundred four thousand (504,000) prizes of two dollars (\$2).
- (2) Approximately two hundred fifty-two thousand (252,000) prizes of four dollars (\$4) when two (2) games with three (3) play symbol captions of "CHERRY" or two (2) play symbol captions of "CHERRY" and the play symbol caption "WILD" are exposed.
- (3) Approximately two hundred one thousand six hundred (201,600) prizes of four dollars (\$4) when one (1) game with three (3) play symbol captions of a picture of a dollar sign or two (2) play symbol captions of a picture of a dollar sign and the play symbol caption "WILD" are exposed.
- (4) Approximately seventy-five thousand six hundred (75,600) prizes of five dollars (\$5).
- (5) Approximately twenty-five thousand two hundred (25,200) prizes of ten dollars (\$10) when five (5) games with three (3) play symbol captions of "CHERRY" or two (2) play symbol captions of "CHERRY" and the play symbol caption "WILD" are exposed.
- (6) Approximately twenty-five thousand two hundred (25,200) prizes of ten dollars (\$10) when one (1) game with three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed.
- (7) Approximately twelve thousand six hundred (12,600) prizes of twenty dollars (\$20) when one (1) game with three (3) play symbol captions of "SHOE" or two (2) play symbol captions of "SHOE" and the play symbol caption "WILD" are exposed.
- (8) Approximately twelve thousand six hundred (12,600) prizes of twenty dollars (\$20) when two (2) games with three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed.
- (9) Approximately twelve thousand six hundred (12,600) prizes of thirty dollars (\$30).
- (10) Approximately six thousand three hundred (6,300) prizes of forty dollars (\$40) when one (1) game with three (3) play symbol captions of "APPLE" or two (2) play symbol captions of "APPLE" and the play symbol caption "WILD" are exposed.
- (11) Approximately six thousand three hundred (6,300) prizes of forty dollars (\$40) when four (4) games in which three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed.
- (12) Approximately nine hundred twenty-four (924) prizes of two hundred dollars (\$200).
- (13) Approximately five hundred eighty-eight (588) prizes of four hundred dollars (\$400) when two (2) games in which three (3) play symbol captions of "PLUM" or two (2) play symbol captions of "PLUM" and the play symbol caption "WILD" are exposed.
- (14) Approximately four hundred twenty (420) prizes of four hundred dollars (\$400) when one (1) game in which three (3) play symbol captions of "STAR" or two (2) play symbol captions of "STAR" and the play symbol caption "WILD" are exposed.
- (15) Approximately one hundred eighty-eight (188) prizes of one thousand dollars (\$1,000).
- (16) Approximately eighty-four (84) prizes of two thousand dollars (\$2,000).
- (17) Approximately ten (10) prizes of five thousand dollars (\$5,000).
- (18) Six (6) prizes of thirty thousand dollars (\$30,000).

(State Lottery Commission; 65 IAC 4-272-6; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1791)

65 IAC 4-272-7 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately five million (5,000,000) instant tickets will be initially available for instant game number 276.

(b) The odds of winning a prize with an instant ticket in instant game number 276 are approximately 1 in 4.44. *(State Lottery*

Commission; 65 IAC 4-272-7; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1791)

65 IAC 4-272-8 Claim deadline

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim a prize in instant game 276 is August 31, 1998. *(State Lottery Commission; 65 IAC 4-272-8; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1791)*

Rule 273. Instant Game 267 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 274. Instant Game 277 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 275. Instant Game 278 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 276. Instant Game 279 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 277. Instant Game 280 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 278. Instant Game 281 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 279. Instant Game 256

65 IAC 4-279-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 256, TWO MILLION CASH". *(State Lottery Commission; 65 IAC 4-279-1; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 256 shall sell for ten dollars (\$10) per ticket. *(State Lottery Commission; 65 IAC 4-279-2; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 256 shall have twenty-four (24) play symbols and play symbol captions under two (2) separate boxes in the game play data area all concealed under a large spot of latex material. The smaller box labeled "YOUR NUMBERS" shall contain four (4) play symbols and play symbol captions. The larger box shall be labeled "WINNING

NUMBERS” and shall consist of two (2) rows of five (5) pairs of play symbols and play symbol captions which include numbers and prize amounts.

(b) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol “1” corresponding with the play symbol caption “ONE”.
- (2) The play symbol “2” corresponding with the play symbol caption “TWO”.
- (3) The play symbol “3” corresponding with the play symbol caption “THR”.
- (4) The play symbol “4” corresponding with the play symbol caption “FOR”.
- (5) The play symbol “5” corresponding with the play symbol caption “FIV”.
- (6) The play symbol “6” corresponding with the play symbol caption “SIX”.
- (7) The play symbol “7” corresponding with the play symbol caption “SVN”.
- (8) The play symbol “8” corresponding with the play symbol caption “EGT”.
- (9) The play symbol “9” corresponding with the play symbol caption “NIN”.
- (10) The play symbol “10” corresponding with the play symbol caption “TEN”.
- (11) The play symbol “11” corresponding with the play symbol caption “ELV”.
- (12) The play symbol “12” corresponding with the play symbol caption “TLV”.
- (13) The play symbol “13” corresponding with the play symbol caption “TTN”.
- (14) The play symbol “14” corresponding with the play symbol caption “FRN”.
- (15) The play symbol “15” corresponding with the play symbol caption “FTN”.
- (16) The play symbol “16” corresponding with the play symbol caption “SXT”.
- (17) The play symbol “17” corresponding with the play symbol caption “SVT”.
- (18) The play symbol “18” corresponding with the play symbol caption “ETN”.
- (19) The play symbol “19” corresponding with the play symbol caption “NTN”.
- (20) The play symbol “20” corresponding with the play symbol caption “TWY”.

(c) The play symbols and play symbol captions of the prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol “TICKET” corresponding with the play symbol caption “TICKET”.
- (2) The play symbol “\$10.00” corresponding with the play symbol caption “TEN”.
- (3) The play symbol “\$20.00” corresponding with the play symbol caption “TWENTY”.
- (4) The play symbol “\$30.00” corresponding with the play symbol caption “THIRTY”.
- (5) The play symbol “\$50.00” corresponding with the play symbol caption “FIFTY”.
- (6) The play symbol “\$100” corresponding with the play symbol caption “ONE HUND”.
- (7) The play symbol “\$1,000” corresponding with the play symbol caption “ONE THO”.
- (8) The play symbol “\$10,000” corresponding with the play symbol caption “TEN THO”.
- (9) The play symbol “2 MILLION” corresponding with the play symbol caption “WIN CASH”.

(State Lottery Commission; 65 IAC 4-279-3; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-279-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game number 256 must remove the latex material covering the twenty-four (24) play symbols and play symbol captions. *(State Lottery Commission; 65 IAC 4-279-4; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of this rule, “winning play” means one (1) or more of the “LUCKY NUMBERS” play symbols match one (1) or more of the “YOUR NUMBERS” play symbols entitling the holder to the corresponding prize. (*State Lottery Commission; 65 IAC 4-279-5; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-279-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “TICKET” is entitled to a prize of one (1) or more instant tickets currently authorized for sale by the commission with a cumulative face value of ten dollars (\$10).

(b) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$10.00” is entitled to a prize of ten dollars (\$10).

(c) The holder of a valid instant ticket with two (2) winning plays each paired with the play symbol “\$10.00” is entitled to a prize of twenty dollars (\$20).

(d) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$20.00” is entitled to a prize of twenty dollars (\$20).

(e) The holder of a valid instant ticket with three (3) winning plays each paired with the play symbol “\$10.00” is entitled to a prize of thirty dollars (\$30).

(f) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$30.00” is entitled to a prize of thirty dollars (\$30).

(g) The holder of a valid instant ticket with five (5) winning plays each paired with the play symbol “\$10.00” is entitled to a prize of fifty dollars (\$50).

(h) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$50.00” is entitled to a prize of fifty dollars (\$50).

(i) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol “\$10.00” is entitled to a prize of one hundred dollars (\$100).

(j) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$100” is entitled to a prize of one hundred dollars (\$100).

(k) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol “\$100” is entitled to a prize of one thousand dollars (\$1,000).

(l) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$1,000” is entitled to a prize of one thousand dollars (\$1,000).

(m) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol “\$1,000” is entitled to a prize of ten thousand dollars (\$10,000).

(n) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$10,000” is entitled to a prize of ten thousand dollars (\$10,000).

(o) The holder of a valid instant ticket with ten (10) winning plays each paired with the play symbol “\$10,000” is entitled to a prize of one hundred thousand dollars (\$100,000).

(p) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$2,000,000” is entitled to a prize of two million dollars (\$2,000,000). (*State Lottery Commission; 65 IAC 4-279-6; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-279-7 Number and size of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The following prizes will be available in instant game number 256:

(1) Approximately six hundred thousand (600,000) prizes of one (1) or more instant tickets currently authorized for sale by

the commission with a cumulative face value of ten dollars (\$10).

(2) Approximately eight hundred forty thousand (840,000) prizes of ten dollars (\$10).

(3) Approximately one hundred twenty thousand (120,000) prizes of twenty dollars (\$20) when the play symbol "\$10.00" is exposed in two (2) winning plays.

(4) Approximately two hundred forty thousand (240,000) prizes of twenty dollars (\$20) when the play symbol "\$20.00" is exposed in one (1) winning play.

(5) Approximately sixty thousand (60,000) prizes of thirty dollars (\$30) when the play symbol "\$10.00" is exposed in three (3) winning plays.

(6) Approximately sixty thousand (60,000) prizes of thirty dollars (\$30) when the play symbol "\$30.00" is exposed in one (1) winning play.

(7) Approximately sixty thousand (60,000) prizes of fifty dollars (\$50) when the play symbol "\$10.00" is exposed in five (5) winning plays.

(8) Approximately sixty thousand (60,000) prizes of fifty dollars (\$50) when the play symbol "\$50.00" is exposed in one (1) winning play.

(9) Approximately twenty-two thousand five hundred (22,500) prizes of one hundred dollars (\$100) when the play symbol "\$10.00" is exposed in ten (10) winning plays.

(10) Approximately twenty-two thousand five hundred (22,500) prizes of one hundred dollars (\$100) when the play symbol "\$100" is exposed in one (1) winning play.

(11) Approximately two hundred fifty (250) prizes of one thousand dollars (\$1,000) when the play symbol "\$100" is exposed in ten (10) winning plays.

(12) Approximately two hundred fifty (250) prizes of one thousand dollars (\$1,000) when the play symbol "\$1,000" is exposed in one (1) winning play.

(13) Approximately twenty-five (25) prizes of ten thousand dollars (\$10,000) when the play symbol "\$1,000" is exposed in ten (10) winning plays.

(14) Approximately twenty-five (25) prizes of ten thousand dollars (\$10,000) when the play symbol "\$10,000" is exposed in one (1) winning play.

(15) Three (3) prizes of one hundred thousand dollars (\$100,000).

(16) Three (3) prizes of two million dollars (\$2,000,000).

(State Lottery Commission; 65 IAC 4-279-7; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-279-8 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately six million (6,000,000) instant tickets will be initially available for instant game number 256.

(b) The odds of winning a prize with an instant ticket in instant game number 256 are approximately 1 in 2.88. *(State Lottery Commission; 65 IAC 4-279-8; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-9 Reorder of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. The commission shall from time to time reorder instant tickets in instant game number 256 in quantities of approximately two million (2,000,000) instant tickets. The matched play symbols, prize amounts, and number of winners in instant game number 256 are as follows:

STATE LOTTERY COMMISSION

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 – TICKET	One (1) or more instant tickets currently offered for sale by the commission with a cumulative value of \$10	204,000
1 – \$10.00	\$10	285,600
2 – \$10.00	\$20	40,800
1 – \$20.00	\$20	81,600
3 – \$10.00	\$30	20,400
1 – \$30.00	\$30	20,400
5 – \$10.00	\$50	20,400
1 – \$50.00	\$50	20,400
10 – \$10.00	\$100	7,650
1 – \$100	\$100	7,650
10 – \$100	\$1,000	85
1 – \$1,000	\$1,000	85
10 – \$1,000	\$10,000	7
1 – \$10,000	\$10,000	7
10 – \$10,000	\$100,000	1
1 – \$2,000,000	\$2,000,000	1

(State Lottery Commission; 65 IAC 4-279-9; emergency rule filed Jun 8, 2001, 9:04 a.m.: 24 IR 3073; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-279-10 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) The odds of winning a prize in instant game number 256 are approximately 1 in 2.88.

(b) All reorders of tickets for instant game number 256 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-279-10; emergency rule filed Jun 8, 2001, 9:04 a.m.: 24 IR 3073; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 280. Instant Game 282 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 281. Instant Game 288 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 282. Instant Game 262 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 283. Instant Game 285 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 284. Instant Game 298 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 285. Instant Game 283 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 286. Instant Game 289 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 287. Instant Game 287

65 IAC 4-287-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 287, Hoosier Millionaire". *(State Lottery Commission; 65 IAC 4-287-1; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-287-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 287 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-287-2; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-287-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 287 shall have two (2) separate and independent game play data areas. The top game shall have nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption shall appear slightly above and to the right of the other eight (8) play symbols and play symbol captions and be labeled "YOUR NUMBER". The remaining eight (8) play symbols and play symbol captions shall be arranged in four (4) columns and two (2) rows with the first position in each column labeled "YOUR GAME" and the second position in each column labeled "\$\$\$". The bottom game, referred to as the "BONUS AREA", shall have one (1) play symbol caption concealed under a large spot of latex material.

(b) The play symbols and play symbol captions in the top game in the positions labeled "YOUR NUMBER" and "YOUR GAME" shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol "1" corresponding with the play symbol caption "ONE".
- (2) The play symbol "2" corresponding with the play symbol caption "TWO".
- (3) The play symbol "3" corresponding with the play symbol caption "THREE".
- (4) The play symbol "4" corresponding with the play symbol caption "FOUR".
- (5) The play symbol "5" corresponding with the play symbol caption "FIVE".
- (6) The play symbol "6" corresponding with the play symbol caption "SIX".
- (7) The play symbol "7" corresponding with the play symbol caption "SEVEN".

- (8) The play symbol "8" corresponding with the play symbol caption "EIGHT".
- (9) The play symbol "9" corresponding with the play symbol caption "NINE".
- (10) The play symbol "10" corresponding with the play symbol caption "TEN".
- (11) The play symbol "11" corresponding with the play symbol caption "ELEVEN".
- (12) The play symbol "12" corresponding with the play symbol caption "TWELVE".
- (13) The play symbol "13" corresponding with the play symbol caption "THRTN".
- (14) The play symbol "14" corresponding with the play symbol caption "FORTN".
- (15) The play symbol "15" corresponding with the play symbol caption "FIFTN".
- (16) The play symbol "16" corresponding with the play symbol caption "SIXTN".
- (17) The play symbol "17" corresponding with the play symbol caption "SVNTN".
- (18) The play symbol "18" corresponding with the play symbol caption "EGHTN".
- (19) The play symbol "19" corresponding with the play symbol caption "NINTN".
- (20) The play symbol "20" corresponding with the play symbol caption "TWENTY".
- (21) The play symbol "21" corresponding with the play symbol caption "TWYONE".
- (22) The play symbol "22" corresponding with the play symbol caption "TWYTWO".
- (23) The play symbol "23" corresponding with the play symbol caption "TWYTHR".
- (24) The play symbol "24" corresponding with the play symbol caption "TWYFOR".
- (25) The play symbol "25" corresponding with the play symbol caption "TWYFIV".
- (26) The play symbol "26" corresponding with the play symbol caption "TWYSIX".
- (27) The play symbol "27" corresponding with the play symbol caption "TWYSVN".
- (28) The play symbol "28" corresponding with the play symbol caption "TWYEGT".
- (29) The play symbol "29" corresponding with the play symbol caption "TWYNIN".
- (30) The play symbol "30" corresponding with the play symbol caption "THIRTY".

(c) The play symbols and play symbol captions in the top game in the positions labeled "\$\$\$" shall consist of the following play symbols and play symbol captions:

- (1) The play symbol "\$1.00" corresponding with the play symbol caption "ONE".
- (2) The play symbol "\$2.00" corresponding with the play symbol caption "TWO".
- (3) The play symbol "\$3.00" corresponding with the play symbol caption "THREE".
- (4) The play symbol "\$4.00" corresponding with the play symbol caption "FOUR".
- (5) The play symbol "\$5.00" corresponding with the play symbol caption "FIVE".
- (6) The play symbol "\$10.00" corresponding with the play symbol caption "TEN".
- (7) The play symbol "\$15.00" corresponding with the play symbol caption "FIFTEEN".
- (8) The play symbol "\$25.00" corresponding with the play symbol caption "TWY FIVE".
- (9) The play symbol "\$50.00" corresponding with the play symbol caption "FIFTY".
- (10) The play symbol "\$100" corresponding with the play symbol caption "ONE HUND".
- (11) The play symbol "\$500" corresponding with the play symbol caption "FIV HUND".
- (12) The play symbol "ENTRY" corresponding with the play symbol caption "ENTRY".

(d) The play symbols in the BONUS AREA shall consist of the following play symbols each of which is accompanied by the play symbol caption "See ticket back for details":

- (1) The play symbol "YOU ARE ON THE SHOW".
- (2) The play symbol "STOPPER - TRY AGAIN".

(State Lottery Commission; 65 IAC 4-287-3; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; errata filed Oct 9, 1998, 3:36 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-287-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game number 287 must remove the latex material covering the nine (9) play symbols and play symbol captions in the top game and the play symbol and play symbol caption in the "BONUS AREA". *(State*

Lottery Commission; 65 IAC 4-287-4; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2159; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-287-5 Determination of prize winners in the top game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$1.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of one dollar (\$1).

(b) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbol "\$1.00" is exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of two dollars (\$2).

(c) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$2.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of two dollars (\$2).

(d) If "YOUR NUMBER" matches three (3) of "YOUR GAME" numbers and the play symbol "\$1.00" is exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of three dollars (\$3).

(e) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbols "\$1.00" and "\$2.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of three dollars (\$3).

(f) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$3.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of three dollars (\$3).

(g) If "YOUR NUMBER" matches four (4) of "YOUR GAME" numbers and the play symbol "\$1.00" is exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of four dollars (\$4).

(h) If "YOUR NUMBER" matches four (4) of "YOUR GAME" numbers and the play symbols "\$2.00", "\$1.00", "\$1.00", and "\$1.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of five dollars (\$5).

(i) If "YOUR NUMBER" matches three (3) of "YOUR GAME" numbers and the play symbols "\$2.00", "\$2.00", and "\$1.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of five dollars (\$5).

(j) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbols "\$4.00" and "\$1.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of five dollars (\$5).

(k) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$5.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of five dollars (\$5).

(l) If "YOUR NUMBER" matches four (4) of "YOUR GAME" numbers and the play symbols "\$4.00", "\$2.00", "\$2.00", and "\$2.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of ten dollars (\$10).

(m) If "YOUR NUMBER" matches three (3) of "YOUR GAME" numbers and the play symbols "\$4.00", "\$4.00", and "\$2.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of ten dollars (\$10).

(n) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbol "\$5.00" is exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of ten dollars (\$10).

(o) If "YOUR NUMBER" matches four (4) of "YOUR GAME" numbers and the play symbols "\$10.00", "\$5.00", "\$5.00", and "\$5.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of twenty-five dollars (\$25).

(p) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbols "\$10.00" and "\$15.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of twenty-five dollars (\$25).

(q) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$25.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of twenty-five dollars (\$25).

(r) If "YOUR NUMBER" matches three (3) of "YOUR GAME" numbers and the play symbols "\$50.00", "\$25.00", and "\$25.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of one hundred dollars (\$100).

(s) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbols "\$50.00" and "\$50.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of one hundred dollars (\$100).

(t) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$100" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of one hundred dollars (\$100).

(u) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$500" is exposed in the

corresponding “\$\$\$” position, the holder is entitled to a prize of five hundred dollars (\$500).

(v) If “YOUR NUMBER” matches one (1) of “YOUR GAME” numbers and the play symbol “ENTRY” is exposed in the corresponding “\$\$\$” position, the holder is entitled to a prize of an entry into a preliminary drawing. (*State Lottery Commission; 65 IAC 4-287-5; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2160; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-287-6 Determination of prize winners in the bonus area

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. If the play symbol of “YOU ARE ON THE SHOW” is exposed in the “BONUS AREA”, the holder is entitled to a prize of an automatic seat on the Hoosier Millionaire TV Game Show. (*State Lottery Commission; 65 IAC 4-287-6; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2161; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-287-7 Number and size of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The following prizes will be available in instant game number 287:

- (1) Approximately one million three hundred sixty thousand eight hundred (1,360,800) prizes of one dollar (\$1).
- (2) Approximately seven hundred fifty-six thousand (756,000) prizes of two dollars (\$2) when two (2) play symbols of “\$1.00” are exposed.
- (3) Approximately three hundred two thousand four hundred (302,400) prizes of two dollars (\$2) when one (1) play symbol of “\$2.00” is exposed.
- (4) Approximately eighty-eight thousand two hundred (88,200) prizes of three dollars (\$3) when three (3) play symbols of “\$1.00” are exposed.
- (5) Approximately sixty-three thousand (63,000) prizes of three dollars (\$3) when one (1) play symbol of “\$2.00” and one (1) play symbol of “\$1.00” are exposed.
- (6) Approximately fifty thousand four hundred (50,400) prizes of three dollars (\$3) when one (1) play symbol of “\$3.00” is exposed.
- (7) Approximately one hundred fifty-one thousand two hundred (151,200) prizes of four dollars (\$4).
- (8) Approximately one hundred thousand eight hundred (100,800) prizes of five dollars (\$5) when one (1) play symbol of “\$2.00” and three (3) play symbols of “\$1.00” are exposed.
- (9) Approximately fifty thousand four hundred (50,400) prizes of five dollars (\$5) when two (2) play symbols of “\$2.00” and one (1) play symbol of “\$1.00” are exposed.
- (10) Approximately fifty thousand four hundred (50,400) prizes of five dollars (\$5) when one (1) play symbol of “\$4.00” and one (1) play symbol of “\$1.00” are exposed.
- (11) Approximately fifty thousand four hundred (50,400) prizes of five dollars (\$5) when one (1) play symbol of “\$5.00” is exposed.
- (12) Approximately seventy-five thousand six hundred (75,600) prizes of ten dollars (\$10) when one (1) play symbol of “\$4.00” and three (3) play symbols of “\$2.00” are exposed.
- (13) Approximately twelve thousand six hundred (12,600) prizes of ten dollars (\$10) when two (2) play symbols of “\$4.00” and one (1) play symbol of “\$2.00” are exposed.
- (14) Approximately twelve thousand six hundred (12,600) prizes of ten dollars (\$10) when two (2) play symbols of “\$5.00” are exposed.
- (15) Approximately twenty-five thousand two hundred (25,200) prizes of twenty-five dollars (\$25) when one (1) play symbol of “\$10.00” and three (3) play symbols of “\$5.00” are exposed.
- (16) Approximately twelve thousand six hundred (12,600) prizes of twenty-five dollars (\$25) when one (1) play symbol of “\$10.00” and one (1) play symbol of “\$15.00” are exposed.
- (17) Approximately twelve thousand six hundred (12,600) prizes of twenty-five dollars (\$25) when one (1) play symbol of “\$25.00” is exposed.

(18) Approximately one thousand four hundred forty-nine (1,449) prizes of one hundred dollars (\$100) when one (1) play symbol of “\$50.00” and two (2) play symbols of “\$25.00” are exposed.

(19) Approximately one thousand two hundred sixty (1,260) prizes of one hundred dollars (\$100) when two (2) play symbols of “\$50.00” are exposed.

(20) Approximately nine hundred forty-five (945) prizes of one hundred dollars (\$100) when one (1) play symbol of “\$100” is exposed.

(21) Approximately three hundred seventy-eight (378) prizes of five hundred dollars (\$500).

(22) Sixty-three (63) prizes of an automatic entry onto the Hoosier Millionaire TV Game Show.

(23) Approximately two hundred twenty-six thousand eight hundred (226,800) prizes of “ENTRY”.

(State Lottery Commission; 65 IAC 4-287-7; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2161; errata filed Oct 9, 1998, 3:36 p.m.: 22 IR 467; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-287-8 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately fifteen million (15,000,000) instant tickets will be available for instant game number 287.

(b) The odds of winning a prize with an instant ticket in instant game number 287 are approximately 1 in 4.44. *(State Lottery Commission; 65 IAC 4-287-8; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2161; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-287-9 Reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. All reorders of tickets for instant game number 287 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-287-9; emergency rule filed Nov 1, 2001, 1:51 p.m.: 25 IR 816; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-287-10 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. The last day to claim a prize in instant game number 287 is sixty (60) days after the end of the game. Game end dates are available on the commission’s Web site or may be obtained through the commission’s toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-287-10; emergency rule filed Nov 1, 2001, 1:51 p.m.: 25 IR 816; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 288. Instant Game 284 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 289. Instant Game 286 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 290. Instant Game 293 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 291. Instant Game 299 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 292. Instant Game 294 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 293. Instant Game 292 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 294. Instant Game 296 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 295. Instant Game 290 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 296. Instant Game 297 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 297. Instant Game 295 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 298. Instant Game 300 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 299. Instant Game 301 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 300. Instant Game 302 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 301. Instant Game 304 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 302. Instant Game 307 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 303. Instant Game 308 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 304. Instant Game 309 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 305. Instant Game 291 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 306. Instant Game 303 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 307. Instant Game 310 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 308. Instant Game 305 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 309. Instant Game 311 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 310. Instant Game 312 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 311. Instant Game 313 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 312. Instant Game 314 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 313. Instant Game 315 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 314. Instant Game 306 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 315. Instant Game 316 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 316. Instant Game 317 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 317. Instant Game 318

65 IAC 4-317-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 318, Super Lucky 7s". *(State Lottery Commission; 65 IAC 4-317-1; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 475)*

65 IAC 4-317-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 318 shall sell for seven dollars (\$7) per ticket. *(State Lottery Commission; 65 IAC 4-317-2; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 475)*

65 IAC 4-317-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 318 shall have forty-five (45) play symbols and play symbol captions in

the game play data area all concealed under latex material. The play symbols and play symbol captions shall be arranged in seven (7) separate and independent games. The game labeled “1” shall appear on the upper, left side of the instant ticket and contain six (6) play symbols and play symbol captions representing prize amounts. The game labeled “2” shall appear on the upper, right side of the instant ticket and shall contain nine (9) play symbols and play symbol captions representing numbers arranged in a matrix of three (3) rows and three (3) columns and one (1) play symbol representing a prize amount. The game labeled “3” shall appear on middle, left side of the instant ticket and contain four (4) play symbols and play symbol captions representing numbers and two (2) play symbols and play symbol captions representing prize amounts. The game labeled “4” shall appear on the middle, right side of the instant ticket and contain six (6) play symbols and play symbol captions arranged in pairs of numbers and prize amounts and one (1) play symbol and play symbol caption in a box labeled “LUCKY NUMBER”. The game labeled “5” shall appear below game “3” and shall contain six (6) play symbols and play symbol captions representing pictures and one (1) play symbol and play symbol caption representing a prize amount. The game labeled “6” shall appear in the lower, right corner of the instant ticket and contain four (4) play symbols and play symbol captions representing numbers and two (2) play symbols and play symbol captions representing prize amounts. The game labeled “7” shall appear in the lower, left corner of the instant ticket and contain two (2) play symbols and play symbol captions representing numbers and one (1) play symbol and play symbol caption representing a prize amount.

(b) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, in the games labeled “2”, “3”, “4”, “6”, and “7” shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN

(c) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, in the game labeled “5” shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol of a picture of a bar of gold with the corresponding play symbol caption “BAR”.
- (2) The play symbol of a picture of a coin with the corresponding play symbol caption “COIN”.
- (3) The play symbol of a picture of a bag of money with the corresponding play symbol caption “BAG”.
- (4) The play symbol “\$” with the corresponding play symbol caption “SIGN”.
- (5) The play symbol of a picture of currency with the corresponding play symbol caption “BILL”.
- (6) The play symbol of a picture of a pot of gold with the corresponding play symbol caption “POT”.

(d) Play symbols and play symbol captions representing prize amounts in each of the seven (7) separate and independent games shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$4.00
FOUR
- (3) \$5.00

- FIVE
- (4) \$7.00
- SEVEN
- (5) \$10.00
- TEN
- (6) \$20.00
- TWENTY
- (7) \$30.00
- THIRTY
- (8) \$40.00
- FORTY
- (9) \$50.00
- FIFTY
- (10) \$100
- ONE HUN
- (11) \$200
- TWO HUN
- (12) \$1,000
- ONE THOU
- (13) \$2,000
- TWO THOU
- (14) \$5,000
- FIV THOU
- (15) \$10,000
- TEN THOU
- (16) \$100,000
- ONE HUN THOU
- (17) TICKET
- TICKET

(State Lottery Commission; 65 IAC 4-317-3; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 475)

65 IAC 4-317-4 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. For purposes of this rule, the term “winning play” shall mean the following:

- (1) In the game labeled “1”, three (3) matching play symbols and play symbol captions are exposed entitling the holder to the matched prize amount.
- (2) In the game labeled “2”, three (3) play symbols and play symbols captions representing the number seven (7) are exposed in a row, column, or diagonal entitling the holder to the prize amount exposed in the “PRIZE” box.
- (3) In the game labeled “3”, the sum of the numbers represented by the first two (2) play symbols and play symbol captions in either or both rows equals seven (7) entitling the holder to the prize amount exposed in the corresponding “PRIZE” box.
- (4) In the game labeled “4”, one (1) or more of “YOUR NUMBERS” match the “LUCKY NUMBER” entitling the holder to the paired prize amounts.
- (5) In the game labeled “5”, three (3) matching play symbols and play symbol captions are exposed entitling the holder to the prize amount exposed in the “PRIZE” box.
- (6) In the game labeled “6”, the play symbol and play symbol caption under “YOURS” in either or both rows is *[sic., are]* higher than the play symbol and play symbol caption under “THEIRS” entitling the holder to the prize amount exposed in the “PRIZE” box.
- (7) In the game labeled “7”, two (2) play symbols and play symbol captions representing the number seven (7) are exposed

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entitling the holder to the prize amount exposed in the “PRIZE” box.

(State Lottery Commission; 65 IAC 4-317-4; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 476)

65 IAC 4-317-5 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of an instant ticket for instant game number 318 must remove the latex material covering the forty-five (45) play symbols and play symbol captions. If the instant ticket contains one (1) or more winning plays, the holder is entitled to the corresponding prize(s). The holder may win up to eleven (11) times on an instant ticket in instant game 318. The value of prizes and the approximate number of winners in instant game 318 are as follows:

Game number and prize symbol							Prize amount	Approximate number of winners
“1”	“2”	“3”	“4”	“5”	“6”	“7”		
TICKET							TICKETS WITH \$7 CUMMULATIVE <i>[sic.]</i> FACE VALUE	604,800
\$7.00							\$7	302,400
	\$7.00						\$7	201,600
		\$7.00					\$7	226,800
			\$5.00 × 2			\$4.00	\$14	50,400
		\$5.00 × 2				\$4.00	\$14	50,400
	\$5.00		\$1.00	\$5.00		\$10.00	\$21	25,200
\$1.00		\$5.00 × 2			\$5.00 × 2		\$21	25,200
\$5.00	\$10.00		\$5.00			\$1.00	\$21	25,200
\$20.00				\$1.00			\$21	25,200
	\$1.00			\$10.00		\$10.00	\$21	25,200
\$5.00	\$10.00	\$5.00 × 2			\$5.00 × 2		\$35	25,200
			\$5.00 × 3	\$10.00		\$10.00	\$35	25,200
\$10.00	\$5.00	\$10.00 × 2					\$35	25,200
		\$30.00				\$5.00	\$35	25,200
\$10.00	\$10.00	\$10.00	\$10.00	\$10.00	\$10.00	\$10.00	\$70	25,200
\$20.00	\$10.00	\$20.00 × 2					\$70	25,200
		\$20.00	\$20.00	\$20.00	\$20.00	\$20.00	\$100	420
\$20.00	\$20.00	\$20.00 × 2				\$20.00	\$100	420
			\$20.00 × 3		\$20.00 × 2		\$100	420
\$20.00	\$20.00	\$20.00 × 2	\$20.00 × 3	\$20.00	\$20.00	\$20.00	\$200	252
\$10.00		\$50.00		\$50.00	\$20.00 × 2	\$50.00	\$200	252
\$50.00	\$50.00	\$50.00 × 2	\$50.00	\$50.00	\$50.00 × 2		\$400	84
\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00 × 2	\$50.00	\$400	84
	\$100	\$50.00 × 2	\$100	\$100			\$400	84
\$200	\$200	\$100 × 2	\$100 × 3			\$100	\$1,000	42
\$100	\$100	\$100	\$100	\$200	\$100 × 2	\$200	\$1,000	42
\$1,000	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000	\$7,000	10
		\$1,000 × 2	\$1,000 × 3		\$1,000 × 2		\$7,000	10
\$4,000	\$2,000	\$1,000 × 2	\$1,000 × 3	\$2,000	\$1,000 × 2	\$2,000	\$17,000	6
\$1,000	\$2,000	\$1,000 × 2	\$2,000 × 3	\$1,000	\$2,000 × 2	\$1,000	\$17,000	6
\$5,000	\$1,000	\$5,000	\$1,000	\$5,000	\$5,000	\$5,000	\$27,000	3
\$1,000	\$5,000	\$1,000	\$5,000	\$5,000	\$5,000	\$5,000	\$27,000	3
\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	\$70,000	3
\$100,000	\$100,000	\$100,000	\$100,000	\$100,000	\$100,000	\$100,000	\$700,000	3

(State Lottery Commission; 65 IAC 4-317-5; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 476)

65 IAC 4-317-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) A total of approximately five million (5,000,000) instant tickets will be initially available for instant game number 318.

(b) The odds of winning a prize with an instant ticket in instant game number 318 are approximately 1 in 2.94.

(c) All reorders of tickets for instant game number 318 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds as contained in the initial order.

(State Lottery Commission; 65 IAC 4-317-6; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 477)

Rule 318. Instant Game 319 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 319. Instant Game 645

65 IAC 4-319-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 645, Pyramid Cash". *(State Lottery Commission; 65 IAC 4-319-1; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3360)*

65 IAC 4-319-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 645 shall sell for seven dollars (\$7) per ticket. *(State Lottery Commission; 65 IAC 4-319-2; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3360)*

65 IAC 4-319-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 645 shall contain forty-eight (48) play symbols and play symbol captions arranged among three (3) separate and independent games and one (1) "BONUS BOX" each concealed under a spot of latex material.

(b) The game on the upper right side of each instant ticket shall contain ten (10) play symbols and play symbol captions in the area labeled "YOUR NUMBERS" arranged in pairs of numbers and prize amounts. One (1) play symbol and play symbol caption in the area labeled "WHEEL NUMBER" representing numbers.

(c) The game in the middle of each instant ticket shall represent a slot machine and contain eighteen (18) play symbols and play symbol captions representing pictures of objects and two (2) play symbols and play symbol captions representing prize amounts.

(d) The game at the bottom of each instant ticket shall contain sixteen (16) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the box labeled "DEALER'S TOTAL" surrounded by five (5) combinations of two (2) play symbols and play symbol captions representing playing cards paired with one (1) play symbol and play symbol caption representing a prize amount. The combinations shall be labeled "PLAYER 1", "PLAYER 2", "PLAYER

3", "PLAYER 4", and "PLAYER 5", respectively.

(e) The box in the upper left of each instant ticket shall be labeled "BONUS BOX" and shall contain one (1) play symbol and play symbol caption. (*State Lottery Commission; 65 IAC 4-319-3; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3360*)

65 IAC 4-319-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$7.00
SEVEN
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$50.00
FIFTY
- (10) \$70.00
SEVENTY
- (11) \$100
ONE HUN
- (12) \$500
FIVE HUN
- (13) \$1,000
ONE THOU
- (14) \$2,000
TWO THOU
- (15) \$70,000
SVTY THOU

(b) The play symbols and play symbol captions appearing in the game in the upper right side of the instant ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR

(5) 5

FIV

(6) 6

SIX

(7) 7

SVN

(8) 8

EGT

(9) 9

NIN

(10) 10

TEN

(11) A picture of a roulette wheel

WIN

(c) The play symbols and play symbol captions appearing in the game in the middle of the instant ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A picture of a bunch of cherries

CHRY

(2) A picture of an orange

ORNG

(3) A picture of a dollar sign

MONY

(4) A picture of a star

STAR

(5) A picture of a bell

BELL

(6) A picture of a 7

SVN

(7) A picture of a bar

BAR

(8) A picture of a pot of gold

GOLD

(d) The play symbols and play symbol captions appearing in the game at the bottom of the instant ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1)	2 TWO
(2)	3 THR
(3)	4 FOR
(4)	5 FIV
(5)	6 SIX
(6)	7 SVN
(7)	8 EGT
(8)	9

	NIN
(9)	10 TEN
(10)	J JCK
(11)	Q QUN
(12)	K KNG
(13)	A ACE

(e) The play symbol and play symbol caption appearing in the “BONUS BOX” shall consist of the following possible play symbols and play symbol captions:

- (1) LUXOR
TRIP
- (2) TRY
AGAIN

(State Lottery Commission; 65 IAC 4-319-4; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3361)

65 IAC 4-319-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 645 shall remove the latex material covering the forty-eight (48) play symbols and play symbol captions.

(b) If, in the upper right hand game, any of “YOUR NUMBERS” match the “WHEEL NUMBER”, the holder is entitled to the associated prize amount(s). If a play symbol of a picture of a pot of gold is exposed, the holder is automatically entitled to the associated prize amount.

(c) If, in the middle game, three (3) matching play symbols and play symbol captions are exposed in any row across, the holder is entitled to the associated prize amount.

(d) If, in the bottom game, the total numerical value of the playing cards associated with “PLAYER 1”, “PLAYER 2”, “PLAYER 3”, “PLAYER 4”, or “PLAYER 5” is higher than the “DEALER’S TOTAL”, the holder is entitled to the associated prize. If the total numerical value of the playing cards total twenty-one (21), blackjack, the holder is automatically entitled to the associated prize amount. Play symbols and play symbol captions representing playing cards are valued in descending order with aces as the high cards and face cards valued at ten (10).

(e) If, in the Bonus Box the play symbol “Luxor” is exposed, the holder is entitled to a trip to Las Vegas for two (2) adults which includes round-trip, coach airfare, deluxe double occupancy room at Luxor® Hotel for four (4) days and three (3) nights, ground transfer between Las Vegas airport and the hotel, and three hundred dollars (\$300) spending money. Details for trip arrangements shall be made available at the time the trip is claimed. There is no cash option for this prize. (State Lottery Commission; 65 IAC 4-319-5; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3362)

65 IAC 4-319-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The winning games, number of winning plays, total prize amounts, and approximate number of winners in instant game number 645 are as follows:

Winning Games and Prize Play Symbols	Total Prize Amount	Approximate Number of Winners
1–\$2.00 + 1–\$5.00	\$7	86,400

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1-\$7.00	\$7	64,800
5-\$2.00	\$10	21,600
2-\$5.00	\$10	21,600
1-\$10.00	\$10	10,800
2-\$7.00	\$14	10,800
2-\$2.00 + 2-\$5.00	\$14	5,400
2-\$2.00 + 1-\$10.00	\$14	5,400
5-\$4.00	\$20	10,800
4-\$5.00	\$20	5,400
2-\$10.00	\$20	5,400
1-\$20.00	\$20	5,400
10-\$3.00 + 2-\$5.00	\$40	1,800
4-\$10.00	\$40	1,800
2-\$20.00	\$40	1,800
1-\$40.00	\$40	1,800
10-\$5.00 + 2-\$10.00	\$70	6,705
1-\$10.00 + 3-\$20.00	\$70	6,705
1-\$20.00 + 1-\$50.00	\$70	6,705
1-\$70.00	\$70	6,705
10-\$50.00 + 2-\$100	\$700	8
2-\$100 + 1-\$500	\$700	8
7-\$100	\$700	8
2-\$500	\$1,000	5
1-\$1,000	\$1,000	5
5-\$1,000 + 1-\$2,000	\$7,000	4
7-\$1,000	\$7,000	4
1-\$70,000	\$70,000	3
1-Luxor Symbol	A Las Vegas trip valued at 3,170.27	184

(State Lottery Commission; 65 IAC 4-319-6; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3362)

65 IAC 4-319-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million (1,000,000) instant tickets initially available in instant game number 645.

(b) The odds of winning a prize in instant game number 645 are approximately 1 in 3.75.

(c) All reorders of tickets for instant game number 645 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-319-7; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3363)

65 IAC 4-319-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 8. Players will have up to sixty (60) days from the end of instant game 645 within which to claim their prizes. The last day to claim a prize in instant game number 645 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-319-8; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3363)*

Rule 320. Instant Game 328 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 321. Instant Game 322

65 IAC 4-321-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 322, Express Bingo". *(State Lottery Commission; 65 IAC 4-321-1; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 479)*

65 IAC 4-321-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 322 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-321-2; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 479)*

65 IAC 4-321-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 322 shall have three (3) separate and independent game play data areas. The game play data area on the right side of each instant ticket shall have two (2) separate games labeled "CARD 1" and "CARD 2", respectively. The game play data area on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have eighteen (18) play symbols arranged in a matrix of six (6) rows and three (3) columns. "CARD 1" and "CARD 2" shall each contain twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively. One (1) play symbol and play symbol caption shall appear in the box labeled "EXPRESS WIN".

(b) The play symbols, other than those representing prize amounts, shall consist of the following possible play symbols:

SYMBOL SYMBOL SYMBOL SYMBOL SYMBOL

1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73

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14	29	44	59	74
15	30	45	60	75

(c) The play symbols for “CALLER'S CARD” shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(d) The play symbols and play symbol captions in the “EXPRESS WIN” box shall consist of the following possible play symbols and play symbol captions:

(1) \$2.00

TWO

(2) \$10.00

TEN

(3) TRY AGAIN

TRY AGAIN

(State Lottery Commission; 65 IAC 4-321-3; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 479)

65 IAC 4-321-4 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) For purposes of this rule, “winning play” means the following:

(1) Play symbols on “CARD 1” or “CARD 2”, or both, match “CALLING CARD” play symbols in any of the following manners:

(A) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(B) One (1) play symbol in each corner.

(C) Eight (8) play symbols arranged from corner to corner in the form of an “X”.

(2) The play symbol “\$2.00” or “\$10.00” is exposed in the “EXPRESS WIN” box.

(b) A valid instant ticket in instant game 322 may contain a maximum of three (3) winning plays. There shall, however, be no more than one (1) winning play on “CARD 1” or “CARD 2”. *(State Lottery Commission; 65 IAC 4-321-4; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 480; errata filed Oct 9, 1998, 3:37 p.m.: 22 IR 469)*

65 IAC 4-321-5 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 5. The holder of a ticket in instant game number 322 shall remove the latex material covering the sixty-nine (69) play symbols and one (1) play symbol caption. If one (1) or more winning plays are exposed, the holder is entitled to the corresponding prizes. The winning plays, cards, prize amounts, and number of winners in instant game number 322 are as follows:

Winning play	Card	Prize amount	Approximate number of winners
4(a)(1)(A)	1	\$1	655,200
4(a)(2)		\$2	201,600
4(a)(1)(A)	2	\$4	84,000
4(a)(1)(A)	1 and 2	\$5	84,000
4(a)(2)		\$10	16,800
4(a)(1)(B)	1	\$20	16,800
4(a)(1)(B)	2	\$40	5,250
4(a)(1)(B)	1 and 2	\$60	4,200
4(a)(1)(C)	1	\$250	420
4(a)(1)(C)	2	\$10,000	8

(State Lottery Commission; 65 IAC 4-321-5; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 480; errata filed Oct 9, 1998, 3:37 p.m.: 22 IR 469)

65 IAC 4-321-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) There shall be approximately five million (5,000,000) instant tickets initially available in instant game number 322.

(b) The odds of winning a prize in instant game number 322 are approximately 1 in 4.72.

(c) All reorders of tickets for instant game number 322 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds as contained in the initial order.

(State Lottery Commission; 65 IAC 4-321-6; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 480)

Rule 322. Instant Game 323 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763)

Rule 323. Instant Game 324 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 324. Instant Game 325 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 325. Instant Game 326 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 326. Instant Game 327 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 327. Instant Game 321 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 328. Instant Game 329 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763)

Rule 329. Instant Game 685

65 IAC 4-329-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 685, SCRATCH, SPIN, WIN". (*State Lottery Commission; 65 IAC 4-329-1; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192*)

65 IAC 4-329-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 685 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-329-2; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192*)

65 IAC 4-329-3 Promotional tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Instant tickets in instant game number 685 are promotional in nature and may be redeemed only at the commission's authorized promotional events at which they were purchased. (*State Lottery Commission; 65 IAC 4-329-3; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192*)

65 IAC 4-329-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. Each instant ticket in instant game number 685 shall contain six (6) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions in instant game number 685 shall consist of the following possible play symbols and play symbol captions:

- (1) SPIN
SPIN
- (2) PRIZE
PRIZE
- (3) TICKET
TICKET
- (4) \$2.00
TWO
- (5) \$5.00
FIVE
- (6) \$20.00
TWENTY
- (7) \$50.00
FIFTY
- (8) \$100
ONE HUN

(*State Lottery Commission; 65 IAC 4-329-4; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192*)

65 IAC 4-329-5 How to play; prizes; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of an instant ticket in instant game number 685 shall remove the latex material covering the six (6) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions representing prize amounts are exposed, the holder is entitled to a prize of the matched amount. If three (3) matching play symbols and play symbol captions of "SPIN" are exposed, the holder is entitled to one (1) spin on the promotional wheel for a promotional prize. If three (3) matching play symbols and play symbol captions of "PRIZE" are exposed, the holder is entitled to one (1) promotional prize selected by the commission. If three (3) matching play symbols and play symbol captions of "FREE" and "TICKET", respectively, are exposed, the holder is entitled to one (1) free instant ticket in instant game number 685. The prize amounts and number of winners in instant game number 685 are as follows:

Play Symbols	Prize Amount	Approximate Number of Winners
3 – PRIZE	1 promotional prize	32,000
3 – SPIN	1 spin on the promotional wheel	140,000
3 – TICKET	1 free instant ticket	160,000
3 – \$2.00	\$2	64,000
3 – \$5.00	\$5	20,000
3 – \$20.00	\$20	9,000
3 – \$50.00	\$50	2,000
3 – \$100	\$100	440

(State Lottery Commission; 65 IAC 4-329-5; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)

65 IAC 4-329-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) There shall be approximately one million (1,000,000) instant tickets initially available in instant game number 685.

(b) The odds of winning a prize in instant game number 685 are approximately 1 in 2.81.

(c) All reorders of tickets for instant game number 685 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-329-6; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)

65 IAC 4-329-7 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. Players may redeem prizes of PRIZE and SPIN only at the commission's authorized promotional event at which the tickets were purchased. Prizes of a FREE TICKET or a cash amount may be redeemed at the promotional event at which the tickets were purchased, at a lottery retailer, lottery office, or by mail. (State Lottery Commission; 65 IAC 4-329-7; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 193)

Rule 330. Instant Game 664

65 IAC 4-330-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 664, Bonus Crossword". (*State Lottery Commission; 65 IAC 4-330-1; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 199*)

65 IAC 4-330-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 664 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-330-2; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 199*)

65 IAC 4-330-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 664 shall contain nineteen (19) play symbols in the game play data area all concealed under a large spot of latex material. A large box on the lower right side of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A chart labeled "PRIZE KEY" shall appear to the left of the crossword grid and shall contain a table setting forth prize requirements and amounts. A box labeled "YOUR LETTERS" shall appear above the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters. A box labeled "BONUS WORD" shall appear above the crossword grid and shall contain one (1) play symbol representing a prize amount.

(b) The possible play symbols appearing in the box labeled "YOUR LETTERS" shall be randomly selected from the twenty-six (26) letters of the English alphabet. Each such letter shall be expressed as a capital letter. (*State Lottery Commission; 65 IAC 4-330-3; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 199*)

65 IAC 4-330-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 664 shall remove the latex material covering the nineteen (19) play symbols. The holder must then remove the latex material from all letters on the crossword grid that match those exposed in the "YOUR LETTERS" box and determine whether the newly exposed letters form words. If at least three (3) words are formed on the crossword grid from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE KEY". If all of the letters in the "BONUS WORD" box are among those exposed in "YOUR LETTERS" box, the holder is entitled to the exposed prize amount.

(b) In instant game number 664, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. For purposes of this rule, a word must contain at least three (3) letters. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top. A word within a word is not a complete word.

(c) If three (3) or more words are formed, the holder is entitled only to the highest prize identified on the "PRIZE KEY" chart. Prizes are not cumulative.

(d) Prizes shall be available to holders of winning tickets in instant game number 664 in accordance with the following:

Number of Words	Prize Amount	Approximate Number of Winners
3 words	\$2	550,800
3 words + \$2.00 bonus	\$4	102,000
4 words	\$5	102,000
4 words + \$2.00 bonus	\$7	81,600

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5 words	\$10	40,800
5 words + \$5.00 bonus	\$15	20,400
5 words + \$15.00 bonus	\$25	20,400
6 words	\$25	20,400
6 words + \$25 bonus	\$50	3,468
7 words	\$50	3,434
7 words + \$50 bonus	\$100	850
8 words	\$100	850
\$100 bonus	\$100	850
9 words	\$1,000	68
9 words + \$1,000 bonus	\$2,000	34
10 words	\$25,000	8

(State Lottery Commission; 65 IAC 4-330-4; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 199)

65 IAC 4-330-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 664.

(b) The odds of winning a prize in instant game number 664 are approximately 1 in 4.30.

(c) All reorders of tickets for instant game number 664 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-330-5; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 200)

65 IAC 4-330-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 664 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-330-6; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 200)

Rule 331. Instant Game 660

65 IAC 4-331-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 660, \$200,000 Cash Bonanza". (State Lottery Commission; 65 IAC 4-331-1; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200)

65 IAC 4-331-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 660 shall sell for twenty dollars (\$20) per ticket. (*State Lottery Commission; 65 IAC 4-331-2; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200*)

65 IAC 4-331-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 660 shall contain forty-six (46) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Six (6) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" and be arranged in pairs representing numbers, a picture of "\$\$", and prize amounts.

(b) The play symbols and play symbol captions in instant game number 660, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19

NTN
(20) 20
TWY
(21) 21
TWN
(22) 22
TWT
(23) 23
TWR
(24) 24
TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44

FRF
(45) 45
FRV
(46) 46
FRS
(47) 47
FSN
(48) 48
FRE
(49) 49
FNI
(50) 50
FTY
(51) 51
FYO
(52) 52
FYT
(53) 53
FYH
(54) 54
FYF
(55) 55
FYV
(56) 56
FYS
(57) 57
FYN
(58) 58
FYE
(59) 59
FNN
(60) 60
SXY
(61) \$\$
WIN \$50

(State Lottery Commission; 65 IAC 4-331-3; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200)

65 IAC 4-331-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a valid instant ticket in instant game number 660 shall remove the latex material covering the forty-six (46) play symbols and play symbol captions. If one (1) or more of the play symbols and play symbol captions exposed in the "YOUR NUMBERS" area match any of the play symbols and play symbol captions exposed in the "WINNING NUMBERS" area, the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is exposed in the "YOUR NUMBERS" area, the holder is automatically entitled to a prize of fifty dollars (\$50). The matched prize play symbols, prize amounts, and number of winners in instant game number 660 are as follows:

Number of Matches or Winning Play Symbols	Total Prize Amount	Approximate Number of Winners
1 – \$10.00	\$10	187,200

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4 – \$5.00	\$20	31,200
2 – \$10.00	\$20	62,400
1 – \$20.00	\$20	31,200
1 – \$25.00	\$25	18,200
10 – \$5.00	\$50	10,400
5 – \$10.00	\$50	10,400
2 – \$25.00	\$50	10,400
1 – \$50.00	\$50	10,400
1 – \$50.00 auto	\$50	10,400
10 – \$10.00	\$100	5,200
1 – \$50.00 + 1 – \$50.00 auto	\$100	5,200
20 – \$5.00	\$100	5,200
6 – \$25.00 + 1 – \$50.00	\$200	1,235
1 – \$50.00 + 1 – \$50.00 auto + 1 – \$100	\$200	1,235
20 – \$10.00	\$200	1,235
5 – \$100.00	\$500	260
1 – \$50.00 + 1 – \$50.00 auto + 2 – \$100 + 1 – \$200	\$500	260
1 – \$500	\$500	260
2 – \$500	\$1,000	91
1 – \$1,000 + 1 – \$2,000 + 4 – \$500	\$5,000	22
1 – \$5,000	\$5,000	22
1 – \$200,000	\$200,000	4

(State Lottery Commission; 65 IAC 4-331-4; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)

65 IAC 4-331-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately one million five hundred thousand (1,500,000) instant tickets initially available in instant game number 660.

(b) The odds of winning a prize in instant game number 660 are approximately 1 in 3.88.

(c) All reorders of tickets for instant game number 660 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-331-5; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)*

65 IAC 4-331-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 660 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-331-6; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)*

Rule 332. Instant Game 341**65 IAC 4-332-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 341, Lucky for Life 3". (*State Lottery Commission; 65 IAC 4-332-1; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1535; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-332-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 341 shall sell for three dollars (\$3) per ticket. (*State Lottery Commission; 65 IAC 4-332-2; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1535; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-332-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 341 shall contain twenty-one (21) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "LUCKY NUMBER". Twenty (20) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" and be arranged in pairs representing numbers and prize amounts.

(b) The play symbols and play symbol captions in instant game number 341, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- | | |
|---------|-----|
| (1) 1 | ONE |
| (2) 2 | TWO |
| (3) 3 | THR |
| (4) 4 | FOR |
| (5) 5 | FIV |
| (6) 6 | SIX |
| (7) 7 | SVN |
| (8) 8 | EGT |
| (9) 9 | NIN |
| (10) 10 | TEN |
| (11) 11 | ELV |
| (12) 12 | TLV |

- (13) 13
TTN
- (14) 14
FRN
- (15) 15
FTN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 341 shall consist of the following possible play symbols and play symbol captions:

- (1) FREE
TICKET
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$6.00
SIX
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$25.00
TWY FIV
- (9) \$50.00
FIFTY
- (10) \$2,000
TWO THOU
- (11) LIFE
LIFE

(State Lottery Commission; 65 IAC 4-332-3; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1535; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-332-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 341 shall remove the latex material covering the twenty-one (21) play symbols and play symbol captions. If "LUCKY NUMBER" matches any of "YOUR NUMBERS", the holder is entitled to the prize amount paired with the matched number. If a matching number is paired with the play symbol "LIFE", the holder is entitled to a prize of three thousand dollars (\$3,000) per month for life. The lifetime prize will only be paid for the natural life of an individual human being. A holder may win up to ten (10) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 341 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 - FREE	Instant tickets with a cumulative face value of \$3	306,000

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1 - \$3.00	\$3	224,400
1 - \$4.00	\$4	61,200
1 - \$5.00	\$5	102,000
2 - \$3.00	\$6	102,000
2 - \$3.00 and 1 - \$4.00	\$6	20,400
1 - \$4.00 and 1 - \$6.00	\$10	20,400
2 - \$5.00	\$10	20,400
1 - \$10.00	\$10	20,400
2 - \$3.00, 1 - \$4.00, and 1 - \$10.00	\$20	10,200
1 - \$4.00, 1 - \$6.00, and 1 - \$10.00	\$20	10,200
2 - \$10.00	\$20	10,200
1 - \$20.00	\$20	10,200
5 - \$5.00	\$25	20,400
10 - \$4.00	\$40	10,200
10 - \$5.00	\$50	5,100
1 - \$5.00, 1 - \$20.00, and 1 - \$25.00	\$50	5,100
2 - \$5.00, 2 - \$10.00, and 1 - \$20.00	\$50	510
5 - \$10.00	\$50	340
1 - \$50.00	\$50	340
1 - \$2,000	\$2,000	68
1 - LIFE	\$3,000 per month for life	3

(State Lottery Commission; 65 IAC 4-332-4; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1536; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-332-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 341.

(b) The odds of winning a prize in instant game number 341 are approximately 1 in 4.25.

(c) All reorders of tickets for instant game number 341 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-332-5; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1537; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 333. Instant Game 707

65 IAC 4-333-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 707, Casino 7's". (*State Lottery Commission; 65 IAC 4-333-1; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891*)

65 IAC 4-333-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 707 shall sell for seven dollars (\$) per ticket. (*State Lottery Commission; 65 IAC 4-333-2; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891*)

65 IAC 4-333-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 707 shall contain forty (40) play symbols and play symbol captions arranged among seven (7) separate and independent games each concealed under a spot of latex material.

(b) The game on the upper right side of each instant ticket shall be labeled "1" and shall contain six (6) play symbols and play symbol captions representing prize amounts.

(c) The game in the upper left side of each instant ticket shall be labeled "2" and shall contain six (6) play symbols and play symbol captions arranged in a matrix of two (2) rows and three (3) columns. The rows shall be labeled "ROW 1" and "ROW 2", respectively. The first column shall be labeled "YOURS", the second column shall be labeled "THEIRS", and the last column shall be labeled "PRIZE".

(d) The game across from "2" on each instant ticket shall be labeled "3" and shall contain ten (10) play symbols and play symbol captions. Nine (9) play symbols and play symbol captions representing numbers shall be arranged in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption representing a prize amount shall appear in the "PRIZE" box.

(e) The game below game "2" on each instant ticket shall be labeled "4" and shall contain seven (7) play symbols and play symbol captions. Six (6) play symbols and play symbol captions representing pictures of objects shall be arranged in a matrix of three (3) rows and two (2) columns. One (1) play symbol and play symbol caption representing a prize amount shall appear in the "PRIZE" box.

(f) The game below game "3" on each instant ticket shall be labeled "5" and contain three (3) play symbols and play symbol captions, two (2) of which represent numbers. The third play symbol and play symbol caption shall represent a prize amount and appear in the box labeled "PRIZE".

(g) The game below game "4" on each instant ticket shall be labeled "6" and shall contain one (1) play symbol and play [sic., symbol] caption in the "FAST WIN" area.

(h) The game below game "5" on each instant ticket shall be labeled "7" and shall contain seven (7) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the small box labeled "LUCKY NUMBER". Six (6) play symbols and play symbol captions shall appear in the large box labeled "YOUR NUMBERS" and be arranged in pairs of numbers and prize amounts. (*State Lottery Commission; 65 IAC 4-333-3; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891*)

65 IAC 4-333-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

(1) \$1.00

ONE

(2) \$2.00

- TWO
- (3) \$3.00
- THREE
- (4) \$4.00
- FOUR
- (5) \$5.00
- FIVE
- (6) \$6.00
- SIX
- (7) \$7.00
- SEVEN
- (8) \$10.00
- TEN
- (9) \$17.00
- SEVENTEEN
- (10) \$20.00
- TWENTY
- (11) \$30.00
- THIRTY
- (12) \$40.00
- FORTY
- (13) \$70.00
- SEVENTY
- (14) \$100
- ONE HUN
- (15) \$200
- TWO HUN
- (16) \$700
- SVN HUN
- (17) \$1,000
- ONE THOU
- (18) \$77,000
- SVT SVN THOU

(b) The play symbols and play symbol captions appearing in games “2”, “3”, “5”, and “7”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
- ONE
- (2) 2
- TWO
- (3) 3
- THREE
- (4) 4
- FOUR
- (5) 5
- FIVE
- (6) 6
- SIX
- (7) 7
- SEVEN
- (8) 8

EIGHT

(9) 9

NINE

(c) The play symbols and play symbol captions appearing in game “4”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A picture of a stack of dollar bills

MONEY

(2) A picture of a money bag

MNYBG

(3) A picture of a pot of gold

PTGLD

(4) A picture of a gold bar

GOLD

(5) A picture of stacks of coins

COINS

(6) A picture of a circle around a dollar sign

COIN

(7) A picture of a crown

CROWN

(8) A picture of a rabbit’s foot

RBFTF

(9) A picture of a horseshoe

SHOE

(10) A picture of a star

STAR

(11) A picture of a diamond

DIMND

(12) A picture of a dollar sign

DLRSN

(d) The play symbols and play symbol captions appearing in the “FAST WIN” area of game “6” shall consist of the following possible play symbols and play symbol captions:

(1) TRY AGAIN

(2) \$17.00

SEVENTEEN

(State Lottery Commission; 65 IAC 4-333-4; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 892)

65 IAC 4-333-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 707 shall remove the latex material covering the forty (40) play symbols and play symbol captions.

(b) If three (3) matching play symbols and play symbol captions are exposed in game “1”, the holder is entitled to the matched prize amount.

(c) If the number in the “YOURS” column is higher than the number in the “THEIRS” column in either row in game “2”, the holder is entitled to the prize exposed for that row.

(d) If three (3) play symbols and play symbol captions representing the number seven (7) are exposed in any vertical, horizontal, or diagonal line in the game “3” matrix, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

(e) If three (3) matching play symbols and play symbol captions are exposed in game “4”, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

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(f) If two (2) play symbols and play symbol captions representing the number seven (7) are exposed in game “5”, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

(g) If the play symbol and play symbol caption associated with seventeen dollars is exposed in the “FAST WIN” area of game “6,” the holder is entitled to a prize of seventeen dollars (\$17).

(h) If, in game “7”, one (1) or more of the play symbols and play symbol captions in the “YOUR NUMBERS” box match the play symbol and play symbol caption in the “LUCKY NUMBER” box, the holder is automatically entitled to the paired prize amount(s). (*State Lottery Commission; 65 IAC 4-333-5; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893*)

65 IAC 4-333-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The number of winning plays, prize amounts, and approximate number of winners in instant game number 707 are as follows:

Number of Winning Plays and Prize Amount Play Symbols	Prize Amount	Approximate Number of Winners
1 – \$2.00 + 1 – \$5.00	\$7	62,400
1 – \$1.00 + 3 – \$2.00	\$7	62,400
1 – \$7.00	\$7	31,200
2 – \$5.00	\$10	62,400
1 – \$10.00	\$10	62,400
7 – \$2.00	\$14	31,200
2 – \$7.00	\$14	15,600
1 – \$4.00 + 1 – \$10.00	\$14	15,600
1 – \$17.00 (“FAST WIN”)	\$17	31,200
1 – \$7.00 + 1 – \$10.00	\$17	15,600
1 – \$17.00	\$17	15,600
8 – \$5.00	\$40	2,600
4 – \$10.00	\$40	2,600
1 – \$40.00	\$40	2,600
1 – \$5.00 + 8 – \$6.00 + 1 – \$17.00 (“FAST WIN”)	\$70	8,996
7 – \$10.00	\$70	8,840
1 – \$70.00	\$70	8,840
5 – \$20.00 + \$17.00 (“FAST WIN”)	\$117	650
1 – \$7.00 + 2 – \$10.00 + 3 – \$30.00	\$117	650
1 – \$3.00 + 1 – \$17.00 (“FAST WIN”) + 4 – \$20.00 + 2 – \$100 + 2 – \$200	\$700	455
7 – \$100	\$700	455
1 – \$700	\$700	455
1 – \$1,000	\$1,000	10
7 – \$1,000	\$7,000	4
1 – \$77,000	\$77,000	2

(*State Lottery Commission; 65 IAC 4-333-6; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893*)

65 IAC 4-333-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million five hundred (1,500,000) [*sic.*] instant tickets initially available in instant game number 707.

(b) The odds of winning a prize in instant game number 707 are approximately 1 in 3.52.

(c) All reorders of tickets for instant game number 707 shall have the same:

- (1) prize structure;
- (2) number of prizes per prize pool of one hundred twenty thousand (120,000); and
- (3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-333-7; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893)*

65 IAC 4-333-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 707 within which to claim their prizes. End of game and last day to claim dates are available from any retailer who sells lottery tickets, through the commission's customer service number, 1-800-955-6886, and on its Web site, www.hoosierlottery.com. Any prizes not claimed by that date are forfeited. *(State Lottery Commission; 65 IAC 4-333-8; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 894)*

Rule 334. Instant Game 335 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763)

Rule 335. Instant Game 676

65 IAC 4-335-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 676, Blazin' Bingo Doubler". *(State Lottery Commission; 65 IAC 4-335-1; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)*

65 IAC 4-335-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 676 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-335-2; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)*

65 IAC 4-335-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 676 shall have four (4) separate and independent game play data areas, with the game play data area in the upper right side of each instant ticket referred to as "CALLER'S CARD". The game play data area on each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The "CALLER'S CARD" shall have twenty-four (24) play symbols arranged in a matrix of four (4) rows and six (6) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63

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4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for “CALLER’S CARD” shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-335-3; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)

65 IAC 4-335-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 676 must remove the latex material covering the twenty-four (24) play symbols on the upper right side of the game play data area labeled “CALLER’S CARD”. *(State Lottery Commission; 65 IAC 4-335-4; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191)*

65 IAC 4-335-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, “winning play” means play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

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(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) If the five (5) play symbols in a vertical, horizontal, or diagonal line are marked with “red”, the corresponding prize is doubled.

(3) One (1) play symbol in each corner.

(4) Eight (8) play symbols arranged from corner to corner in the form of an “X”.

(5) If the eight (8) play symbols arranged from corner to corner in the form of an “X” are marked with “red”, the corresponding prize is doubled.

(b) There shall be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket in instant game 676. (*State Lottery Commission; 65 IAC 4-335-5; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191*)

65 IAC 4-335-6 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. For purposes of instant game number 676, “pack” means a set of instant tickets each bearing a common pack number, fan-folder in strips of one (1) ticket. (*State Lottery Commission; 65 IAC 4-335-6; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191*)

65 IAC 4-335-7 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 676 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1 – 5(a)(1)	\$2	306,000
CARD 2 – 5(a)(1)	\$3	244,800
CARD 1 – 5(a)(2)	\$4	102,000
CARD 1 – 5(a)(1) and CARD 2 – 5(a)(1)	\$5	81,600
CARD 2 – 5(a)(2)	\$6	102,000
CARD 3 – 5(a)(1)	\$10	20,400
CARD 3 – 5(a)(2)	\$20	20,400
CARD 4 – 5(a)(1)	\$25	19,720
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), and CARD 4 – 5(a)(1)	\$30	8,500
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), CARD 3 – 5(a)(1) and CARD 4 – 5(a)(1)	\$40	5,100
CARD 2 – 5(a)(3)	\$50	3,400
CARD 4 – 5(a)(2)	\$50	3,400
CARD 1 and CARD 3 – 5(a)(3) and CARD 4 – 5(a)(1)	\$200	544
CARD 1 and CARD 2 and CARD 3 – 5(a)(3) and CARD 4 – 5(a)(1)	\$250	340
CARD 2 – 5(a)(4)	\$250	340
CARD 4 – 5(a)(3)	\$250	340
CARD 1 – 5(a)(5)	\$300	170
CARD 3 – 5(a)(5)	\$2,000	34

CARD 4 – 5(a)(5) \$10,000 10
(State Lottery Commission; 65 IAC 4-335-7; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191)

65 IAC 4-335-8 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 8. (a) A total of approximately four million (4,000,000) instant tickets will be initially available for instant game number 676.

(b) The odds of winning a prize with an instant ticket in instant game number 676 are approximately 1 in 4.44.

(c) All reorders of tickets for instant game number 676 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-335-8; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1192)*

65 IAC 4-335-9 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of instant game 676 within which to claim their prizes. The last day to claim a prize in instant game number 676 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-335-9; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1192)*

Rule 336. Instant Game 680

65 IAC 4-336-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 680, \$250,000 Jubilee". *(State Lottery Commission; 65 IAC 4-336-1; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1602, eff Dec 19, 2003)*

65 IAC 4-336-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 680 shall sell for twenty dollars (\$20) per ticket. *(State Lottery Commission; 65 IAC 4-336-2; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1602, eff Dec 19, 2003)*

65 IAC 4-336-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 680 shall contain forty-six (46) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Six (6) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area

labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts.

(b) The play symbols and play symbol captions in instant game number 680, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20
TWY
- (21) 21
TWN
- (22) 22
TWT
- (23) 23
TWR
- (24) 24

TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44
FRF
(45) 45
FRV
(46) 46
FRS
(47) 47
FSN
(48) 48
FRE
(49) 49

- FNI
- (50) 50
- FTY
- (51) 51
- FYO
- (52) 52
- FYT
- (53) 53
- FYH
- (54) 54
- FYF
- (55) 55
- FYV
- (56) 56
- FYS
- (57) 57
- FYN
- (58) 58
- FYE
- (59) 59
- FNN
- (60) 60
- SXY
- (61) A picture of \$\$
- WIN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 680 shall consist of the following possible play symbols and play symbol captions:

- (1) \$5.00
- FIVE
- (2) \$10.00
- TEN
- (3) \$15.00
- FIFTEEN
- (4) \$20.00
- TWENTY
- (5) \$50.00
- FIFTY
- (6) \$100
- ONE HUN
- (7) \$200
- TWO HUN
- (8) \$500
- FIVE HUN
- (9) \$1,000
- ONE THOU
- (10) \$10,000
- TEN THOU
- (11) \$250,000
- TWHNFY THOU

(State Lottery Commission; 65 IAC 4-336-3; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1602, eff Dec 19, 2003)

65 IAC 4-336-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 676 [sic., 680] shall remove the latex material covering the forty-six (46) play symbols and play symbol captions. If any of "YOUR NUMBERS" match any of the "WINNING NUMBERS" the holder is entitled to the paired prize amount. If the play symbol "\$\$" is exposed, the holder is automatically entitled to the paired prize amount. (State Lottery Commission; 65 IAC 4-336-4; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1604, eff Dec 19, 2003)

65 IAC 4-336-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of instant game number 676 [sic., 680], "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. (State Lottery Commission; 65 IAC 4-336-5; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1604, eff Dec 19, 2003)

65 IAC 4-336-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 676 [sic., 680] are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
2 – \$5.00	\$10	403,200
1 – \$10.00	\$10	302,400
3 – \$5.00	\$15	100,800
1 – \$15.00	\$15	100,800
2 – \$5.00 + 1 – \$10.00	\$20	201,600
2 – \$10.00	\$20	201,600
1 – \$20.00	\$20	100,800
10 – \$5.00	\$50	10,080
6 – \$5.00 + 1 – \$20.00	\$50	10,080
5 – \$10.00	\$50	10,080
2 – \$20.00 + 1 – \$10.00	\$50	10,080
1 – \$50.00	\$50	10,080
20 – \$5.00	\$100	10,080
10 – \$10.00	\$100	10,080
5 – \$20.00	\$100	10,080
1 – \$10.00 + 2 – \$20.00 + 1 – \$50.00	\$100	10,080
1 – \$100	\$100	10,080
20 – \$10.00	\$200	3,150
10 – \$20.00	\$200	2,940
1 – \$10.00 + 2 – \$20.00 + 3 – \$50.00	\$200	2,940
4 – \$50.00	\$200	2,940
1 – \$200	\$200	2,940
15 – \$20.00 + 4 – \$50.00	\$500	420
10 – \$50.00	\$500	420
6 – \$50.00 + 2 – \$100	\$500	420
5 – \$100	\$500	420
20 – \$50.00	\$1,000	336

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10 – \$50.00 + 5 – \$100	\$1,000	210
10 – \$100	\$1,000	210
5 – \$200	\$1,000	210
1 – \$1,000	\$1,000	210
20 – \$500	\$10,000	84
1 – \$10,000	\$10,000	42
1 – \$250,000	\$250,000	10

(State Lottery Commission; 65 IAC 4-336-6; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1604, eff Dec 19, 2003)

65 IAC 4-336-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately five million (5,000,000) instant tickets will be initially available for instant game number 680.

(b) The odds of winning a prize with an instant ticket in instant game number 680 are approximately 1 in 3.29.

(c) All reorders of tickets for instant game number 680 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-336-7; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1604, eff Dec 19, 2003)*

65 IAC 4-336-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 680 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-336-8; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1605, eff Dec 19, 2003)*

Rule 337. Instant Game 710

65 IAC 4-337-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 710, \$2,000,000 Bonus Spectacular". *(State Lottery Commission; 65 IAC 4-337-1; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1900, eff Jan 23, 2004)*

65 IAC 4-337-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 710 shall sell for twenty dollars (\$20) per ticket. *(State Lottery Commission; 65 IAC 4-337-2; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1901, eff Jan 23, 2004)*

65 IAC 4-337-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 710 shall contain forty-eight (48) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Eight (8) play symbols and play symbol captions representing numbers shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts.

(b) The play symbols and play symbol captions in instant game number 710, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20
TWY

(21) 21
TWN
(22) 22
TWT
(23) 23
TWR
(24) 24
TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44
FRF
(45) 45
FRV

- (46) 46
FRS
- (47) 47
FSN
- (48) 48
FRE
- (49) 49
FNI
- (50) 50
FTY
- (51) 51
FYO
- (52) 52
FYT
- (53) 53
FYH
- (54) 54
FYF
- (55) 55
FYV
- (56) 56
FYS
- (57) 57
FYN
- (58) 58
FYE
- (59) 59
FNN
- (60) 60
SXY
- (61) A picture of \$\$
WIN
- (62) A picture of GP
WIN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 710 shall consist of the following possible play symbols and play symbol captions:

- (1) \$5.00
FIVE
- (2) \$10.00
TEN
- (3) \$20.00
TWENTY
- (4) \$25.00
TWY FIVE
- (5) \$40.00
FORTY
- (6) \$50.00
FIFTY
- (7) \$100
ONE HUN

- (8) \$200
TWO HUN
- (9) \$500
FIVE HUN
- (10) \$1,000
ONE THOU
- (11) \$10,000
TEN THOU
- (12) \$20,000
TWY THOU
- (13) \$50,000
FTY THOU
- (14) \$100,000
HUN THOU
- (15) \$1,000,000
ONE MIL

(State Lottery Commission; 65 IAC 4-337-3; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1901, eff Jan 23, 2004)

65 IAC 4-337-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 710 shall remove the latex material covering the forty-eight (48) play symbols and play symbol captions. If any of "YOUR NUMBERS" match any of the "WINNING NUMBERS", the holder is entitled to the paired prize amount. If the play symbol "\$\$" is exposed in "YOUR NUMBERS", the holder is automatically entitled to the paired prize amount. If the play symbol of "GP" is exposed in "YOUR NUMBERS", the holder is automatically entitled to the grand prize of one million dollars (\$1,000,000). The holders of the grand prize winning tickets in instant game 710 shall claim their prize at Hoosier Lottery Headquarters, 201 S. Capitol Avenue, Indianapolis, IN. After claiming the grand prize, the winner will be entered into a "Grand Prize Bonus Drawing" for a chance to win one (1) additional prize of one million dollars (\$1,000,000). *(State Lottery Commission; 65 IAC 4-337-4; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1902, eff Jan 23, 2004)*

65 IAC 4-337-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 5. For purposes of instant game number 710, "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-337-5; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1902, eff Jan 23, 2004)*

65 IAC 4-337-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 710 are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
2 – \$10.00	\$20	288,000
1 – \$20.00	\$20	288,000
1 – \$5.00 + 2 – \$10.00	\$25	144,000
1 – \$25.00	\$25	144,000
2 – \$5.00 + 3 – \$10.00	\$40	72,000

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4 – \$10.00	\$40	36,000
1 – \$40.00	\$40	36,000
10 – \$5.00	\$50	14,400
6 – \$5.00 + 1 – \$20.00	\$50	14,000
5 – \$10.00	\$50	14,400
2 – \$20.00 + 1 – \$10.00	\$50	14,400
1 – \$50.00	\$50	14,400
20 – \$5.00	\$100	14,400
10 – \$10.00	\$100	14,400
5 – \$20.00	\$100	14,400
1 – \$10.00 + 2 – \$20.00 + 1 – \$50.00	\$100	14,400
1 – \$100	\$100	14,400
20 – \$10.00	\$200	5,580
10 – \$20.00	\$200	5,580
1 – \$10.00 + 2 – \$20.00 + 3 – \$50.00	\$200	5,580
4 – \$50.00	\$200	5,580
1 – \$200	\$200	5,580
15 – \$20.00 + 4 – \$50.00	\$500	810
10 – \$50.00	\$500	810
6 – \$50.00 + 2 – \$100	\$500	810
5 – \$100	\$500	780
1 – \$500	\$500	780
20 – \$50.00	\$1,000	420
10 – \$50.00 + 5 – \$100	\$1,000	420
10 – \$100	\$1,000	390
5 – \$200	\$1,000	390
1 – \$1,000	\$1,000	390
20 – \$500	\$10,000	100
1 – \$10,000	\$10,000	100
20 – \$1,000	\$20,000	50
1 – \$20,000	\$20,000	50
2 – \$50,000	\$100,000	5
1 – \$100,000	\$100,000	5
1 – \$1,000,000	\$1,000,000	5

(State Lottery Commission; 65 IAC 4-337-6; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1902, eff Jan 23, 2004)

65 IAC 4-337-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately three million six hundred thousand (3,600,000) instant tickets will be initially available for instant game number 710.

(b) The odds of winning a prize with an instant ticket in instant game number 710 are approximately 1 in 3.03.

(c) All reorders of tickets for instant game number 710 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-337-7; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1903, eff Jan 23, 2004)*

65 IAC 4-337-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 710 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-337-8; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1903, eff Jan 23, 2004*)

Rule 338. Instant Game 684**65 IAC 4-338-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 684, Island Poker". (*State Lottery Commission; 65 IAC 4-338-1; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1896, eff Jan 23, 2004*)

65 IAC 4-338-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 684 shall sell for seven dollars (\$7) per ticket. (*State Lottery Commission; 65 IAC 4-338-2; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1897, eff Jan 23, 2004*)

65 IAC 4-338-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 684 shall contain sixty-six (66) play symbols in the game play data area all concealed under a large spot of latex material. The play symbols in the area labeled "YOUR HANDS" shall represent playing cards and be arranged in five (5) rows of five (5) play symbols and play symbol captions each. The rows shall be labeled "1st HAND", "2nd HAND", "3rd HAND", "4th HAND", "5th HAND", "6th HAND", "7th HAND", "8th HAND", "9th HAND", "10th HAND" and "11th HAND", respectively. The play symbols in the area labeled "PRIZE" shall represent prize amounts.

(b) The play symbols and play symbol captions appearing in instant game number 684 shall consist of the following possible play symbols and play symbol captions:

- (1) A playing card ♠ with the number 2
TWOSP
- (2) A playing card ♠ with the number 3
THRSP
- (3) A playing card ♠ with the number 4
FORSP
- (4) A playing card ♠ with the number 5
FIVSP
- (5) A playing card ♠ with the number 6
SIXSP
- (6) A playing card ♠ with the number 7
SVNSP
- (7) A playing card ♠ with the number 8
EGTSP

- (8) A playing card ♠ with the number 9
NINSP
- (9) A playing card ♠ with a letter [*sic., number*] 10
TENSP
- (10) A playing card ♠ with a letter “J”
JACSP
- (11) A playing card ♠ with the letter “Q”
QUESP
- (12) A playing card ♠ with the letter “K”
KNGSP
- (13) A playing card ♠ with the letter “A”
ACESP
- (14) A playing card ♣ with the number 2
TWOCL
- (15) A playing card ♣ with the number 3
THRCL
- (16) A playing card ♣ with the number 4
FORCL
- (17) A playing card ♣ with the number 5
FIVCL
- (18) A playing card ♣ with the number 6
SIXCL
- (19) A playing card ♣ with the number 7
SVNCL
- (20) A playing card ♣ with the number 8
EGTCL
- (21) A playing card ♣ with the number 9
NINCL
- (22) A playing card ♣ with a letter [*sic., number*] 10
TENCL
- (23) A playing card ♣ with a letter “J”
JACCL
- (24) A playing card ♣ with the letter “Q”
QUECL
- (25) A playing card ♣ with the letter “K”
KNGCL
- (26) A playing card ♣ with the letter “A”
ACECL
- (27) A playing card ♥ with the number 2
TWOHT
- (28) A playing card ♥ with the number 3
THRHT
- (29) A playing card ♥ with the number 4
FORHT
- (30) A playing card ♥ with the number 5
FIVHT
- (31) A playing card ♥ with the number 6
SIXHT
- (32) A playing card ♥ with the number 7
SVNHT

- (33) A playing card ♥ with the number 8
EGTHT
- (34) A playing card ♥ with the number 9
NINHT
- (35) A playing card ♥ with a letter [*sic., number*] 10
TENHT
- (36) A playing card ♥ with a letter “J”
JACHT
- (37) A playing card ♥ with the letter “Q”
QUEHT
- (38) A playing card ♥ with the letter “K”
KNGHT
- (39) A playing card ♥ with the letter “A”
ACEHT
- (40) A playing card ♦ with the number 2
TWODM
- (41) A playing card ♦ with the number 3
THRDM
- (42) A playing card ♦ with the number 4
FORDM
- (43) A playing card ♦ with the number 5
FIVDM
- (44) A playing card ♦ with the number 6
SIXDM
- (45) A playing card ♦ with the number 7
SVNDM
- (46) A playing card ♦ with the number 8
EGTDM
- (47) A playing card ♦ with the number 9
NINDM
- (48) A playing card ♦ with a letter [*sic., number*] 10
TENDM
- (49) A playing card ♦ with a letter “J”
JACDM
- (50) A playing card ♦ with the letter “Q”
QUEDM
- (51) A playing card ♦ with the letter “K”
KNGDM
- (52) A playing card ♦ with the letter “A”
ACEDM

(c) The play symbols and play symbol captions representing prize amounts in instant game number 684 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE

- (5) \$7.00
SEVEN
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$50.00
FIFTY
- (10) \$70.00
SEVENTY
- (11) \$100
ONE HUN
- (12) \$200
TWO HUN
- (13) \$500
FIVE HUN
- (14) \$1,000
ONE THOU
- (15) \$2,000
TWO THOU
- (16) \$70,000
SVNTY THOU
- (17) A picture of an airplane
TRIP

(State Lottery Commission; 65 IAC 4-338-3; emergency rule filed Jan 22, 2004, 2:45 p.m.; 27 IR 1897, eff Jan 23, 2004)

65 IAC 4-338-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a valid instant ticket in instant game number 684 shall remove the latex material covering the sixty-six (66) play symbols.

(b) Play symbols have the value designated on the face of the play symbols except that those representing jacks, queens, kings, and aces, respectively, shall be treated as having consecutively increasing values. A holder may win multiply [*sic.*, *multiple*] times on a ticket but may only win one (1) prize in a row.

(c) If the combination of play symbols in one (1) or more hands meets any of the following requirements, the holder is entitled to the associated prize amount:

- (1) 1 Pair - Two (2) play symbols of an identical value of tens (10) or better are exposed.
- (2) 2 Pair - Two (2) sets of play symbols are exposed with each set consisting of two (2) play symbols of an identical value.
- (3) 3 of a Kind - Three (3) play symbols of an identical value are exposed.
- (4) Straight - Five (5) play symbols with consecutively increasing values in any suit are exposed.
- (5) Flush - Five (5) play symbols of the same suit are exposed.
- (6) Full House - Three (3) play symbols of an identical value and two (2) play symbols of a different identical value are exposed.
- (7) 4 of a Kind - Four (4) play symbols of an identical value are exposed.
- (8) Straight Flush - Five (5) play symbols of consecutively increasing values in the same suit are exposed.
- (9) Royal Flush - Five (5) play symbols representing the 10, Jack, Queen, King, and Ace of the same suit are exposed.
- (10) Expose the play symbol of an "AIRPLANE" and automatically win a vacation for six (6) days and five (5) nights for two

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(2) adults at a selected SuperClub® resort, which shall include the following:

(A) Choice of the following resorts:

- (i) Grand Lido Braco, Jamaica.
- (ii) Grand Lido Negril, Jamaica.
- (iii) Breezes Runaway Bay, Jamaica.
- (iv) Breezes Montego Bay, Jamaica. or
- (v) Breezes Bahamas, Bahamas.

(B) Round trip coach air transportation from Indianapolis, Chicago, Detroit, or Cincinnati to Montego Bay or Nassau airports.

(C) All-inclusive resort package.

(D) One (1) deluxe leather “ballistic” travel bag. and

(E) All room and airline fees and taxes.

(State Lottery Commission; 65 IAC 4-338-4; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1898, eff Jan 23, 2004)

65 IAC 4-338-5 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of instant game number 684, “pack” means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-338-5; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1899, eff Jan 23, 2004)*

65 IAC 4-338-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The play symbols, prize amounts, and number of winners in instant game number 684 are as follows:

Number of Winning of <i>[sic.]</i> Prizes	Prize Amount	Approximate Number of Winners
1 – \$2.00 + 1 – \$5.00	\$7	93,600
1 – \$7.00	\$7	93,600
5 – \$2.00	\$10	31,200
2 – \$5.00	\$10	31,200
1 – \$10.00	\$10	15,600
2 – \$7.00	\$14	15,600
2 – \$2.00 + 2 – \$5.00	\$14	7,800
2 – \$2.00 + 1 – \$10.00	\$14	7,800
5 – \$4.00	\$20	15,600
4 – \$5.00	\$20	7,800
2 – \$10.00	\$20	7,800
1 – \$20.00	\$20	7,800
10 – \$3.00 + 1 – \$10.00	\$40	3,575
4 – \$10.00	\$40	3,575
2 – \$20.00	\$40	3,575
1 – \$40.00	\$40	3,575
10 – \$5.00 + 1 – \$20.00	\$70	9,750
1 – \$10.00 + 3 – \$20.00	\$70	9,750
1 – \$20.00 + 1 – \$50.00	\$70	9,750
1 – \$70.00	\$70	9,750
10 – \$50.00 + 1 – \$200	\$700	44
2 – \$100 + 1 – \$500	\$700	44

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7 – \$100	\$700	44
2 – \$500	\$1,000	6
1 – \$1,000	\$1,000	6
5 – \$1,000 + 1 – \$2,000	\$7,000	5
7 – \$1,000	\$7,000	5
1 – Airplane symbol	\$6,067.82	110
1 – \$70,000	\$70,000	3

(State Lottery Commission; 65 IAC 4-338-6; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1899, eff Jan 23, 2004)

65 IAC 4-338-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million five hundred thousand (1,500,000) instant tickets initially available in instant game number 684.

(b) The odds of winning a prize in instant game number 684 are approximately 1 in 4.01.

(c) All reorders of tickets for instant game number 684 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-338-7; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1899, eff Jan 23, 2004)*

65 IAC 4-338-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 684 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-338-8; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1899, eff Jan 23, 2004)*

Rule 339. Instant Game 716

65 IAC 4-339-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 716, Red Hot Doubler II". *(State Lottery Commission; 65 IAC 4-339-1; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1903)*

65 IAC 4-339-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 716 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-339-2; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1904)*

65 IAC 4-339-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 716 shall contain twelve (12) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Ten (10) play symbols and play symbol captions shall appear in the "YOUR NUMBERS" area representing numbers. One (1) play symbol and play symbol caption representing a number shall appear in the area labeled "LUCKY NUMBER", and one (1) play symbol and play symbol caption representing a prize amount shall appear in *[sic., the]* area labeled "PRIZE".

(b) The play symbols and play symbol captions, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20

TWY

(c) The play symbols representing prize amounts shall consist of the following possible play symbols:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THR
- (4) \$4.00
FOUR
- (5) \$6.00
SIX
- (6) \$8.00
EIGHT
- (7) \$12.00
TWELVE
- (8) \$20.00
TWENTY
- (9) \$40.00
FORTY
- (10) \$50.00
FIFTY
- (11) \$80.00
EIGHTY
- (12) \$100
ONE HUN
- (13) \$150
ONE FTY
- (14) \$300
THR HUN
- (15) \$1,500
FTN HUN
- (16) \$3,000
THR THOU

(State Lottery Commission; 65 IAC 4-339-3; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1904)

65 IAC 4-339-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 716 shall remove the latex material covering the twelve (12) play symbols and play symbol captions. If one (1) or more play symbols and play symbol captions in the "YOUR NUMBERS" area match the play symbol and play symbol caption in the "LUCKY NUMBER" area, the holder is entitled to the prize amount in the "PRIZE" area. If the play symbol and play symbol caption exposed in the "YOUR NUMBERS" area is red, the player is entitled to double the prize amount exposed. *(State Lottery Commission; 65 IAC 4-339-4; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1904)*

65 IAC 4-339-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 5. For purposes of instant game number 716, "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. (*State Lottery Commission; 65 IAC 4-339-5; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1905*)

65 IAC 4-339-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The number of matches, prize amounts, and number of winners in instant game number 716 are as follows:

Number of Matches and Matched Prize Amounts	Total Prize Amount	Approximate Number of Winners
1 – \$1.00	\$1	561,000
1 – \$2.00	\$2	112,200
1 – \$3.00	\$3	51,000
1 – \$4.00	\$4	27,200
1 – \$2.00 (red)	\$4	27,200
1 – \$8.00	\$8	13,600
1 – \$4.00 (red)	\$8	13,600
1 – \$12.00	\$12	10,200
1 – \$6.00 (red)	\$12	10,200
1 – \$20.00	\$20	6,800
1 – \$40.00	\$40	3,247
1 – \$20.00 (red)	\$40	3,230
1 – \$80.00	\$80	850
1 – \$40.00 (red)	\$80	850
1 – \$100	\$100	527
1 – \$50 (red)	\$100	510
1 – \$300	\$300	136
1 – \$150 (red)	\$300	136
1 – \$1,500 (red)	\$3,000	12
1 – \$3,000	\$3,000	12

(*State Lottery Commission; 65 IAC 4-339-6; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1905*)

65 IAC 4-339-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 716.

(b) The odds of winning a prize in instant game number 716 are approximately 1 in 4.84.

(c) All reorders of tickets for instant game number 716 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-339-7; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1905*)

65 IAC 4-339-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 716 within which to claim their prizes. Game end

dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-339-8; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1905*)

Rule 340. Instant Game 718

65 IAC 4-340-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 718, Nifty 50". (*State Lottery Commission; 65 IAC 4-340-1; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1905*)

65 IAC 4-340-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 718 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-340-2; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906*)

65 IAC 4-340-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The play symbols and play symbol captions in instant game number 718 shall consist of the following possible play symbols and play symbol captions:

The play symbols and play symbol captions in instant game number 718 shall consist of the following possible play symbols and play symbol captions: [*sic.*]

(1) \$1.00

ONE

(2) \$2.00

TWO

(3) \$5.00

FIVE

(4) \$15.00

FIFTEEN

(5) \$50.00

FIFTY

(6) \$550

FIV HUN FTY

(*State Lottery Commission; 65 IAC 4-340-3; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906*)

65 IAC 4-340-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 718 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions are exposed, the holder is entitled to a prize of the matched amount. If two (2) matching play symbols and play symbol captions are exposed and match the "Bonus Box" amount, the holder is entitled to a prize of the matched amount. (*State Lottery Commission; 65 IAC 4-340-4; emergency rule filed Jan 23,*

2004, 1:46 p.m.: 27 IR 1906)

65 IAC 4-340-5 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of instant game number 718, “pack” means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-340-5; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)*

65 IAC 4-340-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 718 are as follows:

Matched Play Symbols	Prize Amount	Approximate Number of Winners
3 – \$1.00	\$1	638,400
3 – \$2.00	\$2	268,800
3 – \$5.00	\$5	117,600
3 – \$15.00	\$15	16,800
3 – \$50.00	\$50	18,522
3 – \$550	\$550	10

(State Lottery Commission; 65 IAC 4-340-6; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)

65 IAC 4-340-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately five million (5,000,000) instant tickets initially available in instant game number 718.

(b) The odds of winning a prize in instant game number 718 are approximately 1 in 4.75.

(c) All reorders of tickets for instant game number 718 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-340-7; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)*

65 IAC 4-340-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 718 within which to claim their prizes. Game end dates are available on the commission’s Web site at www.hoosierlottery.com or may be obtained through the commission’s toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-340-8; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)*

Rule 341. Instant Game 719

65 IAC 4-341-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 719, Sapphire Blue 7s". (*State Lottery Commission; 65 IAC 4-341-1; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1907*)

65 IAC 4-341-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 719 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-341-2; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1907*)

65 IAC 4-341-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 719 shall contain twenty (20) play symbols and play symbol captions arranged in pairs of numbers and prize amounts all concealed under a large spot of latex material. Twenty (20) play symbols and play symbol captions shall appear in a matrix of ten (10) rows and two (2) columns.

(b) The play symbols and play symbol captions, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
BESVN (blue seven)
- (8) 7
BSEV (black seven)
- (9) 8
EIGHT
- (10) 9
NINE
- (11) 10
TEN
- (12) 11
ELEVN
- (13) 12
TWLV
- (14) 13

- THRTN
(15) 14
FORTN
(16) 15
FIFTN
(17) 16
SIXTN
(18) 18
EGTN
(19) 19
NINTN
(20) 20
TWTY

(c) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
(2) \$3.00
THREE
(3) \$4.00
FOUR
(4) \$5.00
FIVE
(5) \$10.00
TEN
(6) \$20.00
TWENTY
(7) \$50.00
FIFTY
(8) \$100
ONE HUN
(9) \$500
FIVE HUN
(10) \$1,000
ONE THOU
(11) \$15,000
FTN THOU

(State Lottery Commission; 65 IAC 4-341-3; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1907)

65 IAC 4-341-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 719 shall remove the latex material covering the twenty (20) play symbols and play symbol captions. If a play symbol of a black “7” is exposed, the holder is entitled to the paired prize amount shown. If a play symbol of a blue “7” is exposed, the holder is entitled to double the paired prize amount. A holder may win up to ten (10) times on a ticket. *(State Lottery Commission; 65 IAC 4-341-4; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908)*

65 IAC 4-341-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 5. For purposes of instant game number 718, "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-341-5; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908)*

65 IAC 4-341-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 719 are as follows:

Winning Prize Play Symbol	Prize Amount	Approximate Number of Winners
1 – \$2.00	\$2	360,000
1 – \$2.00 with blue 7	\$4	126,000
1 – \$4.00	\$4	126,000
1 – \$2.00 + 1 – \$3.00	\$5	54,000
1 – \$5.00	\$5	54,000
5 – \$2.00	\$10	36,000
2 – \$5.00	\$10	9,000
1 – \$5.00 double	\$10	9,000
1 – \$10.00	\$10	18,000
1 – \$5.00 + 1 – \$5.00 with blue 7	\$15	18,000
5 – \$3.00	\$15	18,000
10 – \$2.00	\$20	9,000
5 – \$4.00	\$20	9,000
1 – \$5.00 double + 1 – \$10.00	\$20	9,000
1 – \$20.00	\$20	9,000
10 – \$5.00	\$50	1,200
1 – \$10.00 + 1 – \$20.00 with blue 7	\$50	1,200
1 – \$50.00	\$50	1,200
10 – \$10.00	\$100	300
1 – \$50.00 with blue 7	\$100	300
2 – \$50.00	\$100	150
1 – \$100	\$100	150
5 – \$100	\$500	15
1 – \$500	\$500	14
1 – \$500 with blue 7	\$1,000	9
1 – \$1,000	\$1,000	9
1 – \$15,000	\$15,000	6

(State Lottery Commission; 65 IAC 4-341-6; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908)

65 IAC 4-341-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 7. (a) There shall be approximately three million six hundred thousand (3,600,000) instant tickets initially available in instant game number 719.

(b) The odds of winning a prize in instant game number 719 are approximately 1 in 4.14.

(c) All reorders of tickets for instant game number 719 shall have the same:

- (1) prize structure;
- (2) number of prizes per prize pool of one hundred twenty thousand (120,000); and
- (3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-341-7; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908*)

65 IAC 4-341-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 710 [*sic.*, 719] within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-341-8; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908*)

Rule 342. Scratch-Off Game 706

65 IAC 4-342-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 706, \$500,000 Money Mania". (*State Lottery Commission; 65 IAC 4-342-1; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3085, eff Jun 11, 2004*)

65 IAC 4-342-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Scratch-off tickets for scratch-off game number 706 shall sell for ten dollars (\$10) per ticket. (*State Lottery Commission; 65 IAC 4-342-2; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3085, eff Jun 11, 2004*)

65 IAC 4-342-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 706 shall contain forty-six (46) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Six (6) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts.

(b) The play symbols and play symbol captions in scratch-off game number 706, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR

- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20
TWY
- (21) 21
TWN
- (22) 22
TWT
- (23) 23
TWR
- (24) 24
TWF
- (25) 25
TWV
- (26) 26
TWS
- (27) 27
TSN
- (28) 28
TWE
- (29) 29
TNI

(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44
FRF
(45) 45
FRV
(46) 46
FRS
(47) 47
FSN
(48) 48
FRE
(49) 49
FNI
(50) 50
FTY
(51) 51
FYO
(52) 52
FYT
(53) 53
FYH
(54) 54
FYF

- (55) 55
FYV
- (56) 56
FYS
- (57) 57
FYN
- (58) 58
FYE
- (59) 59
FNN
- (60) 60
SXY
- (61) A picture of \$\$
WIN

(c) The play symbols and play symbol captions representing prize amounts in scratch-off game number 706 shall consist of the following possible play symbols and play symbol captions:

- (1) \$5.00
FIVE
- (2) \$10.00
TEN
- (3) \$15.00
FIFTEEN
- (4) \$20.00
TWENTY
- (5) \$50.00
FIFTY
- (6) \$100
ONE HUN
- (7) \$200
TWO HUN
- (8) \$500
FIVE HUN
- (9) \$1,000
ONE THOU
- (10) \$5,000
FIVE THOU
- (11) \$10,000
TEN THOU
- (12) \$250,000
TWHNFY THOU

(State Lottery Commission; 65 IAC 4-342-3; emergency rule filed Jun 9, 2004, 1:05 p.m.; 27 IR 3085, eff Jun 11, 2004)

65 IAC 4-342-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. The holder of a scratch-off ticket for scratch-off game 676 [*sic.*, 706] shall remove the latex material covering the forty-six (46) play symbols and play symbol captions. If any of "YOUR NUMBERS" match any of the "WINNING NUMBERS", the holder is entitled to the paired prize amount. If the play symbol "\$\$" is exposed, the holder is automatically entitled to the paired prize amount. At the end of scratch-off game 706, the winners of the "\$250,000" prizes will be contacted by the Hoosier Lottery

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and informed that they are a participant in a special bonus drawing for a chance to win one (1) additional prize of “\$250,000”. At the drawing, two (2) winners will each win an extra prize of “\$250,000”. (*State Lottery Commission; 65 IAC 4-342-4; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3087, eff Jun 11, 2004*)

65 IAC 4-342-5 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of scratch-off game number 706, “pack” means a set of scratch-off tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. (*State Lottery Commission; 65 IAC 4-342-5; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3087, eff Jun 11, 2004*)

65 IAC 4-342-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in scratch-off game number 676 [*sic.*, 706] are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
2 – \$5.00	\$10	302,400
1 – \$10.00	\$10	302,400
3 – \$5.00	\$15	100,800
1 – \$15.00	\$15	100,800
2 – \$5.00 + 1 – \$10.00	\$20	201,600
2 – \$10.00	\$20	201,600
1 – \$20.00	\$20	100,800
10 – \$5.00	\$50	11,550
6 – \$5.00 + 1 – \$20.00	\$50	11,550
5 – \$10.00	\$50	11,550
2 – \$20.00 + 1 – \$10.00	\$50	11,550
1 – \$50.00	\$50	11,550
20 – \$5.00	\$100	10,500
10 – \$10.00	\$100	10,500
5 – \$20.00	\$100	10,500
1 – \$10.00 + 2 – \$20.00 + 1 – \$50.00	\$100	10,500
1 – \$100	\$100	10,500
20 – \$10.00	\$200	3,150
10 – \$20.00	\$200	2,940
1 – \$10.00 + 2 – \$20.00 + 3 – \$50.00	\$200	2,940
15 – \$20.00 + 4 – \$50.00	\$500	420
10 – \$50.00	\$500	420
6 – \$50.00 + 2 – \$100	\$500	420
5 – \$100	\$500	420
1 – \$500	\$500	420
20 – \$50.00	\$1,000	420
10 – \$50.00 + 5 – \$100	\$1,000	210

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10 – \$100	\$1,000	210
5 – \$200	\$1,000	210
1 – \$1,000	\$1,000	210
5 – \$100 + 10 – \$200 + 5 – \$500	\$5,000	42
1 – \$5,000	\$5,000	42
20 – \$500	\$10,000	84
1 – \$10,000	\$10,000	42
1 – \$250,000	\$250,000	10

(State Lottery Commission; 65 IAC 4-342-6; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3087, eff Jun 11, 2004)

65 IAC 4-342-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately five million (5,000,000) scratch-off tickets will be initially available for scratch-off game number 706.

(b) The odds of winning a prize with a scratch-off ticket in scratch-off game number 706 are approximately 1 in 3.50.

(c) All reorders of tickets for scratch-off game number 706 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-342-7; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3087, eff Jun 11, 2004)*

65 IAC 4-342-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of scratch-off game 706 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. *(State Lottery Commission; 65 IAC 4-342-8; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3088, eff Jun 11, 2004)*

Rule 343. Scratch-Off Game 715

65 IAC 4-343-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 715, Spin to Win Doubler". *(State Lottery Commission; 65 IAC 4-343-1; emergency rule filed Mar 31, 2004, 11:15 a.m.: 27 IR 2511, eff Apr 4, 2004)*

65 IAC 4-343-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Scratch-off tickets in scratch-off game number 715 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-343-2; emergency rule filed Mar 31, 2004, 11:15 a.m.: 27 IR 2511, eff Apr 4, 2004)*

65 IAC 4-343-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 715 shall contain fifteen (15) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. There shall be fourteen (14) play symbols representing numbers paired with prizes amounts with each "YOUR NUMBER" area containing one (1) pair. There shall be one (1) play symbol and play symbol caption representing numbers in the game play data area labeled "HOUSE SPIN".

(b) The play symbols and play symbol captions, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20
TWY

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(State Lottery Commission; 65 IAC 4-343-3; emergency rule filed Mar 31, 2004, 11:15 a.m.: 27 IR 2511, eff Apr 4, 2004)

65 IAC 4-343-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a scratch-off ticket in scratch-off game number 715 shall remove the latex material covering the fifteen (15) play symbols and play symbol captions. If any of the "YOUR NUMBER" play symbols and play symbol captions exposed match the play symbols and play symbol captions exposed in the "HOUSE SPIN" play area, the holder is entitled to the corresponding prize amount. If the matching numbers are "RED", the holder is automatically entitled to double the matched prize amount. *(State Lottery Commission; 65 IAC 4-343-4; emergency rule filed Mar 31, 2004, 11:15 a.m.: 27 IR 2512, eff Apr 4, 2004)*

65 IAC 4-343-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of scratch-off game number 715, "pack" means a set of scratch-off tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-343-5; emergency rule filed Mar 31, 2004, 11:15 a.m.: 27 IR 2512, eff Apr 4, 2004)*

65 IAC 4-343-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The number of matches, prize amounts, and number of winners in scratch-off game number 715 are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
1 – \$2.00	\$2	163,800
1 – \$4.00	\$4	141,750
1 – \$2.00 (red)	\$4	166,950
1 – \$8.00	\$8	25,200
1 – \$4.00 (red)	\$8	25,200
4 – \$2.00	\$8	25,200
1 – \$10.00	\$10	12,600
1 – \$5.00 (red)	\$10	12,600
5 – \$2.00	\$10	12,600
1 – \$14.00	\$14	9,450
7 – \$2.00	\$14	9,450
1 – \$20.00	\$20	3,150
1 – \$10.00 (red)	\$20	3,150
5 – \$2.00 + 2 – \$5.00	\$20	3,150
1 – \$50.00	\$50	315
1 – \$25.00 (red)	\$50	315
1 – \$25.00 + 3 – \$5.00 + 1 – \$10.00	\$50	315
1 – \$100	\$100	210
1 – \$50.00 (red)	\$100	210
5 – \$20.00	\$100	210
1 – \$500	\$500	18

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1 – \$1,000	\$1,000	15
1 – \$500 (red)	\$1,000	15
1 – \$10,000	\$10,000	10

(State Lottery Commission; 65 IAC 4-343-6; emergency rule filed Mar 31, 2004, 11:15 a.m.: 27 IR 2512, eff Apr 4, 2004)

65 IAC 4-343-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately two million five hundred thousand (2,500,000) scratch-off tickets initially available in scratch-off game number 715.

(b) The odds of winning a prize in scratch-off game number 715 are approximately 1 in 4.09.

(c) All reorders of tickets for scratch-off game number 715 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-343-7; emergency rule filed Mar 31, 2004, 11:15 a.m.: 27 IR 2513, eff Apr 4, 2004)*

65 IAC 4-343-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of scratch-off game 715 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. *(State Lottery Commission; 65 IAC 4-343-8; emergency rule filed Mar 31, 2004, 11:15 a.m.: 27 IR 2513, eff Apr 4, 2004)*

Rule 344. Scratch-Off Game 662

65 IAC 4-344-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 662, Monte Carlo". *(State Lottery Commission; 65 IAC 4-344-1; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4026, eff Jul 16, 2004)*

65 IAC 4-344-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Scratch-off tickets in scratch-off game number 662 shall sell for seven dollars (\$7) per ticket. *(State Lottery Commission; 65 IAC 4-344-2; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4026, eff Jul 16, 2004)*

65 IAC 4-344-3 Scratch-off ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 662 shall contain forty-seven (47) play symbols and play symbol

captions arranged among four (4) separate and independent game play data areas each concealed under a spot of latex material.

(b) The game play data area on the upper portion of each scratch-off ticket shall be labeled "GAME 1" and contain sixteen (16) play symbols and play symbol captions arranged among five (5) separate hands labeled "HAND 1", "HAND 2", "HAND 3", "HAND 4", and "HAND 5", respectively. One (1) play symbol and play symbol caption shall appear in the "DEALER'S TOTAL" area.

(c) The game play data area in the middle portion of each scratch-off ticket shall be labeled "GAME 2" and shall contain sixteen (16) play symbols and play symbol captions arranged among four (4) separate rows labeled "PULL 1", "PULL 2", "PULL 3", and "PULL 4", respectively. Each row shall contain three (3) play symbols and play symbol captions representing pictures and one (1) play symbol and play symbol caption representing a prize amount.

(d) The game play data area at the bottom right portion of each scratch-off ticket shall be labeled "GAME 3" and shall contain fourteen (14) play symbols and play symbol captions. Two (2) play symbols and play symbol captions representing numbers shall appear in the area labeled "LUCKY COINS". Twelve (12) play symbols and play symbol captions shall appear in the large area [sic, area] labeled "YOUR COINS" and be arranged in pairs of numbers, or pictures and prize amounts.

(e) The game play data area at the bottom left portion of each scratch-off ticket shall be labeled "GAME 4" and shall contain one (1) play symbol and play caption in the "WIN A TRIP TO MONTE CARLO IN LAS VEGAS" area. (*State Lottery Commission; 65 IAC 4-344-3; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4026, eff Jul 16, 2004*)

65 IAC 4-344-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$4.00
FOUR
- (3) \$5.00
FIVE
- (4) \$7.00
SEVEN
- (5) \$8.00
EIGHT
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$50.00
FIFTY
- (10) \$70.00
SEVENTY
- (11) \$100
ONE HUN
- (12) \$500
FIVE HUN
- (13) \$1,000
ONE THOU
- (14) \$7,000

SVN THOU

(15) \$15,000

FTN THOU

(16) \$150,000

HUNFTY THOU

(b) The play symbols and play symbol captions appearing in "GAME 1", other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1)	2 TWO
(2)	3 THR
(3)	4 FOR
(4)	5 FIV
(5)	6 SIX
(6)	7 SVN
(7)	8 EGT
(8)	9 NIN
(9)	10 TEN
(10)	J JCK
(11)	Q QUN
(12)	K KNG
(13)	A ACE

(14) 16
SXTN

(15) 17
SVTN

(16) 18
EGHTN

(17) 19
NTNTN

(18) 20
TWTY

(c) The play symbols and play symbol captions appearing in the "GAME 2", other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A picture of cherries
CHRY

(2) A picture of an orange
ORG

(3) A picture of a dollar sign

MONY

(4) A picture of a star

STAR

(5) A picture of a bell

BELL

(6) A picture of a 7

SVN

(7) A picture of a bar

BAR

(8) A picture of a pot of gold

GOLD

(d) The play symbols and play symbol captions appearing in the "GAME 3", other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

(2) 2

TWO

(3) 3

THR

(4) 4

FOR

(5) 5

FIV

(6) 6

SIX

(7) 7

SVN

(8) 8

EGT

(9) 9

NIN

(10) 10

TEN

(11) \$\$

WIN

(e) The play symbols and play symbol captions appearing in the "GAME 4" shall consist of the following possible play symbols and play symbol captions:

(1) TRY

AGAIN

(2) TRIP

WIN

(State Lottery Commission; 65 IAC 4-344-4; emergency rule filed Jul 14, 2004, 12:36 p.m.; 27 IR 4026, eff Jul 16, 2004)

65 IAC 4-344-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in scratch-off game number 662 shall remove the latex material covering the forty-eight (48) play symbols and play symbol captions.

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(b) In the "GAME 1" play data area, if the play symbol and play symbol caption exposed in "HAND 1", "HAND 2", "HAND 3", "HAND 4", or "HAND 5" has a higher value than the play symbol and play symbol caption exposed in the "DEALER'S TOTAL" area, the holder is entitled to the corresponding prize amount for that hand. If the play symbol and play symbol caption exposed in "HAND 1", "HAND 2", "HAND 3", "HAND 4", or "HAND 5" totals twenty-one (21), the holder is entitled to double the prize amount for that hand. If the play symbols and play symbol captions exposed in the "DEALER'S TOTAL" has a higher value than twenty-one (21) (referred to in this rule as "dealer busts"), the holder is entitled to all five (5) paired prizes. Play symbols and play symbol captions representing playing cards are valued in descending order with aces as the high cards and face cards valued at ten (10).

(c) In the "GAME 2" play data area, if three (3) matching play symbols and play symbol captions are exposed in "PULL 1", "PULL 2", "PULL 3", or "PULL 4", the holder is entitled to the corresponding prize for that row. If three (3) matching play symbols and play symbol captions of a "pot of gold" are exposed, the holder is entitled to a prize double the corresponding prize amount.

(d) In the "GAME 3" play data area, if the play symbols and play symbol captions in the "YOUR COINS" area match any of the play symbols and play symbol captions in the "LUCKY COINS" area, the holder is entitled to the paired prize amount. If the play symbol "\$\$" is exposed in the "YOUR COINS" area, the holder is automatically entitled to the paired prize amount.

(e) In the "GAME 4" play data area, if the play symbol and play symbol caption "TRIP" is exposed, the holder is entitled to a Las Vegas trip which includes four (4) days and three (3) nights for two (2) at the Monte Carlo Hotel. Included in the prize package is round trip coach airfare for two (2) and transfer to and from the hotel. (*State Lottery Commission; 65 IAC 4-344-5; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4027, eff Jul 16, 2004*)

65 IAC 4-344-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in scratch-off game number 662 are as follows:

Number of Winning Plays and Prize Amount Play Symbols	Prize Amount	Approximate Number of Winners
1 – \$7.00	\$7	216,000
5 – \$2.00 (dealer busts)	\$10	86,400
5 – \$2.00	\$10	43,200
1 – \$10.00	\$10	43,200
1 – \$5.00 double + 1 – \$5.00	\$15	64,800
3 – \$5.00	\$15	21,600
5 – \$4.00 (dealer busts)	\$20	10,800
1 – \$10.00 double	\$20	10,800
1 – \$10.00 + 1 – \$10.00 with \$\$	\$20	10,800
1 – \$20.00	\$20	10,800
4 – \$10.00	\$40	6,012
6 – \$5.00 + 1 – \$10.00	\$40	5,994
1 – \$40.00	\$40	5,994
5 – \$7.00 (dealer busts) + 1 – \$7.00 + 1 – \$8.00	\$50	2,034
3 – \$5.00 double + 1 – \$20.00	\$50	2,034
3 – \$10.00 – 1 – \$20.00 with \$\$	\$50	2,016
1 – \$50.00	\$50	2,016
6 – \$5.00 + 10 – \$7.00	\$100	2,412
5 – \$10.00 (dealer busts) + 4 – \$20.00 + 3 – \$10.00	\$100	2,394
1 – \$50.00 double	\$100	2,394
5 – \$10.00 (dealer busts) + 4 – \$5.00 + 6 – \$50.00 + 1 – \$70.00	\$500	450
1 – \$500	\$500	450

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5 – \$100 (dealer busts) + 3 – \$100 + 1 – \$50.00 double + 2 – \$50.00	\$1,000	90
1 – \$100 double + 2 – \$50.00 double + 6 – \$100.00	\$1,000	72
1 – \$1,000	\$1,000	72
1 – TRIP	\$4,543.34	260
1 – \$15,000	\$15,000	8
2 – \$7,000 + 1 – \$1,000	\$15,000	8
1 – \$150,000	\$150,000	8

(State Lottery Commission; 65 IAC 4-344-6; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4028, eff Jul 16, 2004)

65 IAC 4-344-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately two million (2,000,000) scratch-off tickets initially available in scratch-off game number 662.

(b) The odds of winning a prize in scratch-off game number 662 are approximately 1 in 3.91.

(c) All reorders of tickets for scratch-off game number 662 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-344-7; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4028, eff Jul 16, 2004)*

65 IAC 4-344-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of scratch-off game 662 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. *(State Lottery Commission; 65 IAC 4-344-8; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4029, eff Jul 16, 2004)*

Rule 345. Instant Game 348 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 346. Scratch-Off Game 702

65 IAC 4-346-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 702, Cool 5s". *(State Lottery Commission; 65 IAC 4-346-1; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2748, eff May 7, 2004)*

65 IAC 4-346-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Scratch-off tickets in scratch-off game number 702 shall sell for five dollars (\$5) per ticket. *(State Lottery Commission;*

65 IAC 4-346-2; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2748, eff May 7, 2004)

65 IAC 4-346-3 Scratch-off ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 702 shall contain thirty-eight (38) play symbols and play symbol captions arranged among three (3) separate and independent game play data areas each concealed under a spot of latex material.

(b) The game play data area on the upper right portion of each scratch-off ticket shall be labeled "GAME 1" and contain six (6) play symbols and play symbol captions arranged in two (2) rows and three (3) columns.

(c) The game play data area in the middle portion of each scratch-off ticket shall be labeled "GAME 2" and shall contain nine (9) play symbols and play symbol captions representing pictures and numbers arranged in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption representing a prize amount shall appear in the area labeled "PRIZE".

(d) The game play data area at the bottom portion of each scratch-off ticket shall be labeled "GAME 3" and shall contain twenty (20) play symbols and play symbol captions in the area labeled "YOUR NUMBERS" arranged in pairs of numbers and prize amounts. Two (2) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". (*State Lottery Commission; 65 IAC 4-346-3; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2749, eff May 7, 2004*)

65 IAC 4-346-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions in scratch-off game 702 representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$5.00
FIVE
- (5) \$6.00
SIX
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$25.00
TWY FIVE
- (9) \$40.00
FORTY
- (10) \$50.00
FIFTY
- (11) \$100
ONE HUN
- (12) \$500
FIVE HUN
- (13) \$5,000
FIVE THOU

(14) \$10,000
TEN THOU

(15) \$100,000
ONE HUN THOU

(b) The play symbols and play symbol captions in scratch-off game 702, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1
ONE

(2) 2
TWO

(3) 3
THR

(4) 4
FOR

(5) 5
FIV

(6) 6
SIX

(7) 7
SVN

(8) 8
EGT

(9) 9
NIN

(10) 10
TEN

(11) 11
ELV

(12) 12
TLV

(13) 13
TRN

(14) 14
FRN

(15) 16
SXT

(16) 17
SVT

(17) 18
ETN

(18) 19
NTN

(19) 20
TWY

(20) The letter X
XXX

(21) The letter O
OOO

(22) The number 5
FIV

(State Lottery Commission; 65 IAC 4-346-4; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2749, eff May 7, 2004)

65 IAC 4-346-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in scratch-off game number 702 shall remove the latex material covering the thirty-eight (38) play symbols and play symbol captions.

(b) If three (3) matching play symbols and play symbol captions are exposed in "GAME 1", the holder is entitled to the matched prize amount. If two (2) matching play symbols and play symbol captions and the play symbol caption "5" are exposed, the holder is automatically entitled to double the matched prize amount.

(c) If three (3) matching play symbols of an "X" or "O" are exposed in "GAME 2", in a row, column, or diagonally, the holder is entitled to the prize in the "PRIZE" area. If three (3) matching play symbols of "5" are exposed in a row, column, or diagonally, the holder is automatically entitled to double the prize in the "PRIZE" area.

(d) If any play symbol and play symbol caption in "YOUR NUMBERS" match either of the play symbols and play symbol captions in the "WINNING NUMBERS" in "GAME 3", the holder is entitled to the matched prize amount. If the play symbol "5" is exposed in "YOUR NUMBERS" the holder is automatically entitled to double the matched prize amount. (State Lottery Commission; 65 IAC 4-346-5; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2750, eff May 7, 2004)

65 IAC 4-346-6 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. For purposes of scratch-off game number 702, "pack" means a set of scratch-off tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. (State Lottery Commission; 65 IAC 4-346-6; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2750, eff May 7, 2004)

65 IAC 4-346-7 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The prize amounts and number of winners in scratch-off game number 702 are as follows:

Number of Winning Play Symbols	Prize Amount	Approximate Number of Winners
1 – \$2.00 + 1 – \$3.00	\$5	158,400
1 – \$5.00	\$5	158,400
2 – \$5.00	\$10	79,200
1 – \$6.00 + 1 – \$2.00 with doubler	\$10	105,600
1 – \$10.00	\$10	52,800
3 – \$5.00	\$15	13,200
1 – \$5.00 with doubler + 1 – \$5.00	\$15	13,200
1 – \$20.00	\$20	13,200
1 – \$5.00 with doubler + 1 – \$6.00 + 4 – \$1.00	\$20	26,400
4 – \$1.00 + 8 – \$2.00	\$20	13,200
4 – \$10.00	\$40	4,400
10 – \$2.00 + 1 – \$5.00 with doubler + 1 – \$10.00	\$40	8,800
1 – \$40.00	\$40	5,500
5 – \$10.00	\$50	1,100
2 – \$25.00	\$50	1,100

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4 – \$10.00 + 1 – \$6.00 + 1 – \$2.00 with doubler	\$50	1,100
1 – \$50.00	\$50	2,860
4 – \$25.00	\$100	2,640
4 – \$5.00 + 1 – \$5.00 with doubler + 7 – \$10.00	\$100	2,640
1 – \$100	\$100	2,860
1 – \$100 with doubler + 3 – \$100	\$500	440
5 – \$100	\$500	176
1 – \$500	\$500	154
2 – \$500	\$1,000	110
1 – \$500 with doubler	\$1,000	110
1 – \$25.00 with doubler + 3 – \$50 + 8 – \$100	\$1,000	44
1 – \$5,000	\$5,000	22
1 – \$5,000 with doubler	\$10,000	10
1 – \$10,000	\$10,000	10
1 – \$100,000	\$100,000	10

(State Lottery Commission; 65 IAC 4-346-7; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2750, eff May 7, 2004)

65 IAC 4-346-8 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) There shall be approximately two million six hundred thousand (2,600,000) scratch-off tickets initially available in scratch-off game number 702.

(b) The odds of winning a prize in scratch-off game number 702 are approximately 1 in 3.95.

(c) All reorders of tickets for scratch-off game number 702 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-346-8; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2750, eff May 7, 2004)*

65 IAC 4-346-9 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of scratch-off game 702 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. *(State Lottery Commission; 65 IAC 4-346-9; emergency rule filed May 5, 2004, 5:00 p.m.: 27 IR 2751, eff May 7, 2004)*

Rule 347. Scratch-Off Game 698

65 IAC 4-347-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 698, \$54,000,000 Extravaganza". *(State Lottery Commission; 65 IAC 4-347-1; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3584, eff Jul 9, 2004)*

65 IAC 4-347-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Scratch-off tickets in scratch-off game number 698 shall sell for twenty dollars (\$20) per ticket. *(State Lottery Commission; 65 IAC 4-347-2; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3584, eff Jul 9, 2004)*

65 IAC 4-347-3 Scratch-off ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Each scratch-off ticket in scratch-off game number 698 shall contain forty-eight (48) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Eight (8) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts. *(State Lottery Commission; 65 IAC 4-347-3; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3584, eff Jul 9, 2004)*

65 IAC 4-347-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions in scratch-off game number 698, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14

FRN
(15) 15
FTN
(16) 16
SXT
(17) 17
SVT
(18) 18
ETN
(19) 19
NTN
(20) 20
TWY
(21) 21
TWN
(22) 22
TWT
(23) 23
TWR
(24) 24
TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39

- THN
- (40) 40
- FRY
- (41) 41
- FRO
- (42) 42
- FRT
- (43) 43
- FTH
- (44) 44
- FRF
- (45) 45
- FRV
- (46) 46
- FRS
- (47) 47
- FSN
- (48) 48
- FRE
- (49) 49
- FNI
- (50) 50
- FTY
- (51) 51
- FYO
- (52) 52
- FYT
- (53) 53
- FYH
- (54) 54
- FYF
- (55) 55
- FYV
- (56) 56
- FYS
- (57) 57
- FYN
- (58) 58
- FYE
- (59) 59
- FNN
- (60) 60
- SXY
- (61) A picture of a money roll
- WIN

(b) The play symbols and play symbol captions representing prize amounts in scratch-off game number 698 shall consist of the following possible play symbols and play symbol captions:

- (1) \$5.00
- FIVE
- (2) \$10.00

- TEN
(3) \$20.00
TWENTY
(4) \$25.00
TWY FIVE
(5) \$40.00
FORTY
(6) \$50.00
FIFTY
(7) \$100
ONE HUN
(8) \$200
TWO HUN
(9) \$500
FIVE HUN
(10) \$1,000
ONE THOU
(11) \$10,000
TEN THOU
(12) \$50,000
FTY THOU
(13) \$100,000
HUN THOU
(14) \$1,000,000
ONE MIL

(State Lottery Commission; 65 IAC 4-347-4; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3584, eff Jul 9, 2004)

65 IAC 4-347-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of a ticket in scratch-off game number 698 shall remove the latex material covering the forty-eight (48) play symbols and play symbol captions. If one (1) or more of "YOUR NUMBERS" match any of the "WINNING NUMBERS", the holder is entitled to the prize amount paired with the matched number. If the play symbol of a picture of a money roll with the play symbol caption "WIN" is exposed in the "YOUR NUMBERS" area, the player is automatically entitled to the paired prize amount. *(State Lottery Commission; 65 IAC 4-347-5; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3586, eff Jul 9, 2004)*

65 IAC 4-347-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The number of matches, paired prize amount play symbols, total prize amounts, and number of winners in scratch-off game number 698 are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
2 – \$10.00	\$20	288,000
1 – \$20.00	\$20	288,000
1 – \$5.00 + 2 – \$10.00	\$25	144,000
1 – \$25.00	\$25	144,000
2 – \$5.00 + 3 – \$10.00	\$40	72,000

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4 – \$10.00	\$40	36,000
1 – \$40.00	\$40	36,000
10 – \$5.00	\$50	36,000
5 – \$10.00	\$50	18,000
1 – \$50.00	\$50	18,000
20 – \$5.00	\$100	36,000
10 – \$10.00	\$100	18,000
1 – \$100	\$100	18,000
20 – \$10.00	\$200	5,580
10 – \$20.00	\$200	5,580
1 – \$10.00 + 2 – \$20.00 + 3 – \$50.00	\$200	5,580
4 – \$50.00	\$200	5,580
1 – \$200	\$200	5,580
15 – \$20.00 + 4 – \$50.00	\$500	900
10 – \$50.00	\$500	900
6 – \$50.00 + 2 – \$100	\$500	750
5 – \$100	\$500	750
1 – \$500	\$500	720
20 – \$50.00	\$1,000	600
10 – \$50.00 + 5 – \$100	\$1,000	600
10 – \$100	\$1,000	420
5 – \$200	\$1,000	390
1 – \$1,000	\$1,000	390
20 – \$500	\$10,000	180
1 – \$10,000	\$10,000	180
2 – \$50,000	\$100,000	5
1 – \$100,000	\$100,000	5
1 – \$1,000,000	\$1,000,000	6

(State Lottery Commission; 65 IAC 4-347-6; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3586, eff Jul 9, 2004)

65 IAC 4-347-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately three million six hundred thousand (3,600,000) scratch-off tickets initially available in scratch-off game number 698.

(b) The odds of winning a prize in scratch-off game number 698 are approximately 1 in 3.03.

(c) All reorders of tickets for scratch-off game number 698 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-347-7; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3587, eff Jul 9, 2004)*

65 IAC 4-347-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of scratch-off 710 [*sic.*, 698] within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-347-8; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3587, eff Jul 9, 2004*)

Rule 348. (Reserved)**Rule 349. (Reserved)****Rule 350. (Reserved)****Rule 351. Instant Game 352 (Repealed)**

(*Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765*)

Rule 352. (Reserved)**Rule 353. (Reserved)****Rule 354. Instant Game 356****65 IAC 4-354-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 356, Crossword". (*State Lottery Commission; 65 IAC 4-354-1; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2282; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-354-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 356 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-354-2; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2282; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-354-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 356 shall contain eighteen (18) play symbols in the game play data area all concealed under a large spot of latex material. A large box in the center of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A smaller box labeled "YOUR 18 LETTERS" shall appear below the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters. A box labeled "PRIZE KEY" shall appear to the left of the latter box and shall contain a table setting forth prize requirements and amounts.

(b) The possible play symbols appearing in the box labeled "YOUR 18 LETTERS" shall be randomly selected from the twenty-six (26) letters of English alphabet. (*State Lottery Commission; 65 IAC 4-354-3; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2283; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-354-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 356 shall remove the latex material covering the eighteen (18) play symbols in the box labeled "YOUR 18 LETTERS". The holder must then remove the latex material from all matching letters on the crossword grid and determine whether the newly exposed letters form words. If at least three (3) words are formed from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE KEY".

(b) In instant game number 356, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top.

(c) If four (4) or more words are formed, the holder is entitled only to the highest prize. Prizes are not cumulative.

(d) The prizes and number of winners in instant game number 356 are as follows:

Number of Words	Prize Amount	Approximate Number of Winners
3 words	\$2	586,500
4 words	\$4	397,800
5 words	\$10	66,300
6 words	\$20	20,400
7 words	\$40	10,370
8 words	\$80	5,100
9 words	\$1,000	272
10 words	\$10,000	13

(State Lottery Commission; 65 IAC 4-354-4; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2283; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-354-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 356.

(b) The odds of winning a prize in instant game number 356 are approximately 1 in 3.75.

(c) All reorders of tickets for instant game number 356 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-354-5; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2283; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

Rule 355. (Reserved)

Rule 356. (Reserved)

Rule 357. (Reserved)

Rule 358. (Reserved)

Rule 359. Instant Game 363

65 IAC 4-359-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 363, Best of 7's". (*State Lottery Commission; 65 IAC 4-359-1; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2887*)

65 IAC 4-359-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 363 shall sell for seven dollars (\$) per ticket. (*State Lottery Commission; 65 IAC 4-359-2; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2887*)

65 IAC 4-359-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 363 shall contain twenty-four (24) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Four (4) play symbols and play symbol captions shall appear in the area labeled "LUCKY NUMBERS". Twenty (20) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers and prize amounts.

(b) The play symbols and play symbol captions in instant game number 363, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TTN

(14) 14
FRN
(15) 15
FTN
(16) 16
SXT
(17) 17
SVT
(18) 18
ETN
(19) 19
NTN
(20) 20
TWY

(c) The play symbols and play symbol captions representing prize amounts in instant game number 363 shall consist of the following possible play symbols and play symbol captions:

(1) TICKET
TICKET
(2) \$7.00
SEVEN
(3) \$14.00
FOURTEEN
(4) \$21.00
TWY ONE
(5) \$35.00
THY FIVE
(6) \$70.00
SEVENTY
(7) \$100
ONE HUN
(8) \$500
FIVE HUN
(9) \$700
SVN HUN
(10) \$1,000
ONE THOU
(11) \$7,000
SVN THOU
(12) \$17,000
SVTN THOU
(13) \$70,000
SVT THOU
(14) \$777,000
SVSVTSV THOU

(State Lottery Commission; 65 IAC 4-359-3; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2887)

65 IAC 4-359-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

STATE LOTTERY COMMISSION

Sec. 4. The holder of a ticket in instant game number 363 shall remove the latex material covering the twenty-four (24) play symbols and play symbol captions. If one (1) or more of "YOUR NUMBERS" match one (1) or more of the "LUCKY NUMBERS", the holder is entitled to the prize amount paired with the matched number. A holder may win up to ten (10) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 363 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
TICKET	Free instant tickets with a cumulative face value of \$7	489,600
1 - \$7.00	\$7	530,400
1 - \$14.00	\$14	163,200
2 - \$7.00	\$14	40,800
1 - \$21.00	\$21	40,800
3 - \$7.00	\$21	40,800
1 - \$35.00	\$35	40,800
1 - \$70.00	\$70	20,400
10 - \$7.00	\$70	20,400
1 - \$100	\$100	2,380
1 - \$500	\$500	272
5 - \$100	\$500	272
1 - \$1,000	\$1,000	102
2 - \$500	\$1,000	102
10 - \$100	\$1,000	102
1 - \$7,000	\$7,000	8
10 - \$700	\$7,000	8
7 - \$1,000	\$7,000	5
1 - \$17,000	\$17,000	4
1 - \$70,000	\$70,000	3
1 - \$700,000	\$777,000	3

(State Lottery Commission; 65 IAC 4-359-4; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2888)

65 IAC 4-359-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 363.

(b) The odds of winning a prize in instant game number 363 are approximately 1 in 2.93.

(c) All reorders of tickets for instant game number 363 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-359-5; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2888)*

Rule 360. (Reserved)

Rule 361. (Reserved)

Rule 362. (Reserved)

Rule 363. (Reserved)

Rule 364. Instant Game 366 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 365. (Reserved)

Rule 366. (Reserved)

Rule 367. Instant Game 369

65 IAC 4-367-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 369, Tax Free Million II". *(State Lottery Commission; 65 IAC 4-367-1; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3110)*

65 IAC 4-367-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 369 shall sell for five dollars (\$5) per ticket. *(State Lottery Commission; 65 IAC 4-367-2; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3110)*

65 IAC 4-367-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 369 shall have twenty-two (22) play symbols and play symbol captions under two (2) separate sections of the game play data area all concealed under a large spot of latex material. The larger box shall be labeled "YOUR NUMBERS" and shall contain ten (10) pairs of play symbols and play symbol captions which include numbers and prize amounts. The small box on the upper left side of the game play data area shall be labeled "WINNING NUMBERS" and shall contain two (2) play symbols and play symbol captions representing numbers only.

(b) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

(2) 2

TWO

(3) 3

THR

(4) 4

FOR

(5) 5

FIV

(6) 6

SIX

(7) 7
SVN
(8) 8
EGT
(9) 9
NIN
(10) 10
TEN
(11) 11
ELV
(12) 12
TLV
(13) 13
TTN
(14) 14
FRN
(15) 15
FTN

(c) The play symbols and play symbol captions of the prize amounts shall consist of the following possible play symbols and play symbol captions:

(1) TICKET
TICKET
(2) \$5.00
FIVE
(3) \$10.00
TEN
(4) \$50.00
FIFTY
(5) \$100
ONE HUND
(6) \$500
FIV HUND
(7) \$1,000
ONE THO
(8) \$5,000
FIV THO
(9) \$10,000
TEN THO
(10) \$25,000
TWF THO
(11) \$50,000
FTY THO
(12) MILLION
TAX FREE

(State Lottery Commission; 65 IAC 4-367-3; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3110)

65 IAC 4-367-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

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Sec. 4. The holder of an instant ticket for instant game number 369 must remove the latex material covering the twenty-two (22) play symbols and play symbol captions. (*State Lottery Commission; 65 IAC 4-367-4; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3111*)

65 IAC 4-367-5 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of a ticket in instant game number 369 shall remove the latex material covering the twenty-two (22) play symbols and play symbol captions. If either of "YOUR NUMBERS" match one (1) or more of the "WINNING NUMBERS", the holder is entitled to the prize amounts paired with the matched symbols. A holder may win up to ten (10) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 369 are as follows:

Matched Prize Symbols	Prize Amount	Approximate Number of Winners
	A combination of instant tickets with a cumulative face value of	
TICKET	\$5	1,032,000
1 - \$5.00	\$5	412,800
2 - \$5.00	\$10	129,000
1 - \$10.00	\$10	129,000
5 - \$3.00	\$15	25,800
1 - \$5.00 and 1 - \$10.00	\$15	25,800
4 - \$5.00	\$20	12,900
2 - \$10.00	\$20	12,900
10 - \$5.00	\$50	12,900
4 - \$5.00 and 3 - \$10.00	\$50	12,900
10 - \$10.00	\$100	1,720
10 - \$5.00 and 1 - \$50.00	\$100	1,505
2 - \$50.00	\$100	1,290
10 - \$50.00	\$500	129
1 - \$500	\$500	86
10 - \$100	\$1,000	43
2 - \$500	\$1,000	17
10 - \$500	\$5,000	12
5 - \$1,000	\$5,000	17
10 - \$1,000	\$10,000	7
1 - \$10,000	\$10,000	7
2 - \$10,000 and 1 - \$5,000	\$25,000	3
1 - \$25,000	\$25,000	3
10 - \$5,000	\$50,000	2
1 - \$50,000	\$50,000	3
10 - \$10,000	\$100,000	3
1 - MILLION	A prize of \$1,655,000 from which federal taxes can be paid leaving the winner with a total of at least \$1,000,000	3

(*State Lottery Commission; 65 IAC 4-367-5; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3111*)

65 IAC 4-367-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) There shall be approximately five million (5,000,000) instant tickets initially available in instant game number 369.

(b) The odds of winning a prize in instant game number 369 are approximately 1 in 2.85.

(c) All reorders of tickets for instant game number 369 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-367-6; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3111*)

Rule 368. (Reserved)

Rule 369. (Reserved)

Rule 370. (Reserved)

Rule 371. (Reserved)

Rule 372. (Reserved)

Rule 373. (Reserved)

Rule 374. (Reserved)

Rule 375. (Reserved)

Rule 376. (Reserved)

Rule 377. (Reserved)

Rule 378. (Reserved)

Rule 379. (Reserved)

Rule 380. (Reserved)

Rule 381. (Reserved)

Rule 382. (Reserved)

Rule 383. Instant Game 408

65 IAC 4-383-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 1. The name of this instant game is "Instant Game Number 408, Wild Spot Bingo". (*State Lottery Commission; 65 IAC 4-383-1; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 32*)

65 IAC 4-383-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 408 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-383-2; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 32*)

65 IAC 4-383-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 408 shall have two (2) separate and independent game play data areas, with the game play data area on the left side of each instant ticket captioned "CALLER'S CARD". The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The "CALLER'S CARD" shall contain twenty-four (24) play symbols arranged in a matrix of eight (8) rows and three (3) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall contain twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
	408 [<i>sic.</i> , 28]	43	58	73
13	28]	44	59	74
14	29	45	60	75
15	30			

FREE

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65

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B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
I408 [sic.,				
B13	I28]	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75
WILD				

(State Lottery Commission; 65 IAC 4-383-3; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 32)

65 IAC 4-383-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 408 must remove the latex material covering the twenty-four (24) play symbols on the left side of the game play data area labeled "CALLER'S CARD". *(State Lottery Commission; 65 IAC 4-383-4; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 33)*

65 IAC 4-383-5 "Winning play" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, "winning play" means play symbols on "CARD 1", "CARD 2", "CARD 3", or "CARD 4", or a combination thereof, which match "CALLING CARD" play symbols in any of the following manners:

- (1) Five (5) play symbols in a vertical, horizontal, or diagonal line.
- (2) One (1) play symbol in each corner.
- (3) Eight (8) play symbols arranged from corner to corner in the form of an "X".

(b) A "WILD" play symbol exposed on the "CALLER'S CARD" may be treated as one (1) extra "FREE" play symbol and used to complete a winning play on any card.

(c) There shall be no more than one (1) winning play in "CARD 1", "CARD 2", "CARD 3", or "CARD 4", respectively, on a single instant ticket in instant game 408. *(State Lottery Commission; 65 IAC 4-383-5; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 33)*

65 IAC 4-383-6 Determination of prize winners

Authority: IC 4-30

Affected: IC 4-30-3-7; IC 4-30-3-9

Sec. 6. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The winning plays, prize amounts, and approximate number of winners in instant game number 408 are as follows:

Winning Play and CARD Number	Prize Amount	Approximate Number of Winners
5(a)(1) on CARD 1	\$2	489,600
5(a)(1) on CARD 2	\$3	244,800
5(a)(1) on CARD 1 and CARD 2	\$5	142,800
5(a)(1) on CARD 3	\$10	40,800

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5(a)(1) on CARD 4	\$25	20,400
5(a)(1) on CARD 1, CARD 2, and CARD 3	\$30	10,200
5(a)(1) on CARD 1, CARD 2, CARD 3, and CARD 4	\$40	10,200
5(a)(2) on CARD 2	\$50	10,200
5(a)(3) on CARD 1	\$150	1,700
5(a)(2) on CARD 1 and CARD 3+ 5(a)(1) on CARD 4	\$200	306
5(a)(2) on CARD 2 + 5(a)(3) on on <i>[sic.]</i> CARD 1	\$200	306
5(a)(2) on CARD 1, CARD 2 and CARD 3 + 5(a)(1) on CARD 4	\$250	68
5(a)(3) on CARD 2	\$250	68
5(a)(2) on CARD 4	\$250	68
5(a)(3) on CARD 3	\$1,500	34
5(a)(3) on CARD 4	\$15,000	12

(State Lottery Commission; 65 IAC 4-383-6; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 33)

65 IAC 4-383-7 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately four million (4,000,000) instant tickets will be initially available for instant game number 408.

(b) The odds of winning a prize with an instant ticket in instant game number 335 *[sic., 408]* are approximately 1 in 4.20.

(c) All reorders of tickets for instant game number 335 *[sic., 408]* shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-383-7; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 33)*

Rule 384. (Reserved)

Rule 385. (Reserved)

Rule 386. (Reserved)

Rule 387. (Reserved)

Rule 388. (Reserved)

Rule 389. (Reserved)

Rule 390. Instant Game 412

65 IAC 4-390-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 412, 10TH ANNIVERSARY". *(State Lottery Commission;*

65 IAC 4-390-1; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 350)

65 IAC 4-390-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 412 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-390-2; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 350*)

65 IAC 4-390-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 412 shall contain twelve (12) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "YOUR NUMBER". Ten (10) play symbols and play symbol captions shall appear in the area labeled "YOUR STAR NUMBERS" and be arranged in pairs representing numbers and prize amounts. One (1) play symbol and play symbol caption shall appear in the area labeled "BONUS ENTRY".

(b) The play symbols and play symbol captions in instant game number 412, other than those representing prize amounts or appearing in the "BONUS ENTRY" area, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8
EIGHT
- (9) 9
NINE
- (10) 10
TEN
- (11) 11
ELVEN
- (12) 12
TWLVE
- (13) 13
THIRTN
- (14) 14
FORTN
- (15) 15
FIFTN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 412 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$5.00
FIVE
- (4) \$10.00
TEN
- (5) \$20.00
TWENTY
- (6) \$50.00
FIFTY
- (7) \$100
ONE HUN
- (8) \$10,000
TEN THOU

(d) The play symbols and play symbol captions appearing in the "BONUS ENTRY" area shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of a cupcake
TRY AGAIN
- (2) A picture of a party hat
TRY AGAIN
- (3) A picture of a gift
TRY AGAIN
- (4) A picture of a party horn
TRY AGAIN
- (5) A picture of a noise maker
TRY AGAIN
- (6) MILLION
\$ENTRY

(State Lottery Commission; 65 IAC 4-390-3; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 350)

65 IAC 4-390-4 How to play; winning combinations and prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 412 shall remove the latex material covering the twelve (12) play symbols and play symbol captions. If one (1) or more of "YOUR STAR NUMBERS" match "YOUR NUMBER", the holder is entitled to the prize amount paired with the matched number. If the play symbol "MILLION \$\$ ENTRY" is exposed in the "BONUS ENTRY" area, the holder may mail the ticket to the commission for entry into a preliminary drawing from which two (2) tickets per week will be selected for entry into quarterly drawings for a one million dollar (\$1,000,000) prize.

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 412 are as follows:

Winning Prize Symbol	Prize Amount	Approximate Number of Winners
MILLION \$\$ ENTRY	Entry into drawing	2,680,000

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1-\$1.00	\$1	1,340,000
2-\$1.00	\$2	804,000
1-\$2.00	\$2	375,200
3-\$1.00 + 1-\$2.00	\$5	160,800
1-\$1.00 + 2-\$2.00	\$5	107,200
5-\$1.00	\$5	107,200
1-\$5.00	\$5	107,200
1-\$1.00, 2-\$2.00, and 1-\$5.00	\$10	53,600
5-\$2.00	\$10	53,600
2-\$5.00	\$10	26,800
4-\$5.00	\$20	26,800
1-\$10.00 and 2-\$5.00	\$20	13,400
2-\$10.00	\$20	13,400
1-\$20.00	\$20	26,800
1-\$50.00	\$50	26,800
5-\$20.00	\$100	4,335
2-\$50.00	\$100	4,335
1-\$100	\$100	4,335
1-\$10,000	\$10,000	24

(c) The director shall establish and promulgate drawing procedures governing the preliminary and quarterly drawings for the four (4) second chance prizes of one million dollars (\$1,000,000). (*State Lottery Commission; 65 IAC 4-390-4; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 351*)

65 IAC 4-390-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately sixteen million (16,000,000) instant tickets initially available in instant game number 412.

(b) The odds of winning a prize in instant game number 412 are approximately 1 in 2.71.

(c) All reorders of tickets for instant game number 412 shall have the same:

- (1) prize structure;
- (2) number of prizes per prize pool of two hundred forty thousand (240,000); and
- (3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-390-5; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 351*)

Rule 391. (Reserved)

Rule 392. (Reserved)

Rule 393. (Reserved)

Rule 394. (Reserved)

Rule 395. (Reserved)

Rule 396. (Reserved)

Rule 397. (Reserved)

Rule 398. (Reserved)

Rule 399. (Reserved)

Rule 400. (Reserved)

Rule 401. Instant Game 424

65 IAC 4-401-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 424, Fantasy 4's". (*State Lottery Commission; 65 IAC 4-401-1; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 359*)

65 IAC 4-401-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 424 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-401-2; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 359*)

65 IAC 4-401-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 424 shall contain ten (10) play symbols and play symbol captions all concealed under a large spot of latex material. Nine (9) play symbols and play symbol captions shall appear in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption shall appear above the matrix in the area labeled "YOUR FANTASY PRIZE".

(b) The play symbols and play symbol captions, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

(2) 2

TWO

(3) 3

THR

(4) 4

FOR

(5) 5

FIV

(6) 6

SIX

(7) 7

SVN

(8) 8
EGT

(9) 9
NIN

(c) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

(1) TICKET
TICKET

(2) \$1.00
ONE

(3) \$2.00
TWO

(4) \$4.00
FOUR

(5) \$8.00
EIGHT

(6) \$10.00
TEN

(7) \$20.00
TWENTY

(8) \$40.00
FORTY

(9) \$80.00
EIGHTY

(10) \$200
TWO HUN

(11) \$400
FOUR HUN

(12) \$4,000
FOUR THOU

(State Lottery Commission; 65 IAC 4-401-3; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 359)

65 IAC 4-401-4 How to play; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 424 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If three (3) play symbols of the number “4” are exposed in black in a row, column, or diagonal, the holder is entitled to a prize in the amount set forth in the “YOUR FANTASY PRIZE” area. If three (3) play symbols of the number “4” are exposed in red in a row, column, or diagonal, the holder is entitled to a prize of double the amount set forth in the “YOUR FANTASY PRIZE” area. The prize amounts and number of winners in instant game number 424 are as follows:

Prize Symbol and Double	Prize Amount One (1) \$1 ticket currently offered for sale	Approximate Number of Winners
TICKET		104,000
\$1.00–black	\$1	374,400
\$1.00–red (DOUBLE)	\$2	135,200

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\$2.00–black	\$2	41,600
\$2.00–red (DOUBLE)	\$4	31,200
\$4.00–black	\$4	10,400
\$4.00–red (DOUBLE)	\$8	10,400
\$8.00–black	\$8	10,400
\$10.00–red (DOUBLE)	\$20	5,200
\$20.00–black	\$20	5,200
\$20.00–red (DOUBLE)	\$40	3,900
\$40.00–black	\$40	3,900
\$40.00–red (DOUBLE)	\$80	650
\$80.00–black	\$80	650
\$200–red (DOUBLE)	\$400	65
\$400–black	\$400	65
\$4,000–black	\$4,000	10

(State Lottery Commission; 65 IAC 4-401-4; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 359)

65 IAC 4-401-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 424.

(b) The odds of winning a prize in instant game number 424 are approximately 1 in 4.23.

(c) All reorders of tickets for instant game number 424 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-401-5; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 360)

Rule 402. Instant Game 425

65 IAC 4-402-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is “Instant Game Number 425, Double Feature”. (State Lottery Commission; 65 IAC 4-402-1; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 360)

65 IAC 4-402-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 425 shall sell for two dollars (\$2) per ticket. (State Lottery Commission; 65 IAC 4-402-2; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 360)

65 IAC 4-402-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 425 shall contain twenty-two (22) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Two (2) play symbols and play symbol captions shall appear in the area labeled "WINNING SYMBOLS". Twenty (20) play symbols and play symbol captions shall appear in the area labeled "YOUR STAR NUMBERS" and be arranged in pairs representing pictures and prize amounts.

(b) The play symbols and play symbol captions in instant game number 425, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of a tub of popcorn
POPCORN
- (2) A picture of a candy bar
CANDY
- (3) A picture of a cup with a straw
SODA
- (4) A picture of a piece of film
FILM
- (5) A picture of a torn ticket
TICKET
- (6) A picture of a director's chair
SEAT
- (7) A picture of a stick gum
GUM
- (8) A picture of a movie camera
CAMERA
- (9) A picture of a trophy
AWARD
- (10) A picture of nachos
NACHOS
- (11) A picture of a hot dog
HOT DOG
- (12) A picture of a cup with a straw
MKLSHK
- (13) \$\$
DOUBLE

(c) The play symbols and play symbol captions representing prize amounts in instant game number 425 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$10.00
TEN
- (6) \$20.00
TWENTY

- (7) \$25.00
TWY FIV
- (8) \$50.00
FIFTY
- (9) \$100
ONE HUN
- (10) \$3,000
THR THOU
- (11) \$30,000
THY THOU

(State Lottery Commission; 65 IAC 4-402-3; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 360)

65 IAC 4-402-4 How to play; winning combinations and prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 425 shall remove the latex material covering the twenty-two (22) play symbols and play symbol captions. If one (1) or more of "YOUR SYMBOLS" match either of the "WINNING SYMBOLS", the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is exposed in the "YOUR SYMBOLS" area, the holder is entitled to double the paired prize amount.

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 425 are as follows:

Winning Prize Symbol	Prize Amount	Approximate Number of Winners
1-\$2.00	\$2	345,000
1-\$2.00 and DOUBLE	\$4	75,000
1-\$4.00	\$4	80,000
1-\$2.00 + 1-\$3.00	\$5	80,000
5-\$1.00	\$5	80,000
5-\$2.00	\$10	15,000
1-\$5.00 and DOUBLE	\$10	15,000
1-\$10.00	\$10	15,000
5-\$2.00 and 3-\$5.00	\$25	7,500
5-\$5.00	\$25	3,750
1-\$25.00	\$25	3,750
4-\$5.00 + 1-\$10.00 and DOUBLE	\$40	7,500
1-\$40.00	\$40	7,500
10-\$5.00	\$50	1,250
1-\$50.00	\$50	1,250
10-\$10.00	\$100	1,250
5-\$20.00	\$100	1,250
5-\$100	\$500	25
10-\$3,000	\$30,000	2
1-\$30,000	\$30,000	3

(State Lottery Commission; 65 IAC 4-402-4; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 361)

65 IAC 4-402-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 425.

(b) The odds of winning a prize in instant game number 425 are approximately 1 in 4.41.

(c) All reorders of tickets for instant game number 425 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-402-5; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 361)*

Rule 403. Instant Game 426

65 IAC 4-403-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 426, Bonus 7's". *(State Lottery Commission; 65 IAC 4-403-1; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 817)*

65 IAC 4-403-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 426 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-403-2; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 817)*

65 IAC 4-403-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 426 shall contain eleven (11) play symbols and play symbol captions all concealed under a large spot of latex material. Nine (9) play symbols and play symbol captions shall appear in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption shall appear in a box labeled "PRIZE". One (1) play symbol and play symbol caption shall appear in a box labeled "BONUS".

(b) The play symbols and play symbol captions, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

(2) 2

TWO

(3) 3

THR

(4) 4

FOR

(5) 5

FIV

(6) 6

SIX

(7) 7

SVN

(8) 8

EGT

(9) 9

NIN

(c) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

(1) \$1.00

ONE

(2) \$2.00

TWO

(3) \$3.00

THREE

(4) \$10.00

TEN

(5) \$13.00

THIRTN

(6) \$20.00

TWENTY

(7) \$23.00

TWY THR

(8) \$30.00

THIRTY

(9) \$33.00

TRY THR

(10) \$40.00

FORTY

(11) \$43.00

FRY THR

(12) \$50.00

FIFTY

(13) \$53.00

FTY THR

(14) \$60.00

SIXTY

(15) \$63.00

SXY THR

(16) \$70.00

SEVENTY

(17) \$93.00

NTY THR

(18) \$100

ONE HUN

(19) \$7,000

SVN THOU

(State Lottery Commission; 65 IAC 4-403-3; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 818)

65 IAC 4-403-4 How to play; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 426 shall remove the latex material covering the eleven (11) play symbols and play symbol captions. If three (3) play symbols of the number "7" are exposed in black in a row, column, or diagonal, the holder is entitled to a prize in the amount set forth in the "PRIZE" box. If a play symbol of the number "7" is exposed in the "BONUS" box, the holder is automatically entitled to a prize of seven dollars (\$7). The prize amounts and number of winners in instant game number 426 are as follows:

Prize Symbol	Prize Amount	Approximate Number of Winners
\$1.00	\$1	260,000
\$2.00	\$2	228,800
\$3.00	\$3	62,400
7 - bonus	\$7	62,400
\$3.00 + 7 - bonus	\$10	10,400
\$10.00	\$10	5,200
\$13.00 + 7 - bonus	\$20	5,200
\$20.00	\$20	5,200
\$23.00 + 7 - bonus	\$30	975
\$30.00	\$30	780
\$33.00 + 7 - bonus	\$40	260
\$40.00	\$40	260
\$43.00 + 7 - bonus	\$50	130
\$50.00	\$50	65
\$53.00 + 7 - bonus	\$60	130
\$60.00	\$60	65
\$63.00 + 7 - bonus	\$70	130
\$70.00	\$70	65
\$93.00 + 7 - bonus	\$100	26
\$100	\$100	26
\$7,000	\$7,000	6

(State Lottery Commission; 65 IAC 4-403-4; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 818)

65 IAC 4-403-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 426.

(b) The odds of winning a prize in instant game number 426 are approximately 1 in 4.86.

(c) All reorders of tickets for instant game number 426 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-403-5; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 819)

65 IAC 4-403-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 426 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-403-6; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 819*)

Rule 404. Instant Game 428**65 IAC 4-404-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 428, Money Suits Me". (*State Lottery Commission; 65 IAC 4-404-1; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 593*)

65 IAC 4-404-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 428 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-404-2; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 593*)

65 IAC 4-404-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 428 shall contain eleven (11) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "WINNING SUIT". Ten (10) play symbols and play symbol captions shall appear in the area labeled "YOUR SUITS" and be arranged in pairs representing numbers and prize amounts.

(b) The play symbols and play symbol captions in instant game number 428, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) ♦
DIAMOND
- (2) ♣
CLUB
- (3) ♥
HEART
- (4) ♠
SPADE

(c) The play symbols and play symbol captions representing prize amounts in instant game number 428 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE

- (4) \$4.00
FOUR
- (5) \$5.00
FIVE
- (6) \$10.00
TEN
- (7) \$15.00
FIFTEEN
- (8) \$20.00
TWENTY
- (9) \$25.00
TWY FIVE
- (10) \$30.00
THIRTY
- (11) \$50.00
FIFTY
- (12) \$100
ONE HUN
- (14) \$6,000
SIX THOU

(State Lottery Commission; 65 IAC 4-404-3; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 593)

65 IAC 4-404-4 How to play; winning combinations; prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 428 shall remove the latex material covering the eleven (11) play symbols and play symbol captions. If one (1) or more of "YOUR SUITS" match the "WINNING SUIT", the holder is entitled to the prize amount paired with the matched number.

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 428 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	332,800
2 - \$1.00	\$2	208,800
1 - \$2.00	\$2	72,800
2 - \$2.00	\$4	31,200
1 - \$4.00	\$4	20,800
3 - \$1.00 + 1 - \$2.00	\$5	10,400
2 - \$2.00 + 1 - \$1.00	\$5	10,400
1 - \$5.00	\$5	10,400
5 - \$2.00	\$10	10,400
2 - \$5.00	\$10	10,400
1 - \$10.00	\$10	10,400
5 - \$3.00	\$15	2,600
1 - \$10.00 + 1 - \$5.00	\$15	2,600
3 - \$5.00	\$15	2,600
1 - \$15.00	\$15	2,600

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1 - \$5.00 + 2 - \$10.00	\$25	325
5 - \$5.00	\$25	325
1 - \$25.00	\$25	325
5 - \$10.00	\$50	260
2 - \$25.00	\$50	260
1 - \$50.00	\$50	260
5 - \$20.00	\$100	104
2 - \$20.00 + 2 - \$30.00	\$100	104
2 - \$50.00	\$100	104
1 - \$100	\$100	104
1 - \$6,000	\$6,000	4

(State Lottery Commission; 65 IAC 4-404-4; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 594)

65 IAC 4-404-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 428.

(b) The odds of winning a prize in instant game number 428 are approximately 1 in 4.21.

(c) All reorders of tickets for instant game number 428 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-404-5; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 594)*

65 IAC 4-404-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 428 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-404-6; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 594)*

Rule 405. Instant Game 430

65 IAC 4-405-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 430, Tons of Fun". *(State Lottery Commission; 65 IAC 4-405-1; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 822)*

65 IAC 4-405-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 430 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-405-2; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 822*)

65 IAC 4-405-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 430 shall contain nine (9) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "LUCKY NUMBER". Eight (8) play symbols and play symbol captions shall appear in a matrix of four (4) rows and two (2) columns. The rows shall be labeled "GAME 1", "GAME 2", "GAME 3", and "GAME 4", respectively, from the top of the ticket. The columns shall be labeled "YOUR NUMBERS" and "PRIZE", respectively.

(b) The play symbols and play symbol captions in instant game number 430, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV

(c) The play symbols and play symbol captions representing prize amounts in instant game number 430 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$10.00
TEN

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- (6) \$20.00
TWENTY
- (7) \$40.00
FORTY
- (8) \$80.00
EIGHTY
- (9) \$200
TWO HUN
- (10) \$2,000
TWO THOU

(State Lottery Commission; 65 IAC 4-405-3; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 822)

65 IAC 4-405-4 How to play and prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 430 shall remove the latex material covering the nine (9) play symbols and play symbol captions. If "YOUR NUMBER" matches of the "LUCKY NUMBER", the holder is entitled to the prize for the game in that row. A holder can win up to four (4) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 430 are as follows:

Number of Winning Games and Prize Symbols	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	280,800
2 - \$1.00	\$2	83,200
1 - \$2.00	\$2	83,200
4 - \$1.00	\$4	31,200
2 - \$1.00 + 1 - \$2.00	\$4	31,200
1 - \$4.00	\$4	31,200
2 - \$1.00 + 2 - \$2.00	\$5	20,800
3 - \$2.00	\$6	10,400
1 - \$2.00 + 1 - \$4.00	\$6	10,400
4 - \$2.00	\$8	10,400
2 - \$2.00 + 1 - \$4.00	\$8	5,200
2 - \$4.00	\$8	5,200
1 - \$1.00 + 2 - \$2.00 + 1 - \$5.00	\$10	10,400
2 - \$5.00	\$10	5,200
1 - \$10.00	\$10	5,200
4 - \$5.00	\$20	2,600
2 - \$5.00 + 1 - \$10.00	\$20	2,600
1 - \$20.00	\$20	2,600
4 - \$10.00	\$40	325
2 - \$20.00	\$40	325
1 - \$40.00	\$40	325
4 - \$20.00	\$80	130
2 - \$40.00	\$80	130
1 - \$80.00	\$80	130

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1 - \$200	\$200	52
1 - \$2,000	\$2,000	7

(State Lottery Commission; 65 IAC 4-405-4; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 822)

65 IAC 4-405-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 430.

(b) The odds of winning a prize in instant game number 430 are approximately 1 in 4.93.

(c) All reorders of tickets for instant game number 430 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-405-5; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 823)

65 IAC 4-405-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 430 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-405-6; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 823)

Rule 406. Instant Game 412

65 IAC 4-406-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 436, Gold Rush". (State Lottery Commission; 65 IAC 4-406-1; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 595)

65 IAC 4-406-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 436 shall sell for two dollars (\$2) per ticket. (State Lottery Commission; 65 IAC 4-406-2; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 595)

65 IAC 4-406-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 436 shall contain twenty-two (22) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Two (2) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Twenty (20) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" and be arranged in pairs representing numbers and prize amounts.

(b) The play symbols and play symbol captions in instant game number 436, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELEVN
- (12) 12
TWELV
- (13) 13
THRTN
- (14) 14
FORTN
- (15) 15
FIFTN
- (16) 16
SIXTN
- (17) 17
SVNTN
- (18) 18
EGHTN
- (19) 19
NINTN
- (20) \$\$
DOUBLE
- (21) A picture of a pick ax
WIN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 436 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE

- (3) \$5.00
FIVE
- (4) \$6.00
SIX
- (5) \$10.00
TEN
- (6) \$12.00
TWELVE
- (7) \$25.00
TWY FIV
- (8) \$50.00
FIFTY
- (9) \$75.00
SVTY FIVE
- (10) \$1,000
ONE THOU
- (11) \$24,000
TWY FOUR THOU

(State Lottery Commission; 65 IAC 4-406-3; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 595)

65 IAC 4-406-4 How to play; distribution of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 436 shall remove the latex material covering the twenty-two (22) play symbols and play symbol captions. If one (1) or more of "YOUR NUMBERS" match either of the "WINNING NUMBERS", the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is exposed in the "YOUR NUMBERS" area, the holder is entitled to double the paired prize amount. If the play symbol of a picture of a pick ax is exposed, the holder is automatically entitled to the paired prize amount. A holder may win up to ten (10) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 436 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 - \$2.00	\$2	300,000
2 - \$2.00	\$4	67,500
1 - \$2.00 and 1 - \$3.00	\$5	60,000
1 - \$5.00 + pick ax	\$5	45,000
2 - \$3.00	\$6	30,000
1 - \$6.00	\$6	30,000
5 - \$2.00	\$10	15,000
1 - \$10.00 + pick ax	\$10	15,000
2 - \$5.00 and 1 - \$2.00	\$12	7,500
1 - \$6.00 + \$\$	\$12	7,500
1 - \$12.00 + pick ax	\$12	7,500
10 - \$2.00	\$20	7,500
1 - \$12.00 + \$\$	\$24	3,750
4 - \$6.00	\$24	3,750
2 - \$10.00 and 1 - \$5.00	\$25	7,500

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1 - \$25.00	\$25	7,500
1 - \$50.00 + pick ax	\$50	2,500
1 - \$50.00 + \$\$	\$100	625
10 - \$10.00	\$100	625
1 - \$75.00 + \$\$	\$150	375
1 - \$1,000	\$1,000 [sic.]	125
1 - \$24,000	\$24,000	12

(State Lottery Commission; 65 IAC 4-406-4; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 596)

65 IAC 4-406-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 436.

(b) The odds of winning a prize in instant game number 436 are approximately 1 in 4.84.

(c) All reorders of tickets for instant game number 436 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-406-5; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 596)

65 IAC 4-406-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 436 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-406-6; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 596)

Rule 407. (Reserved)

Rule 408. Instant Game 437

65 IAC 4-408-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 437, High Card Doubler". (State Lottery Commission; 65 IAC 4-408-1; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 830)

65 IAC 4-408-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 437 shall sell for one dollar (\$1) per ticket. (State Lottery Commission; 65 IAC 4-408-2; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 830)

65 IAC 4-408-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 437 shall contain fifteen (15) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions shall be arranged in a matrix of five (5) rows and three (3) columns. The rows shall be labeled "GAME 1", "GAME 2", "GAME 3", "GAME 4", and "GAME 5", respectively. The first column shall be labeled "YOURS", the second column shall be labeled "DEALER", and the third column shall be labeled "PRIZE".

(b) The play symbols and play symbol captions, other than those of prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol of a playing card with the number two (2) corresponding with the play symbol caption "TWO".
- (2) The play symbol of a picture playing card with the number three (3) corresponding with the play symbol caption "THR".
- (3) The play symbol of a playing card with the number four (4) corresponding with the play symbol caption "FOR".
- (4) The play symbol of a picture playing card with the number five (5) corresponding with the play symbol caption "FIV".
- (5) The play symbol of a playing card with the number six (6) corresponding with the play symbol caption "SIX".
- (6) The play symbol of a picture playing card with the number seven (7) corresponding with the play symbol caption "SVN".
- (7) The play symbol of a playing card with the number eight (8) corresponding with the play symbol caption "EGT".
- (8) The play symbol of a picture playing card with the number nine (9) corresponding with the play symbol caption "NIN".
- (9) The play symbol of a playing card with the number ten (10) corresponding with the play symbol caption "TEN".
- (10) The play symbol of a playing card with a picture of a jack corresponding with the play symbol caption "JCK".
- (11) The play symbol of a playing card with a picture of a queen corresponding with the play symbol caption "QUN".
- (12) The play symbol of a playing card with a picture of a king corresponding with the play symbol caption "KNG".
- (13) The play symbol of a picture playing card with the letter "A" corresponding with the play symbol caption "DBL".

(c) The play symbols and play symbol captions of prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$5.00
FIVE
- (5) \$6.00
SIX
- (6) \$10.00
TEN
- (7) \$15.00
FIFTEEN
- (8) \$30.00
THIRTY
- (9) \$50.00
FIFTY
- (10) \$60.00
SIXTY
- (11) \$125
ONE HUN TFIV
- (12) \$250
TWO HUN FTY

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- (13) \$500
FIVE HUN
- (14) \$1,250
TLV HUN FTY
- (15) \$2,500
TWY FIV HUN

(State Lottery Commission; 65 IAC 4-408-3; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 830)

65 IAC 4-408-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 437 shall remove the latex material covering the fifteen (15) play symbols and play symbol captions. If the play symbol and play symbol caption exposed in the column labeled "YOURS" is *[sic, are]* higher than the play symbol and play symbol caption exposed in the column labeled "DEALER", the holder is entitled to the corresponding prize amount for that game. If the play symbol of a playing card with the letter "A" is exposed in the column labeled "YOURS", the holder is entitled to double the corresponding prize amount. Ace is the high card. A holder may win up to five (5) times on a ticket. The prize amounts and number of winners in instant game number 437 are as follows:

Number of Winning Games, Prize Amounts, and Doubler	Prize Amount	Approximate Number of Winners
Play Symbols		
1 - \$1.00	\$1	364,000
1 - \$1.00 + "A"	\$2	62,400
2 - \$1.00	\$2	83,200
1 - \$2.00 + "A"	\$4	20,800
4 - \$1.00	\$4	20,800
5 - \$1.00	\$5	10,400
1 - \$1.00 and 2 - \$2.00	\$5	10,400
1 - \$2.00 and 1 - \$3.00	\$5	10,400
1 - \$5.00	\$5	10,400
1 - \$5.00 + "A"	\$10	10,400
5 - \$2.00	\$10	10,400
2 - \$2.00 and 1 - \$6.00	\$10	10,400
2 - \$5.00	\$10	2,600
1 - \$10.00	\$10	2,600
1 - \$15.00 + "A"	\$30	5,200
5 - \$6.00	\$30	5,200
1 - \$30 + "A"	\$60	468
3 - \$15.00, 1 - \$10.00, and 1 - \$5.00	\$60	468
1 - \$60.00	\$60	468
1 - \$125 + "A"	\$250	26
5 - \$50.00	\$250	26
1 - \$250	\$250	26
1 - \$1,250 + "A"	\$2,500	2
5 - \$500	\$2,500	2
1 - \$2,500	\$2,500	2

(State Lottery Commission; 65 IAC 4-408-4; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 831)

65 IAC 4-408-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 437.

(b) The odds of winning a prize in instant game number 437 are approximately 1 in 4.87.

(c) All reorders of tickets for instant game number 437 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-408-5; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 831*)

65 IAC 4-408-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 437 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-408-6; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 831*)

Rule 409. (Reserved)

Rule 410. (Reserved)

Rule 411. (Reserved)

Rule 412. (Reserved)

Rule 413. (Reserved)

Rule 414. (Reserved)

Rule 415. (Reserved)

Rule 416. (Reserved)

Rule 417. (Reserved)

Rule 418. (Reserved)

Rule 419. (Reserved)

Rule 420. (Reserved)

Rule 421. (Reserved)

Rule 422. (Reserved)

Rule 423. (Reserved)

Rule 424. (Reserved)

Rule 425. (Reserved)

Rule 426. (Reserved)

Rule 427. (Reserved)

Rule 428. (Reserved)

Rule 429. (Reserved)

Rule 430. (Reserved)

Rule 431. (Reserved)

Rule 432. (Reserved)

Rule 433. (Reserved)

Rule 434. (Reserved)

Rule 435. (Reserved)

Rule 436. (Reserved)

Rule 437. Instant Game 438

65 IAC 4-437-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 438, 7-11-21". (*State Lottery Commission; 65 IAC 4-437-1; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1660*)

65 IAC 4-437-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 438 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-437-2; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1660*)

65 IAC 4-437-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 438 shall contain twelve (12) play symbols and play symbol captions

in the game play data area all concealed under a large spot of latex material. Four (4) play symbols and play symbol captions shall appear in each of three (3) games labeled "GAME 1", "GAME 2", and "GAME 3", respectively. The three (3) play symbols and play symbol caption [*sic., captions*] representing numbers shall appear at the top of each game. One (1) play symbol and play symbol caption representing a prize amount shall also appear in each game.

(b) The play symbols and play symbol captions in instant game number 438, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELVN
- (12) 12
TWLV
- (13) 13
THTN
- (14) 14
FRTN
- (15) 15
FFTN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 438 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$7.00
SEVEN
- (5) \$11.00
ELEVEN
- (6) \$15.00
FIFTEEN

- (7) \$21.00
TWY ONE
- (8) \$25.00
TWY FIVE
- (9) \$30.00
THIRTY
- (10) \$100
ONE HUN
- (11) \$2,100
TWY ONE HUN

(State Lottery Commission; 65 IAC 4-437-3; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1661)

65 IAC 4-437-4 How to play and prize distribution

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 438 shall remove the latex material covering the twelve (12) play symbols and play symbol captions. If the top three (3) play symbols and play symbol captions in "GAME 1", "GAME 2", and/or "GAME 3" total seven (7), eleven (11), or twenty-one (21) when added, the holder is entitled to the associated prize amount. A holder may win up to three (3) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 438 are as follows:

Number of Winning Prize Symbols	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	340,000
1 - \$2.00	\$2	217,600
2 - \$1.00	\$2	101,800
1 - \$3.00	\$3	68,000
3 - \$1.00	\$3	27,200
1 - \$7.00	\$7	13,600
2 - \$2.00 and 1 - \$3.00	\$7	13,600
1 - \$11.00	\$11	13,600
2 - \$7.00 and 1 - \$1.00	\$15	13,600
1 - \$21.00	\$21	6,800
3 - \$7.00	\$21	6,800
1 - \$25.00	\$25	3,400
2 - \$15.00	\$30	2,550
1 - \$30.00	\$30	850
2 - \$25.00	\$50	850
3 - \$25.00	\$75	340
1 - \$100	\$100	85
2 - \$100	\$200	85
1 - \$2,100	\$2,100	10

(State Lottery Commission; 65 IAC 4-437-4; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1661)

65 IAC 4-437-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 438.

(b) The odds of winning a prize in instant game number 438 are approximately 1 in 4.87.

(c) All reorders of tickets for instant game number 438 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-437-5; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1662*)

Rule 438. Instant Game 454

65 IAC 4-438-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 454, Queen of Hearts". (*State Lottery Commission; 65 IAC 4-438-1; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1662*)

65 IAC 4-438-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 454 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-438-2; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1662*)

65 IAC 4-438-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 454 shall contain ten (10) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Nine (9) symbols and play symbol captions representing playing card and prize amounts shall be arranged in a matrix of three (3) rows and three (3) columns. The rows shall be labeled "HAND 1", "HAND 2", and "HAND 3", respectively, and the columns shall be labeled "YOURS", "DEALER'S", and "PRIZE", respectively. One (1) play symbol and play symbol caption representing a card suit shall appear in a "BONUS CARD" box on each ticket.

(b) The play symbols and play symbol captions, other than those of prize amounts and card suits, shall consist of the following possible play symbols and play symbol captions:

(1) The play symbol of a playing card with the number two (2) corresponding with the play symbol caption "TWO".

(2) The play symbol of a playing card with the number three (3) corresponding with the play symbol caption "THR".

(3) The play symbol of a playing card with the number four (4) corresponding with the play symbol caption "FOR".

(4) The play symbol of a playing card with the number five (5) corresponding with the play symbol caption "FIV".

(5) The play symbol of a playing card with the number six (6) corresponding with the play symbol caption "SIX".

(6) The play symbol of a playing card with the number seven (7) corresponding with the play symbol caption "SVN".

(7) The play symbol of a playing card with the number eight (8) corresponding with the play symbol caption "EGT".

(8) The play symbol of a playing card with the number nine (9) corresponding with the play symbol caption "NIN".

(9) The play symbol of a playing card with the number ten (10) corresponding with the play symbol caption "TEN".

(10) The play symbol of a playing card with the letter "J" corresponding with the play symbol caption "JCK".

(11) The play symbol of a playing card with the letter "Q" corresponding with the play symbol caption "QUN".

(12) The play symbol of a playing card with the letter "K" corresponding with the play symbol caption "KNG".

(13) The play symbol of a playing card with the letter "A" corresponding with the play symbol caption "ACE".

(c) The play symbols and play symbol captions of prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$5.00
FIVE
- (3) \$10.00
TEN
- (4) \$50.00
FIFTY
- (5) \$1,000
ONE THOU

(d) The play symbols and play symbol captions in the "BONUS CARD" box shall consist of the following possible play symbols and play symbol captions:

- (1) ♦
DIA
- (2) ♣
CLB
- (3) ♠
SPD
- (4) ♥
WIN\$10

(State Lottery Commission; 65 IAC 4-438-3; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1662)

65 IAC 4-438-4 How to play and distribution of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 454 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If the play symbol and play symbol caption exposed in the "YOURS" column is higher than the play symbol and play symbol caption exposed in the "DEALER'S" column in one (1) or more games, the holder is entitled to the corresponding prize amount. Aces are the high card in instant game number 454. If the play symbol "♥" is exposed in the "BONUS CARD" box, the holder is entitled to a prize of ten dollars (\$10). A holder may win up to four (4) times on a ticket. The play symbols, prize amounts, and number of winners in instant game number 454 are as follows:

Number of Winning Games and Prize Play		
Symbols	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	544,000
2 - \$1.00	\$2	149,600
3 - \$1.00	\$3	54,400
1 - \$5.00	\$5	27,200
♥ in "BONUS CARD" box	\$10	27,200
1 - \$10.00 and ♥ in "BONUS CARD" box	\$20	27,200
3 - \$10.00 and ♥ in "BONUS CARD" box	\$40	6,800
3 - \$50.00	\$150	272
1 - \$1,000	\$1,000	10
3 - \$1,000	\$3,000	8

(State Lottery Commission; 65 IAC 4-438-4; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1663)

65 IAC 4-438-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 454.

(b) The odds of winning a prize in instant game number 454 are approximately 1 in 4.88.

(c) All reorders of tickets for instant game number 454 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-438-5; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1663*)

Rule 439. Instant Game 393

65 IAC 4-439-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 393, Double Doubler". (*State Lottery Commission; 65 IAC 4-439-1; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1664*)

65 IAC 4-439-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 393 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-439-2; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1664*)

65 IAC 4-439-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 393 shall contain seven (7) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "YOUR PRIZE LEVEL". Six (6) play symbols and play symbol captions representing prize amounts shall appear in the large box labeled "WIN UP TO \$4,000 INSTANTLY".

(b) The play symbols and play symbol captions in instant game number 393 shall consist of the following possible play symbols and play symbol captions:

(1) \$1.00

ONE

(2) \$2.00

TWO

(3) \$5.00

FIVE

(4) \$10.00

TEN

(5) \$50.00

FIFTY

(6) \$100

ONE HUND

(7) \$500

FIV HUND

(8) \$1,000

ONE THOU

(c) The play symbols and play symbol captions appearing in the "YOUR PRIZE LEVEL" box shall consist of the following possible play symbols:

(1) SINGLE

(2) DOUBLE

(3) DOUBLE

DOUBLER

(State Lottery Commission; 65 IAC 4-439-3; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1664)

65 IAC 4-439-4 How to play and prize distribution

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 393 shall remove the latex material covering the seven (7) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions are exposed in the "WIN UP TO \$4,000 INSTANTLY" box, the holder is entitled to a prize of:

(1) the matched amount if the play symbol "SINGLE" is exposed in the "YOUR PRIZE LEVEL" box;

(2) double the matched amount if the play symbol "DOUBLE" is exposed in the "YOUR PRIZE LEVEL" box; or

(3) four (4) times the matched amount if the play symbol "DOUBLE DOUBLER" is exposed in the "YOUR PRIZE LEVEL".

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 393 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	501,600
1 - \$1.00 and DOUBLE	\$2	152,000
1 - \$2.00	\$2	152,000
1 - \$2.00 and DOUBLE	\$4	30,400
1 - \$1.00 and DOUBLE DOUBLER	\$4	30,400
1 - \$5.00	\$5	30,400
1 - \$2.00 and DOUBLE DOUBLER	\$8	15,200
1 - \$5.00 and DOUBLE	\$10	15,200
1 - \$10.00	\$10	15,200
1 - \$5.00 and DOUBLE DOUBLER	\$20	15,200
1 - \$10.00 and DOUBLE DOUBLER	\$40	7,600
1 - \$50.00	\$50	190
1 - \$50.00 and DOUBLE	\$100	114
1 - \$100	\$100	114
1 - \$500	\$500	38
1 - \$500 and DOUBLE	\$1,000	19
1 - \$1,000	\$1,000	19
1 - \$1,000 and DOUBLE DOUBLER	\$4,000	9

(State Lottery Commission; 65 IAC 4-439-4; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1664)

65 IAC 4-439-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million five hundred thousand (4,500,000) instant tickets initially available in instant game number 393.

(b) The odds of winning a prize in instant game number 393 are approximately 1 in 4.72.

(c) All reorders of tickets for instant game number 393 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-439-5; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1665)*

Rule 440. Instant Game 395

65 IAC 4-440-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 395, Road Hogs". *(State Lottery Commission; 65 IAC 4-440-1; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2257)*

65 IAC 4-440-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 395 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-440-2; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2257)*

65 IAC 4-440-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Each instant ticket in instant game number 395 shall contain six (6) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions in instant game number 395 shall consist of the following possible play symbols and play symbol captions:

(1) \$1.00

ONE

(2) \$2.00

TWO

(3) \$4.00

FOUR

(4) \$8.00

EIGHT

(5) \$20.00

TWENTY

(6) \$40.00

FORTY

(7) \$100

ONE HUND

(8) \$3000

3THOU

(9) The play symbol of a picture of a hog with the corresponding play symbol caption "WILD".

*(State Lottery Commission; 65 IAC 4-440-3; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2257)***65 IAC 4-440-4 How to play**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 395 shall remove the latex material covering the six (6) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions or two (2) matching play symbols and play symbol captions and the play symbol of a picture of a hog are exposed, the holder is entitled to a prize of the matched amount. The prize amounts and number of winners in instant game number 395 are as follows:

Matched Play Symbols	Prize Amount	Approximate Number of Winners
\$1.00	\$1	463,600
\$2.00	\$2	315,400
\$4.00	\$4	140,600
\$8.00	\$8	30,400
\$20.00	\$20	15,200
\$40.00	\$40	7,695
\$100	\$100	570
\$3000	\$3,000	25

*(State Lottery Commission; 65 IAC 4-440-4; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2257)***65 IAC 4-440-5 Number of tickets; odds; reorders**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million five hundred thousand (4,500,000) instant tickets initially available in instant game number 395.

(b) The odds of winning a prize in instant game number 395 are approximately 1 in 4.68.

(c) All reorders of tickets for instant game number 395 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-440-5; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2258)*

65 IAC 4-440-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 395 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-440-6; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2258)*

Rule 441. Instant Game 587

65 IAC 4-441-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 587, Hoosier Millionaire Doubler". (*State Lottery Commission; 65 IAC 4-441-1; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1363; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-441-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 587 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-441-2; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1363; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-441-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 587 shall contain ten (10) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "YOUR NUMBER". Eight (8) play symbols and play symbol captions shall appear in the area labeled "YOUR GAME NUMBERS" and be arranged in pairs representing numbers and prize amounts. One (1) play symbol and play symbol caption shall appear in the area labeled "BONUS AREA".

(b) The play symbols and play symbol captions in instant game number 587, other than those representing prize amounts or appearing in the "BONUS ENTRY" area, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8
EIGHT
- (9) 9
NINE
- (10) 10
TEN
- (11) 11
ELVEN

- (12) 12
TWLVE
- (13) 13
THIRTN
- (14) 14
FORTN
- (15) 15
FIFTN
- (16) 16
SIXTN
- (17) 17
SVNTN
- (18) 18
EGHTN
- (19) 19
NINTN
- (20) 20
TWENTY
- (21) 21
TWYONE
- (22) 22
TWY TWO
- (23) 23
TWYTHR
- (24) 24
TWYFOR
- (25) 25
TWYFIV
- (26) 26
TWYSIX
- (27) 27
TWYSVN
- (28) 28
TWYEGT
- (29) 29
TWYNIN
- (30) 30
THIRTY
- (31) \$\$
DOUBLE

(c) The play symbols and play symbol captions representing prize amounts in instant game number 587 shall consist of the following possible play symbols and play symbol captions:

- (1) ENTRY
ENTRY
- (2) \$1.00
ONE
- (3) \$2.00
TWO
- (4) \$3.00
THREE

- (5) \$5.00
FIVE
- (6) \$8.00
EIGHT
- (7) \$10.00
TEN
- (8) \$15.00
FIFTN
- (9) \$25.00
TWY FIVE
- (10) \$50.00
FIFTY
- (11) \$1,000
ONE THOU

(d) The play symbols and play symbol captions appearing in the "BONUS AREA" shall consist of the following possible play symbols and play symbol captions:

- (1) YOU ARE ON THE SHOW
SEE TICKET BACK FOR DETAILS
- (2) STOPPER-TRY AGAIN
SEE TICKET BACK FOR DETAILS

(State Lottery Commission; 65 IAC 4-441-3; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1363; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-441-4 How to play; winning combinations; prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 587 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If one (1) or more of "YOUR GAME NUMBERS" match "YOUR NUMBER", the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is paired with one (1) or more of "YOUR GAME NUMBERS", the holder is entitled to double the paired prize amount. If the play symbol and play symbol caption "ENTRY" is paired with one (1) or more of the matching "YOUR GAME NUMBERS", the holder is required to comply with the directions on the back of the instant ticket, sign the back of the instant ticket, and mail the instant ticket to Hoosier Millionaire, P.O. Box 4444, Plainfield, IN 46165-4444. The instant ticket will then be entered into a weekly second chance drawing for participation as a contestant on the Hoosier Millionaire Game Show. If the play symbol "YOU ARE ON THE SHOW" is exposed in the "BONUS AREA", the holder is required to take the instant ticket to the nearest commission office. The commission will contact the holder and make arrangements for participation as contestants on the Hoosier Millionaire Game Show.

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 587 are as follows:

Winning Prize Symbol	Prize Amount	Approximate Number of Winners
Entry into a second chance drawing for participation on the Hoosier Millionaire Game Show		
ENTRY	Show	277,200
1 – \$1.00	\$1	1,461,800
2 – \$1.00	\$2	756,000
1 – \$2.00	\$2	352,800
3 – \$1.00	\$3	88,200
1 – \$1.00 + \$\$ and 2 – \$1.00	\$3	63,000

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1 – \$3.00	\$3	50,400
3 – \$1.00 and 1 – \$2.00	\$5	100,800
1 – \$1.00 and 1 – \$2.00 + \$\$	\$5	100,800
2 – \$1.00 and 1 – \$3.00	\$5	100,800
1 – \$5.00	\$5	50,400
2 – \$3.00 and 1 – \$2.00 + \$\$	\$10	75,600
1 – \$2.00, 1 – \$3.00, and 1 – \$5.00	\$10	12,600
1 – \$10.00	\$10	12,600
3 – \$5.00 and 1 – \$10.00	\$25	25,200
1 – \$5.00 + \$\$ and 1 – \$15.00	\$25	12,600
1 – \$25.00	\$25	12,600
2 – \$25.00	\$50	1,890
1 – \$50	\$50	1,890
1 – \$50 + \$\$	\$100	630
1 – \$1,000	\$1,000	189
YOU ARE ON THE SHOW		31

(c) The director has established and promulgated drawing procedures governing the second chance drawings and the Hoosier Millionaire Game Show. *(State Lottery Commission; 65 IAC 4-441-4; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1364; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-441-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately fifteen million (15,000,000) instant tickets initially available in instant game number 587.

(b) The odds of winning a prize in instant game number 587 are approximately 1 in 4.25.

(c) All reorders of tickets for instant game number 587 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-441-5; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1365; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-441-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 587 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-441-6; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1365; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 442. Instant Game 687

65 IAC 4-442-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 687, Hoosier Millionaire". (*State Lottery Commission; 65 IAC 4-442-1; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1682; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-442-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 687 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-442-2; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1682; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-442-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 687 shall contain eleven (11) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The large box in the center of the instant ticket, excluding the "BONUS AREA", shall contain nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption shall appear in the area labeled "YOUR NUMBER". Eight (8) play symbols and play symbol captions shall appear in the area labeled "YOUR GAME NUMBERS" and be arranged in pairs representing numbers and prize amounts. One (1) play symbol and play symbol caption shall appear in the section of the instant ticket labeled "BONUS AREA". One (1) play symbol and play symbol caption shall appear in the box labeled "ENTRY".

(b) The play symbols and play symbol captions in instant game number 687, other than those representing prize amounts or appearing in the "BONUS AREA" and "ENTRY" box, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8
EIGHT
- (9) 9
NINE
- (10) 10
TEN
- (11) 11
ELVEN

- (12) 12
TWLVE
- (13) 13
THIRTN
- (14) 14
FORTN
- (15) 15
FIFTN
- (16) 16
SIXTN
- (17) 17
SVNTN
- (18) 18
EGHTN
- (19) 19
NINTN
- (20) 20
TWENTY
- (21) 21
TWYONE
- (22) 22
TWY TWO
- (23) 23
TWYTHR
- (24) 24
TWYFOR
- (25) 25
TWYFIV
- (26) 26
TWYSIX
- (27) 27
TWYSVN
- (28) 28
TWYEGT
- (29) 29
TWYNIN
- (30) 30
THIRTY
- (31) \$\$
DOUBLE

(c) The play symbols and play symbol captions representing prize amounts in instant game number 687 shall consist of the following possible play symbols and play symbol captions:

- (1) SHOW
ENTRY
- (2) \$1.00
ONE
- (3) \$2.00
TWO
- (4) \$3.00
THREE

- (5) \$5.00
FIVE
- (6) \$6.00
SIX
- (7) \$10.00
TEN
- (8) \$20.00
TWENTY
- (9) \$50.00
FIFTY
- (10) \$100
ONE HUND
- (11) \$5,000
FIV THOU

(d) The play symbols and play symbol captions appearing in the "BONUS AREA" shall consist of the following possible play symbols and play symbol captions:

- (1) YOU ARE ON THE SHOW
SEE TICKET BACK FOR DETAILS
- (2) STOPPER-TRY AGAIN
SEE TICKET BACK FOR DETAILS

(e) The play symbols and play symbol captions appearing in the "ENTRY" box shall consist of the following possible play symbols and play symbol captions:

- (1) TRY
AGAIN
- (2) AT HOME
ENTRY

(State Lottery Commission; 65 IAC 4-442-3; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1682; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-442-4 How to play; winning combinations; prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 687 shall remove the latex material covering the eleven (11) play symbols and play symbol captions.

(b) If, in the large box in the center of the instant ticket, one (1) or more of "YOUR GAME NUMBERS" match "YOUR NUMBER", the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is paired with one (1) or more of "YOUR GAME NUMBERS", the holder is entitled to double the paired prize amount. If the play symbol "SHOW" and the play symbol caption "ENTRY" are paired with one (1) or more of the matching "YOUR GAME NUMBERS", the holder is required to comply with the directions on the back of the instant ticket, complete the back of the instant ticket, and mail the instant ticket to Hoosier Millionaire, P.O. Box 4444, Plainfield, IN 46168-4444. The instant ticket will then be entered into a weekly second chance drawing for participation as a contestant on the Hoosier Millionaire Game Show.

(c) If the play symbol "YOU ARE ON THE SHOW" is exposed in the "BONUS AREA", the holder is required to take the instant ticket to the nearest commission office. The commission will contact the holder and make arrangements for participation as a contestant on the Hoosier Millionaire Game Show.

(d) If the play symbol "AT HOME PLAY" is exposed in the "ENTRY" box, the holder is required to comply with the directions on the back of the instant ticket and mail the instant ticket to "PLAY AT HOME", P.O. Box 6204, Indianapolis, IN 46206. The instant ticket will then be entered into a weekly second chance drawing to be paired with a contestant on the Hoosier Millionaire Game Show and may win a prize of up to one thousand dollars (\$1,000).

(e) Prizes shall be available to holders of winning tickets in instant game number 687 in accordance with the following:

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Winning Prize Symbol	Prize Amount	Approximate Number of Winners
SHOW	Entry into a second chance drawing for participation on the Hoosier Millionaire Game Show	187,500
AT HOME PLAY	Entry into a second chance drawing to be paired with a contestant on the Hoosier Millionaire Game Show	3,000,000
2 - \$1.00	\$2	900,000
1 - \$2.00	\$2	600,000
3 - \$1.00	\$3	300,000
1 - \$1.00 + \$\$ and 1 - \$1.00	\$3	225,000
1 - \$3.00	\$3	225,000
2 - \$1.00 and 2 - \$2.00	\$6	225,000
2 - \$1.00 and 1 - \$2.00 + \$\$	\$6	150,000
1 - \$6.00	\$6	75,000
2 - \$1.00, 1 - \$2.00, and 1 - \$6.00	\$10	75,000
2 - \$2.00 and 1 - \$3.00 + \$\$	\$10	75,000
1 - \$1.00, 1 - \$3.00, and 1 - \$6.00	\$10	75,000
1 - \$10.00	\$10	75,000
4 - \$5.00	\$20	37,500
2 - \$5.00 and 1 - \$10.00	\$20	37,500
1 - \$5.00 + \$\$ and 1 - \$10.00	\$20	37,500
1 - \$20.00	\$20	37,500
1 - \$10.00, 1 - \$10.00 + \$\$, and 1 - \$20.00	\$50	36,250
1 - \$50.00	\$50	25,000
1 - \$100	\$100	5,500
1 - \$5,000	\$5,000	50
YOU ARE ON THE SHOW		31

(f) The director has established and promulgated drawing procedures governing the second chance drawings and the Hoosier Millionaire Game Show. (*State Lottery Commission; 65 IAC 4-442-4; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1683; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-442-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately fifteen million (15,000,000) instant tickets initially available in instant game number 687.

(b) The odds of winning a prize in instant game number 687 are approximately 1 in 2.34.

(c) All reorders of tickets for instant game number 687 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-442-5; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1684; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-442-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 687 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com [sic., www.hoosierlottery.com] or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-442-6; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1684; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

Rule 443. Instant Game 504**65 IAC 4-443-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 504, Bonus Crossword". (State Lottery Commission; 65 IAC 4-443-1; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 504 shall sell for two dollars (\$2) per ticket. (State Lottery Commission; 65 IAC 4-443-2; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 504 shall contain nineteen (19) play symbols in the game play data area all concealed under a large spot of latex material. A large box in the center of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A chart labeled "PRIZE KEY" shall appear to the left of the crossword grid and shall contain a table setting forth prize requirements and amounts. A box labeled "YOUR 18 LETTERS" shall appear on the left side of the instant ticket above the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters. A box labeled "BONUS WORD" shall appear to the right of the "YOUR 18 LETTERS" box and contain a word of two (2) or more letters and a play symbol and play symbol caption representing a prize amount.

(b) The possible play symbols appearing in the box labeled "YOUR 18 LETTERS" shall be randomly selected from the twenty-six (26) letters of the English alphabet. Each such letter shall be expressed as a capital letter.

(c) The play symbols and play symbol captions representing prize amounts in instant game number 504 shall consist of the following possible play symbols and play symbol captions:

(1) \$3.00

THREE

(2) \$5.00

FIVE

(3) \$10.00

TEN

(State Lottery Commission; 65 IAC 4-443-3; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 504 shall remove the latex material covering the eighteen (18) play symbols in the "YOUR 18 LETTERS" box and the play symbol and play symbol caption in the "BONUS WORD" box. The holder must then remove the latex material from all matching letters on the crossword grid and determine whether the newly exposed letters form words. If at least three (3) words are formed from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE KEY" chart.

(b) In instant game number 504, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. For purposes of this rule, a word must contain at least two (2) letters. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top.

(c) If four (4) or more words are formed, the holder is entitled only to the highest prize identified on the "PRIZE KEY" chart. Prizes are not cumulative.

(d) Prizes shall be available to holders of winning tickets in instant game number 504 in accordance with the following:

Number of Words	Prize Amount	Approximate Number of Winners
3 words	\$2	1,102,500
Bonus Word	\$3	270,000
4 words	\$4	172,500
Bonus Word	\$5	105,000
5 words	\$10	37,500
Bonus Word	\$10	37,500
6 words	\$20	22,500
7 words	\$40	16,500
8 words	\$80	9,400
9 words	\$1,000	398
10 words	\$10,000	20

(State Lottery Commission; 65 IAC 4-443-4; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately six million (6,000,000) instant tickets initially available in instant game number 504.

(b) The odds of winning a prize in instant game number 504 are approximately 1 in 3.38.

(c) All reorders of tickets for instant game number 504 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-443-5; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 504 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-443-6; emergency rule filed Jan

11, 2001, 4:29 p.m.: 24 IR 1682; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

Rule 444. Instant Game 499

65 IAC 4-444-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 499, Casino Royale". (*State Lottery Commission; 65 IAC 4-444-1; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1676; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-444-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 499 shall sell for seven dollars (\$7) per ticket. (*State Lottery Commission; 65 IAC 4-444-2; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1676; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-444-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 499 shall contain forty-nine (49) play symbols and play symbol captions arranged among four (4) separate and independent games and one (1) bonus area each concealed under a spot of latex material.

(b) The box in the upper right portion of each instant ticket shall be labeled "GAME 1" and shall contain nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the center of the box in the area labeled "YOUR NUMBER". Four (4) pairs of play symbols and play symbol captions representing numbers and prize amounts shall each be labeled "WHEEL #" and be arranged in a circle around "YOUR NUMBER".

(c) The box in the middle left portion of each instant ticket shall be labeled "GAME 2" and shall contain twenty (20) play symbols and play symbol captions arranged in a matrix of four (4) rows and five (5) columns. The play symbols and play symbol captions shall represent playing cards and prize amounts. The rows shall be labeled "HAND 1", "HAND 2", "HAND 3", and "HAND 4", respectively. The first two (2) columns shall be jointly labeled "YOURS", the next two (2) columns shall be jointly labeled "DEALER'S", and the last column shall be labeled "PRIZE".

(d) The box immediately below "GAME 2" shall be labeled "GAME 3" and shall contain six (6) play symbols and play symbol captions representing playing cards and prize amounts arranged in a single row. The first four (4) play symbols and play symbol captions shall be jointly labeled "YOUR CARDS", the fifth play symbol and play symbol caption shall be labeled "PRIZE", and the sixth play symbol and play symbol caption shall be labeled "DEALER'S".

(e) The box at the bottom of each instant ticket shall be labeled "GAME 4" and shall contain twelve (12) play symbols and play symbol captions arranged in four (4) separate rows of three (3) play symbols and play symbol captions. The rows shall be labeled "GAME 1", "GAME 2", "GAME 3", and "GAME 4", respectively, with a legend identifying winning combinations and prize amounts separating the first two (2) rows from the second two (2) rows.

(f) The small box at the upper left side of each instant ticket shall be labeled "BONUS" and contain two (2) play symbols and play symbol captions representing playing cards. (*State Lottery Commission; 65 IAC 4-444-3; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1676; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-444-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play

symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$5.00
FIVE
- (4) \$7.00
SEVEN
- (5) \$10.00
TEN
- (6) \$14.00
FOURTEEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$100
ONE HUN
- (10) \$700
SVN HUN
- (11) \$1,000
ONE THOU
- (12) \$70,000
SVT THOU

(b) The play symbols and play symbol captions appearing in “GAME 1”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN

(c) The play symbols and play symbol captions appearing in “GAME 2”, “GAME 3”, and the “BONUS” box, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) A playing card with the number 2
TWO
- (2) A playing card with the number 3

THR

- (3) A playing card with the number 4

FOR

- (4) A playing card with the number 5

FIV

- (5) A playing card with the number 6

SIX

- (6) A playing card with the number 7

SVN

- (7) A playing card with the number 8

EGT

- (8) A playing card with the number 9

NIN

- (9) A playing card with the number 10

TEN

- (10) A playing card with a picture of a jack

JCK

- (11) A playing card with a picture of a queen

QUN

- (12) A playing card with a picture of a king

KNG

- (13) A playing card with the letter "A"

ACE

(d) The play symbols and play symbol captions appearing in "GAME 4" shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of a horseshoe

SHOE

- (2) A picture of a dollar sign

DOLR

- (3) A picture of a bunch of cherries

CHRY

- (4) A picture of a star

STAR

- (5) A picture of a bell

BELL

- (6) A picture of a bunch of grapes

GRPE

- (7) 7

SEVN

(State Lottery Commission; 65 IAC 4-444-4; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1676; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-444-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 499 shall remove the latex material covering the forty-nine (49) play symbols and play symbol captions.

(b) If, in "GAME 1", one (1) or more of the "WHEEL #" play symbols matches the "YOUR NUMBER" play symbol, the holder is entitled to the prize amount paired with the matched number.

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(c) If, in "GAME 2", the card total in one (1) or more of "YOUR HANDS" is higher than the card total in the "DEALER'S HANDS" in the same row, the holder is entitled to the prize exposed for that row. When determining the card totals, each number card shall have its face value; kings, queens, and jacks shall have a value of ten (10); and aces shall have a value of eleven (11).

(d) If, in "GAME 3", any of the four (4) play symbols in the "YOUR NUMBERS" area is higher than the "DEALER'S" play symbol, the holder is entitled to a prize in the amount set forth in the "PRIZE" area.

(e) If, in "GAME 4", three (3) matching play symbols and play symbol captions are exposed in one (1) or more rows, the holder is entitled to the prize(s) identified on the legend.

(f) If, in the "BONUS" box, two (2) matching play symbols and play symbol captions are exposed, the holder is automatically entitled a prize of twenty dollars (\$20). (*State Lottery Commission; 65 IAC 4-444-5; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1677; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-444-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. Prizes shall be available to holders of winning instant tickets in instant game number 499 in accordance with the following:

Number of Winning Plays and Prize Amount Play Symbols	Prize Amount	Approximate Number of Winners
1 - \$2.00 + 1 - \$5.00	\$7	81,600
3 - \$2.00 + 1 - \$1.00	\$7	61,200
1 - \$7.00	\$7	20,400
6 - \$1.00 + 2 - \$2.00	\$10	81,600
5 - \$2.00	\$10	81,600
1 - \$10.00	\$10	40,800
2 - \$7.00	\$14	40,800
14 - \$1.00	\$14	20,400
2 - \$2.00 + 2 - \$5.00	\$14	20,400
10 - \$2.00	\$20	10,200
4 - \$5.00	\$20	10,200
2 - \$5.00 + 1 - \$10.00	\$20	10,200
1 - \$20.00	\$20	10,200
1 - \$20.00 (BONUS)	\$20	10,200
2 - \$20.00	\$40	5,950
1 - \$5.00 + 5 - \$7.00	\$40	5,950
2 - \$10.00 + 1 - \$20.00 (BONUS)	\$40	5,950
1 - \$40.00	\$40	5,950
10 - \$7.00	\$70	6,800
5 - \$14.00	\$70	6,800
2 - \$20.00 + 1 - \$20.00 (BONUS) + 1 - \$10.00	\$70	3,400
1 - \$2.00 + 4 - \$7.00 + 4 - \$10.00	\$70	3,400
10 - \$40.00 + 3 - \$100	\$700	510
7 - \$100	\$700	510
1 - \$700	\$700	510
10 - \$100	\$1,000	10
1 - \$1,000	\$1,000	10
7 - \$1,000	\$7,000	8
1 - \$70,000	\$70,000	3

(State Lottery Commission; 65 IAC 4-444-6; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1678; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-444-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately two million (2,000,000) instant tickets initially available in instant game number 499.

(b) The odds of winning a prize in instant game number 499 are approximately 1 in 3.74.

(c) All reorders of tickets for instant game number 499 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred twenty thousand (120,000) [sic.]; and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-444-7; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1678; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-444-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim a prize in instant game number 499 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-444-8; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1678; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 445. Instant Game 537

65 IAC 4-445-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 537, Caesars Palace". *(State Lottery Commission; 65 IAC 4-445-1; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4001)*

65 IAC 4-445-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 537 shall sell for seven dollars (\$7) per ticket. *(State Lottery Commission; 65 IAC 4-445-2; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4001)*

65 IAC 4-445-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 537 shall contain forty-seven (47) play symbols and play symbol captions arranged among four (4) separate and independent games each concealed under a spot of latex material.

(b) The game play data area labeled "GAME 1" shall contain sixteen (16) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the small box labeled "DEALER'S HAND". The remaining play symbols and play symbol captions shall be arranged in five (5) groups of three (3) representing two (2) playing cards

and one (1) prize amount. The groups shall be labeled “HAND 1”, “HAND 2”, “HAND 3”, “HAND 4”, and “HAND 5”, respectively, from left to right.

(c) The game play data area labeled “GAME 2” shall contain sixteen (16) play symbols and play symbol captions arranged in a matrix of four (4) rows and four (4) columns. The rows shall be labeled “PULL 1”, “PULL 2”, “PULL 3”, and “PULL 4”, respectively. The first three (3) columns shall contain play symbols and play symbol captions representing pictures of various objects. The last column shall contain play symbols and play symbol captions representing prize amounts.

(d) The game play data area labeled “GAME 3” shall contain fourteen (14) play symbols and play symbol captions representing numbered coins and prize amounts. Two (2) play symbols and play symbol captions representing numbered coins shall appear in the box labeled “LUCKY COINS”. The twelve (12) remaining play symbols and play symbol captions shall appear in the box labeled “YOUR COINS” and be arranged in pairs representing numbered coins and prize amounts.

(e) The game play data area labeled “GAME 4” shall contain one (1) play symbol and play symbol caption representing a number or a picture of an object. (*State Lottery Commission; 65 IAC 4-445-3; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4001*)

65 IAC 4-445-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 537 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$4.00
FOUR
- (3) \$5.00
FIVE
- (4) \$7.00
SEVEN
- (5) \$10.00
TEN
- (6) \$20.00
TWENTY
- (7) \$25.00
TWY FIVE
- (8) \$40.00
FORTY
- (9) \$50.00
FIFTY
- (10) \$70.00
SEVENTY
- (11) \$100
ONE HUN
- (12) \$200
TWO HUN
- (13) \$250
TWO FTY HUN
- (14) \$300
THR HUN
- (15) \$500
FIVE HUN

(16) \$1,000
ONE THOU

(17) \$70,000
SVT THOU

(b) The play symbols and play symbol captions appearing in the “GAME 1”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) With respect to those appearing in the “DEALER’S HAND” box:

(A) 17
SVTN

(B) 18
EGTN

(C) 19
NITN

(D) 20
TWTY

(E) BUST
BUST

(2) With respect to those appearing in “HAND 1”, “HAND 2”, “HAND 3”, “HAND 4”, and “HAND 5”:

(A) A playing card with the number 2
TWO

(B) A playing card with the number 3
THR

(C) A playing card with the number 4
FOR

(D) A playing card with the number 5
FIV

(E) A playing card with the number 6
SIX

(F) A playing card with the number 7
SVN

(G) A playing card with the number 8
EGT

(H) A playing card with the number 9
NIN

(I) A playing card with the number 10
TEN

(J) A playing card with a picture of a jack
JCK

(K) A playing card with a picture of a queen
QUN

(L) A playing card with a picture of a king
KNG

(M) A playing card with the letter “A”
ACE

(c) The play symbols and play symbol captions appearing in the “GAME 2”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A picture of a seven
SVN

(2) A picture of a bell
BELL

- (3) A picture of a star
STAR
- (4) A picture of a bunch of cherries
CHERY
- (5) A picture of a dollar sign
MONEY
- (6) A picture of an apple
APPLE
- (7) A picture of a horseshoe
SHOE
- (8) A picture of a bar of gold
BAR
- (9) A picture of a bunch of grapes
GRAPE
- (10) A picture of a lemon
LEMON
- (11) A picture of a banana
BNANA
- (12) A picture of a plum
PLUM
- (13) A picture of a pot of gold
DBLE

(d) The play symbols and play symbol captions appearing in the "GAME 3", other than those representing prize amounts, shall consist of pictures representing a laurel leaf or coins containing the following numbers:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TWL
- (13) A picture of a laurel leaf
AUTO

(e) The play symbols and play symbol captions appearing in the “GAME 4” shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of an apple
APPLE
- (2) A picture of a lemon
LEMON
- (3) A picture of a seven
SVN
- (4) A picture of a bell
BELL
- (5) A picture of a star
STAR
- (6) A picture of a Roman coin displaying a Caesar’s profile
VEGAS

(State Lottery Commission; 65 IAC 4-445-4; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4001)

65 IAC 4-445-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 537 shall remove the latex material covering the forty-seven (47) play symbols and play symbol captions. A holder can win up to sixteen (16) times on an instant ticket in instant game number 537.

(b) In “GAME 1”, add the numerical values of the play symbols representing playing cards in “HAND 1”, “HAND 2”, “HAND 3”, “HAND 4”, and “HAND 5”. Play symbols have the value designated on the face of the playing card except that those representing kings, queens, and jacks shall have a value of ten (10) and those representing aces shall have a value of eleven (11). If one (1) or more of the resulting totals is higher than the play symbol and play symbol caption in the “DEALER’S HAND”, the holder is entitled to the prize exposed with that hand. If one (1) or more of the resulting totals is equal to twenty-one (21), the holder is entitled to double the prize exposed with that hand. If the play symbol and play symbol caption “BUST” are exposed in the “DEALER’S HAND”, the holder is entitled to all of the exposed prizes.

(c) In “GAME 2”, if three (3) matching play symbols and play symbol captions are exposed in one (1) or more rows, the holder is entitled to the corresponding prize. If three (3) play symbols with pictures of a pot of gold are exposed in one (1) or more rows, the holder is entitled to double the corresponding prize.

(d) In “GAME 3”, if one (1) or more of the play symbols and play symbol captions in the “YOUR COINS” box match either of the play symbols and play symbol captions in the “LUCKY COINS”, the holder is entitled to the paired prize amount. If the play symbol of a picture of a laurel leaf is exposed in the “YOUR COINS” box, the holder is automatically entitled to the paired prize amount.

(e) In “GAME 4”, if the play symbol of a picture of a Roman coin containing a Caesar’s profile is exposed, the holder is entitled to a trip to Las Vegas for two (2) adults which includes roundtrip, coach airfare, deluxe double occupancy room at Caesars Palace® Hotel for four (4) days and three (3) nights, ground transfer between Las Vegas airport and the hotel, and three hundred dollars (\$300) spending money (which will be made available at the hotel). Details for trip arrangements shall be made available at the time the trip is claimed. There is no cash option for this prize. *(State Lottery Commission; 65 IAC 4-445-5; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4003)*

65 IAC 4-445-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 537 are as follows:

Winning Game & Number and Amounts of Play Symbols	Prize Amount	Approximate Number of Winners
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G1* – 1 – \$7.00	\$7	93,600
G2** – 1 – \$7.00	\$7	62,400
G3*** – 1 – \$7.00	\$7	62,400
G1 – 5 – \$2.00	\$10	31,200
G2 – 4 – \$2.00 + G3 – 1 – \$2.00	\$10	31,200
G3 – 5 – \$2.00	\$10	15,600
G1 – 1 – \$5.00 and double + G2 – 1 – \$4.00	\$14	15,600
G2 – 1 – \$5.00 and double + G3 – 1 – \$4.00	\$14	7,800
G3 – 7 – \$2.00	\$14	7,800
G1 – 4 – \$5.00 (BUST)	\$20	15,600
G2 – 4 – \$5.00	\$20	7,800
G3 – 4 – \$5.00	\$20	7,800
G1 – 1 – \$20.00	\$20	7,800
G2 – 4 – \$10.00	\$40	3,250
G1 – 1 – \$5.00 and double + 3 – \$10.00	\$40	3,250
G3 – 6 – \$5.00 + G2 – 1 – \$10.00	\$40	3,250
G2 – 1 – \$40.00	\$40	3,250
G1 – 7 – \$5.00 (BUST) + G2 – 1 – \$5.00 + G3 – 6 – \$5.00	\$70	10,400
G2 – 3 – \$10.00 and double + 1 – \$10.00	\$70	10,400
G1 – 5 – \$10.00 + G3 – 1 – \$20.00	\$70	10,400
G3 – 1 – \$70.00	\$70	10,400
G1 – 5 – \$50.00 + G2 – 4 – \$50.00 + G3 – 2 – \$25.00 + 4 – \$50.00	\$700	10
G1 – 5 – \$100 (BUST) + 1 – G2 – \$50.00 and double + G3 – 2 – \$50.00	\$700	10
G1 – 1 – \$100 and double + G2 – 4 – \$50.00 and double + G3 – 1 – \$100	\$700	10
G1 or G2 or G3 – 1 – \$1,000	\$1,000	5
G1 – 3 – \$1,000 + G2 – 2 – \$1,000 + G3 – 2 – \$1,000	\$7,000	4
G1 – 5 – \$500 + 4 + G2 \$250 and double + G3 – 5 – \$300 + 1 – \$1,000	\$7,000	4
G4**** – Roman coin	Las Vegas trip valued at \$2,389	250
G1 or G2 or G3 – 1 – \$70,000	\$70,000	3
* G1 – “GAME 1”		
** G2 – “GAME 2”		
*** G3 – “GAME 3”		
**** G4 – “GAME 4”		

(State Lottery Commission; 65 IAC 4-445-6; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4003)

65 IAC 4-445-7 Bonus prize

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. Holders of nonwinning instant game number 537 ticket are eligible to receive a deluxe, double occupancy room at the Caesars Palace® Hotel affiliated with the Caesars® Indiana riverboat casino for a discounted rate of forty-nine dollars (\$49) per night. The discount shall be available for a maximum of two (2) consecutive nights between Sunday and Thursday of each week commencing on August 16, 2001, through February 28, 2002, based on availability and subject to certain blackout dates. Advance reservations are required and may be secured by calling 1-866-766-2671, a toll free number, and identifying that the reservations are in accordance with the Indiana Hoosier Lottery offer. The holder must present the nonwinning instant ticket when checking into the hotel in order for the discount to be applied. The discount is only available to persons who are at least twenty-one (21) years of age and valid identification must be provided. Caesars Palace® and the commission reserve the right to change or cancel this discount offer without notice. *(State Lottery Commission; 65 IAC 4-445-7; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4004)*

65 IAC 4-445-8 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) There shall be approximately one million five hundred thousand (1,500,000) instant tickets initially available in instant game number 537.

(b) The odds of winning a prize in instant game number 537 are approximately 1 in 3.70.

(c) All reorders of tickets for instant game number 537 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-445-8; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4004)*

65 IAC 4-445-9 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of instant game 537 within which to claim their prizes. The last day to claim a prize in instant game number 499 [*sic.*, 537] is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-445-9; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4004)*

Rule 446. Instant Game 199**65 IAC 4-446-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 199, SCRATCH! SPIN!! WIN!!!". *(State Lottery Commission; 65 IAC 4-446-1; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4009; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-446-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 199 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-446-2; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4009; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-446-3 Promotional tickets

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. Instant tickets in instant game number 199 are promotional in nature and may be redeemed only at the commission authorized promotional events at which they were purchased. *(State Lottery Commission; 65 IAC 4-446-3; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-446-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. Each instant ticket in instant game number 199 shall contain six (6) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions in instant game number 199 shall consist of the following possible play symbols and play symbol captions:

- (1) PRIZE
PRIZE
- (2) SPIN
SPIN
- (3) FREE
TICKET
- (4) \$2.00
TWO
- (5) \$5.00
FIVE
- (6) \$20.00
TWENTY
- (7) \$50.00
FIFTY
- (8) \$100
ONE HUND

(State Lottery Commission; 65 IAC 4-446-4; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-446-5 How to play; prizes; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 5. The holder of an instant ticket in instant game number 199 shall remove the latex material covering the six (6) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions representing prize amounts are exposed, the holder is entitled to a prize of the matched amount. If three (3) matching play symbols and play symbol captions of "SPIN" are exposed, the holder is entitled to one (1) spin on the promotional wheel for a promotional prize. If three (3) matching play symbols and play symbol captions of "PRIZE" are exposed, the holder is entitled to one (1) promotional prize selected by the

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commission. If three (3) matching play symbols and play symbol captions of “FREE” and “TICKET”, respectively, are exposed, the holder is entitled to one (1) free instant ticket in instant game number 199. The prize amounts and number of winners in instant game number 199 are as follows:

Play Symbols	Prize Amount	Approximate Number of Winners
3 matches of PRIZE	1 promotional prize	57,600
3 matches of SPIN	1 spin on the promotional wheel	252,000
3 matches of TICKET	1 free instant ticket in instant game number 199	288,000
3 matches of \$2.00	\$2	115,200
3 matches of \$5.00	\$5	36,000
3 matches of \$20.00	\$20	16,200
3 matches of \$50.00	\$50	3,600
3 matches of \$100	\$100	792

(State Lottery Commission; 65 IAC 4-446-5; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-446-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) There shall be approximately two million (2,000,000) instant tickets initially available in instant game number 199.

(b) The odds of winning a prize in instant game number 199 are approximately 1 in 2.81.

(c) All reorders of tickets for instant game number 199 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-446-6; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 447. Instant Game 548

65 IAC 4-447-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is “Instant Game Number 548, Blueline Bingo”. *(State Lottery Commission; 65 IAC 4-447-1; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 109)*

65 IAC 4-447-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 548 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-447-2; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 109)*

65 IAC 4-447-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 548 shall have two (2) separate and independent game play data areas. The game play data area located on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have twenty-four (24) play symbols arranged in a matrix of eight (8) rows and three (3) columns. In addition, three (3) additional play symbols shall appear in the area of the "CALLER'S CARD" labeled "BONUS". The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. Each card shall each have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-447-3; emergency rule filed Sep 4, 2001, 10:03 a.m.; 25 IR 109)

65 IAC 4-447-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 548 must remove the latex material covering the play symbols and play symbol captions in the game play data areas. (*State Lottery Commission; 65 IAC 4-447-4; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 110*)

65 IAC 4-447-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, “winning play” means that the play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Nine (9) play symbols arranged diagonally from corner to corner in the form of an “X”.

(b) If a blueline is exposed in a winning play under 5(a)(1) of this rule [subsection (a)(1)], the holder is automatically entitled to a prize of five dollars (\$5) in addition to the prize associated with such winning play.

(c) A valid instant ticket in instant game 548 may contain a maximum of four (4) winning plays. There shall, however, be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket. (*State Lottery Commission; 65 IAC 4-447-5; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 110*)

65 IAC 4-447-6 Determination of prize winners

Authority: IC 4-30

Affected: IC 4-30-3-7; IC 4-30-3-9

Sec. 6. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 548 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1–5(a)(1)	\$2	645,000
CARD 2–5(a)(1)	\$3	210,000
CARD 1–5(a)(1) and CARD 2–5(a)(1)	\$5	45,000
BLUELINE on CARD 1–5(a)(1)	\$7	30,000
BLUELINE on CARD 2–5(a)(1)	\$8	15,000
CARD 3–5(a)(1)	\$10	15,000
BLUELINE on CARD 3–5(a)(1)	\$15	15,000
CARD 4–5(a)(1)	\$25	15,000
BLUELINE on CARD 4–5(a)(1)	\$30	2,125
CARD 1–5(a)(1), CARD 2–5(a)(1), and CARD 4–5(a)(1)	\$30	2,125
CARD 1–5(a)(1), CARD 2–5(a)(1), CARD 3–5(a)(1), and CARD 4–5(a)(1)	\$40	1,625
CARD 2–5(a)(2)	\$50	1,625

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BLUELINE on CARD 1–5(a)(1), CARD 2–5(a)(1), CARD 3–5(a)(1), and CARD 4–5(a)(1)	\$60	750
CARD 1–5(a)(3)	\$150	375
CARD 1–5(a)(2), CARD 3–5(a)(2), and CARD 4–5(a)(1)	\$200	150
CARD 2–5(a)(2) and CARD 1–5(a)(3)	\$200	150
CARD 1–5(a)(2), CARD 2–5(a)(2), CARD 3–5(a)(2), and CARD 4–5(a)(1)	\$250	50
CARD 2–5(a)(3)	\$250	50
CARD 4–5(a)(2)	\$250	50
CARD 3–5(a)(3)	\$1,000	50
CARD 4–5(a)(3)	\$10,000	15

(State Lottery Commission; 65 IAC 4-447-6; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 110)

65 IAC 4-447-7 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately three million (3,000,000) instant tickets will be initially available for instant game number 548.

(b) The odds of winning a prize with an instant ticket in instant game number 548 are approximately 1 in 3.00.

(c) All reorders of tickets for instant game number 548 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-447-7; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 111)*

65 IAC 4-447-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim a prize in instant game number 548 shall be sixty (60) days after the end of the game. End of game dates are available from retailers of lottery tickets, through the commission's toll free customer service number (1-800-955-6886), and on the commission's Web site at www.hoosierlottery.com. *(State Lottery Commission; 65 IAC 4-447-8; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 111)*

Rule 448. Instant Game 583

65 IAC 4-448-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 583, Race Day Bingo". *(State Lottery Commission; 65 IAC 4-448-1; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2269)*

65 IAC 4-448-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 583 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-448-2; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2269*)

65 IAC 4-448-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 583 shall have two (2) separate and independent game play data areas. The game play data area located on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have twenty-seven (27) play symbols arranged in a matrix of nine (9) rows and three (3) columns. Three (3) of those play symbols and play symbol captions shall appear in the area labeled "BONUS NUMBERS". The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. Each card shall each contain twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68

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B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-448-3; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2269)

65 IAC 4-448-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 583 must remove the latex material covering the play symbols and play symbol captions in the game play data areas. *(State Lottery Commission; 65 IAC 4-448-4; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2270)*

65 IAC 4-448-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, “winning play” means that the play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Eight (8) play symbols arranged diagonally from corner to corner in the form of an “X”.

(b) A valid instant ticket in instant game 583 may contain a maximum of four (4) winning plays. There shall, however, be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket. *(State Lottery Commission; 65 IAC 4-448-5; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2270)*

65 IAC 4-448-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The winning plays, prize amounts, and number of winners in instant game number 583 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1 – 5(a)(1)	\$2	510,000
CARD 2 – 5(a)(1)	\$3	315,000
CARD 1 – 5(a)(1) and CARD 2 – 5(a)(1)	\$5	60,000
CARD 3 – 5(a)(1)	\$10	30,000
CARD 4 – 5(a)(1)	\$25	15,000
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), and CARD 4 – 5(a)(1)	\$30	6,250
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), CARD 3 – 5(a)(1), and CARD 4 – 5(a)(1)	\$40	5,000
CARD 2 – 5(a)(2)	\$50	3,750
CARD 1 – 5(a)(3)	\$150	750
CARD 1 – 5(a)(2), CARD 3 – 5(a)(2), and CARD 4 – 5(a)(1)	\$150	125

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CARD 2 – 5(a)(2) and CARD 1 – 5(a)(3)	\$200	125
CARD 1 – 5(a)(2), CARD 2 – 5(a)(2), CARD 3 – 5(a)(2), and CARD 4 – 5(a)(1)	\$200	50
CARD 4 – 5(a)(2)	\$200	50
CARD 2 – 5(a)(3)	\$250	50
CARD 3 – 5(a)(3)	\$500	25
CARD 4 – 5(a)(3)	\$15,000	12

(State Lottery Commission; 65 IAC 4-448-6; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2270)

65 IAC 4-448-7 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately three million (3,000,000) instant tickets will be initially available for instant game number 583.

(b) The odds of winning a prize with an instant ticket in instant game number 583 are approximately 1 in 3.17.

(c) All reorders of tickets for instant game number 346 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-448-7; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2271)*

65 IAC 4-448-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim prizes in instant game number 583 shall be sixty (60) days after the end of the game. End of game dates are available at any retailer location, on the commission's Web site at www.hoosierlottery.com and via the commission's customer service center which can be contacted toll-free at 1-800-955-5886. *(State Lottery Commission; 65 IAC 4-448-8; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2271)*

Rule 449. (Reserved)

Rule 450. Instant Game 787

65 IAC 4-450-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 787, Hoosier Millionaire". *(State Lottery Commission; 65 IAC 4-450-1; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2531)*

65 IAC 4-450-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 787 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-450-2; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2532)*

65 IAC 4-450-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Each instant ticket in instant game number 787 shall contain ten (10) play symbols and play symbol captions in the game play data area all concealed under a spot of latex material. One (1) play symbol and play symbol caption representing a number shall appear in the box labeled "YOUR NUMBER". Eight (8) play symbols and play symbol captions shall appear in the box labeled "YOUR GAME NUMBERS" and be arranged in pairs representing numbered coins and prize amounts. One (1) play symbol and play symbol caption shall appear in the box labeled "BONUS". (*State Lottery Commission; 65 IAC 4-450-3; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2532*)

65 IAC 4-450-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 787 shall consist of the following possible play symbols and play symbol captions:

- (1) ENTRY
ENTRY
- (2) \$1.00
ONE
- (3) \$2.00
TWO
- (4) \$3.00
THREE
- (5) \$4.00
FOUR
- (6) \$5.00
FIVE
- (7) \$10.00
TEN
- (8) \$500
FIVE HUN

(b) The play symbols and play symbol captions, other than those representing prize amounts or appearing in the "BONUS" box, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8

EIGHT
(9) 9
NINE
(10) 10
TEN
(11) 11
ELEVEN
(12) 12
TWELVE
(13) 13
THIRTN
(14) 14
FOURTN
(15) 15
FIFTN
(16) 16
SIXTN
(17) 17
SVNTN
(18) 18
EGHTN
(19) 19
NINTN
(20) 20
TWENTY
(21) 21
TWYONE
(22) 22
TWY TWO
(23) 23
TWYTHR
(24) 24
TWYFOR
(25) 25
TWYFIV
(26) 26
TWYSIX
(27) 27
TWYSVN
(28) 28
TWYEGT
(28) 29
TWYNIN
(30) 30
THIRTY

(c) The play symbols and play symbol captions appearing in the “BONUS” box shall consist of the following possible play symbols and play symbol captions:

- (1) YOU ARE ONE [*sic.*, ON] THE SHOW
SEE TICKET BACK FOR DETAILS
- (2) STOPPER-TRY AGAIN

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SEE TICKET BACK FOR DETAILS

(State Lottery Commission; 65 IAC 4-450-4; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2532)

65 IAC 4-450-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of a valid instant ticket in instant game number 787 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If one (1) or more of the play symbols and play symbol captions exposed in the "YOUR GAME NUMBERS" box match the play symbol and play symbol caption exposed in the "YOUR NUMBER" box, the holder is entitled to the paired prize. If "YOU ARE ON THE SHOW" is exposed in the "BONUS" box, the holder is automatically entitled to be a contestant on a future installment of the Hoosier Millionaire® Game Show. (State Lottery Commission; 65 IAC 4-450-5; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2533)

65 IAC 4-450-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 787 are as follows:

Winning Play Symbols	Prize Amount	Approximate Number of Winners
ENTRY	Entry into drawing to be a contestant on the Hoosier Millionaire® Game Show	153,600
1 – \$1.00	\$1	537,600
2 – \$1.00	\$2	384,000
1 – \$2.00	\$2	153,600
3 – \$1.00	\$3	25,600
1 – \$1.00 + 1 – \$2.00	\$3	25,600
1 – \$3.00	\$3	25,600
4 – \$1.00	\$4	51,200
3 – \$1.00 + 1 – \$2.00	\$5	25,600
1 – \$1.00 + 2 – \$2.00	\$5	25,600
1 – \$1.00 + 1 – \$4.00	\$5	25,600
1 – \$5.00	\$5	76,800
3 – \$2.00 + 1 – \$4.00	\$10	26,600
1 – \$2.00 + 2 – \$4.00	\$10	12,800
2 – \$5.00	\$10	12,800
2 – \$5.00 + 1 – \$10.00	\$20	25,600
1 – \$500	\$500	8
YOU ARE ON THE SHOW	Automatic contestant on a future Hoosier Millionaire® Game Show	16

(State Lottery Commission; 65 IAC 4-450-6; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2533)

65 IAC 4-450-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately seven million six hundred thousand (7,600,000) instant tickets initially available in

instant game number 787.

(b) The odds of winning a prize in instant game number 787 are approximately 1 in 4.84.

(c) All reorders of tickets for instant game number 787 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-450-7; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2533*)

65 IAC 4-450-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 787 within which to claim their prizes. End of game and last day to claim dates are available from any retailer who sells lottery tickets, through the commission's customer service number, 1-800-955-6886, and on its Web site, www.hoosierlottery.com. Any prizes not claimed by that date are forfeited. (*State Lottery Commission; 65 IAC 4-450-8; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2533*)

Rule 451. Instant Game 646

65 IAC 4-451-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 646, Crossword". (*State Lottery Commission; 65 IAC 4-451-1; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125*)

65 IAC 4-451-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 646 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-451-2; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125*)

65 IAC 4-451-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 646 shall contain eighteen (18) play symbols in the game play data area all concealed under a large spot of latex material. A large box on the lower left side of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A chart labeled "PRIZE LEGEND" shall appear to the right of the crossword grid and shall contain a table setting forth prize requirements and amounts. A box labeled "YOUR LETTERS" shall appear above the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters.

(b) The possible play symbols appearing in the box labeled "YOUR LETTERS" shall be randomly selected from the twenty-six (26) letters of the English alphabet. Each such letter shall be expressed as a capital letter. (*State Lottery Commission; 65 IAC 4-451-3; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125*)

65 IAC 4-451-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 4. (a) The holder of a ticket in instant game number 646 shall remove the latex material covering the eighteen (18) play symbols in the "YOUR LETTERS" box. The holder must then remove the latex material from all letters on the crossword grid that match those exposed in the "YOUR LETTERS" box and determine whether the newly exposed letters form words. If at least four (4) words are formed from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE LEGEND".

(b) In instant game number 646, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. For purposes of this rule, a word must contain at least two (2) letters. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top.

(c) If four (4) or more words are formed, the holder is entitled only to the highest prize identified on the "PRIZE LEGEND" chart. Prizes are not cumulative.

(d) Prizes shall be available to holders of winning tickets in instant game number 646 in accordance with the following:

Number of Words	Prize Amount	Approximate Number of Winners
4 words	\$2	450,000
5 words	\$5	240,000
6 words	\$10	75,000
7 words	\$25	15,000
8 words	\$50	3,125
9 words	\$100	2,500
10 words	\$1,000	125
11 words	\$20,000	6

(State Lottery Commission; 65 IAC 4-451-4; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)

65 IAC 4-451-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 646.

(b) The odds of winning a prize in instant game number 646 are approximately 1 in 3.82.

(c) All reorders of tickets for instant game number 646 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-451-5; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4126)*

65 IAC 4-451-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 646 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-451-6; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4126)*

Rule 452. Instant Game 647

65 IAC 4-452-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 1. The name of this instant game is "Instant Game Number 647, Hoosier Bingo". (*State Lottery Commission; 65 IAC 4-452-1; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585*)

65 IAC 4-452-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 647 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-452-2; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585*)

65 IAC 4-452-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 647 shall have four (4) separate and independent game play data areas with the game play data area in the upper right side of each instant ticket referred to as "CALLER'S CARD". The game play data area on each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The "CALLER'S CARD" shall have twenty-four (24) play symbols arranged in a matrix of four (4) rows and six (6) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66

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B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-452-3; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585)

65 IAC 4-452-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 647 must remove the latex material covering the twenty-four (24) play symbols on the upper right side of the game play data area labeled "CALLER'S CARD". *(State Lottery Commission; 65 IAC 4-452-4; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)*

65 IAC 4-452-5 "Winning play" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, "winning play" means play symbols on "CARD 1", "CARD 2", "CARD 3", or "CARD 4", or a combination thereof, which match "CALLING CARD" play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Eight (8) play symbols arranged from corner to corner in the form of an "X".

(b) There shall be no more than one (1) winning play in "CARD 1", "CARD 2", "CARD 3", or "CARD 4", respectively, on a single instant ticket in instant game 647. *(State Lottery Commission; 65 IAC 4-452-5; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)*

65 IAC 4-452-6 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. For purposes of instant game number 647, "pack" means a set of instant tickets each bearing a common pack number, fan-folder in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-452-6; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)*

65 IAC 4-452-7 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 647 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1-5(a)(1)	\$2	189,000

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CARD 2-5(a)(1)	\$3	277,200
CARD 1-5(a)(1) and CARD 2-5(a)(1)	\$5	88,200
CARD 3-5(a)(1)	\$10	37,800
CARD 4-5(a)(1)	\$25	12,600
CARD 1-5(a)(1), CARD 2-5(a)(1), and CARD 4-5(a)(1)	\$30	6,825
CARD 1-5(a)(1), CARD 2-5(a)(1), CARD 3-5(a)(1), and CARD 4-5(a)(1)	\$40	2,814
CARD 2-5(a)(2)	\$50	2,100
CARD 1-5(a)(3)	\$150	840
CARD 1-5(a)(2), CARD 3-5(a)(2), and CARD 4-5(a)(1)	\$200	525
CARD 2-5(a)(2) and CARD 1-5(a)(3)	\$200	315
CARD 1-5(a)(2), CARD 2-5(a)(2), CARD 3-5(a)(2), and CARD 4-5(a)(1)	\$250	126
CARD 2-5(a)(3)	\$250	84
CARD 4-5(a)(2)	\$250	84
CARD 3-5(a)(3)	\$1,000	42
CARD 4-5(a)(3)	\$10,000	7

(State Lottery Commission; 65 IAC 4-452-7; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)

65 IAC 4-452-8 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately two million five hundred thousand (2,500,000) instant tickets will be initially available for instant game number 647.

(b) The odds of winning a prize with an instant ticket in instant game number 647 are approximately 1 in 4.07. *(State Lottery Commission; 65 IAC 4-452-8; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)*

65 IAC 4-452-9 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of instant game 647 within which to claim their prizes. The last day to claim a prize in instant game number 647 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-452-9; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1587)*

Rule 453. Instant Game 625

65 IAC 4-453-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 625, Vegas Action". *(State Lottery Commission; 65 IAC 4-453-1; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580)*

65 IAC 4-453-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 625 shall sell for seven dollars (\$) per ticket. (*State Lottery Commission; 65 IAC 4-453-2; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580*)

65 IAC 4-453-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 625 shall contain forty-seven (47) play symbols and play symbol captions arranged among four (4) separate and independent games each concealed under a spot of latex material.

(b) The game play data area labeled "GAME 1" shall contain nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the small box labeled "YOUR #". The remaining play symbols and play symbol captions shall be arranged in pairs of numbers and prize amounts surrounding the "YOUR #" box.

(c) The game play data area labeled "GAME 2" shall contain twenty (20) play symbols and play symbol captions arranged in four (4) rows and four (4) columns. Each row shall contain five (5) play symbols and play symbols captions and shall be labeled "HAND 1", "HAND 2", "HAND 3", and "HAND 4", respectively. The first two (2) columns shall be labeled "YOUR CARDS", and the next two (2) columns shall be labeled "DEALER'S CARDS". The play symbols appearing under these columns shall represent playing cards. The last column shall be labeled "Prize" and contain play symbols and play symbol captions representing prize amounts.

(d) The game play data area labeled "GAME 3" shall contain twelve (12) play symbols and play symbol captions arranged in four (4) rows of three (3) play symbols and play symbol captions appearing in the game play data area all concealed under a large spot of latex material. Each instant ticket shall also contain a legend setting forth prize amounts associated with the matching play symbols. The rows shall be labeled "PULL 1", "PULL 2", "PULL 3", and "PULL 4", respectively.

(e) The game play data area at the bottom shall contain six (6) play symbols and play symbol captions that shall represent playing cards and [*sic., be*] labeled "YOUR CARDS", AND "DEALER'S CARDS". One (1) play symbol caption shall represent a prize amount. (*State Lottery Commission; 65 IAC 4-453-3; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580*)

65 IAC 4-453-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 625 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$7.00
SEVEN
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY

- (8) \$25.00
TWY FIVE
- (9) \$50.00
FIFTY
- (10) \$75.00
SVENTY
- (11) \$100
ONE HUN
- (12) \$200
TWO HUN
- (13) \$250
TWO HUN FTY
- (14) \$500
FIVE HUN
- (15) \$1,000
ONE THOU
- (16) \$2,000
TWO THOU
- (17) \$5,000
FIVE THOU
- (18) \$10,000
TEN THOU
- (19) \$70,000
SVTY THOU

(b) The play symbols and play symbol captions appearing in the "GAME 1", other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN

(c) The play symbols and play symbol captions appearing in the "GAME 2" and the game at the bottom of the ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) A playing card with the number 3
THR
- (2) A playing card with the number 4
FOR

- (3) A playing card with the number 5
FIV
- (4) A playing card with the number 6
SIX
- (5) A playing card with the number 7
SVN
- (6) A playing card with the number 8
EGT
- (7) A playing card with the number 9
NIN
- (8) A playing card with the number 10
TEN
- (9) A playing card with a picture of a jack
JCK
- (10) A playing card with a picture of a queen
QUN
- (11) A playing card with a picture of a king
KNG
- (12) A playing card with the letter "A"
ACE

(d) The play symbols and play symbol captions appearing in the "GAME 3", other than those representing prize amounts, shall consist of pictures representing the following:

- (1) A picture of a seven
SVN
- (2) A picture of a bunch of grapes
GRAPES
- (3) A picture of a bell
BELL
- (4) A picture of a star
STAR
- (5) A picture of a bunch of cherries
CHERRY
- (6) A picture of a dollar sign
MONEY
- (7) A picture of a horseshoe
SHOE

(State Lottery Commission; 65 IAC 4-453-4; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580)

65 IAC 4-453-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 625 shall remove the latex material covering the forty-seven (47) play symbols and play symbol captions. A holder can win up to sixteen (16) times on an instant ticket in instant game number 625.

(b) In "GAME 1", if the play symbol in the "YOUR #" match any of the four (4) surrounding numbers, the holder is entitled a prize of the paired prize amount.

(c) In "GAME 2", add the numerical values of the play symbols representing playing cards in "HAND 1", "HAND 2", "HAND 3", and "HAND 4". Play symbols have the value designated on the face of the playing card except that those representing kings, queens, and jacks shall have a value of ten (10) and those representing aces shall have a value of eleven (11). If one (1) or more of the resulting totals is higher than the play symbol and play symbol caption in the "DEALER'S CARDS", the holder is

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entitled to the prize exposed with that hand.

(d) In "GAME 3", if three (3) matching play symbols and play symbol captions are exposed in one (1) or more rows, the holder is entitled to the corresponding prize.

(e) In the game at the bottom of the ticket, if any of "YOUR CARDS" beat the "DEALER'S CARDS", the holder is entitled to the corresponding prize. (*State Lottery Commission; 65 IAC 4-453-5; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1581*)

65 IAC 4-453-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 625 are as follows:

Winning Number and Amounts of Play Symbols	Prize Amount	Approximate Number of Winners
1-\$2.00 + 1-\$5.00	\$7	43,200
1-\$3.00 + 1-\$4.00	\$7	21,600
1-\$7.00	\$7	21,600
5-\$2.00	\$10	21,600
1-\$2.00 + 2-\$4.00	\$10	43,200
2-\$5.00	\$10	21,600
1-\$10.00	\$10	21,600
5-\$2.00 + 1-\$5.00	\$15	21,600
4-\$2.00 + 1-\$7.00	\$15	10,800
3-\$5.00	\$15	10,800
10-\$2.00 + 1-\$5.00	\$25	3,600
1-\$2.00 2 + \$4.00 + 3-\$5.00	\$25	2,700
6-\$2.00 + 2-\$4.00 + 1-\$5.00	\$25	2,700
5-\$5.00	\$25	2,700
1-\$25.00	\$25	2,700
3-\$10.00 + 1-\$20.00	\$50	4,950
4-\$5.00 + 3-\$10.00	\$50	4,950
1-\$50.00	\$50	4,950
1-\$2.00 + 1-\$3.00 + 7-\$10.00	\$75	4,050
5-\$5.00 + 5-\$10.00	\$75	4,050
1-\$5.00 + 7-\$10.00	\$75	4,050
1-\$75.00	\$75	4,050
7-\$10.00 + 1-\$5.00 + 1-\$25.00	\$100	225
5-\$20.00	\$100	225
4-\$25.00	\$100	225
3-\$10.00 + 1-\$10.00 + 2-\$25.00	\$100	225
2-\$50.00	\$100	225
1-\$100	\$100	225
14-\$25.00 + 1-\$50.00 + 1-\$100	\$500	90
5-\$100	\$500	90
1-\$500	\$500	90
10-\$100	\$1,000	72
4-\$250	\$1,000	72
14-\$50.00 + 1-\$100 + 1-\$500	\$1,000	72

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2-\$500	\$1,000	72
1-\$1,000	\$1,000	72
5-\$2,000	\$10,000	2
2-\$5,000	\$10,000	2
1-\$10,000	\$10,000	2
7-\$10,000	\$70,000	1
1-\$70,000	\$70,000	1

(State Lottery Commission; 65 IAC 4-453-6; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582)

65 IAC 4-453-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million (1,000,000) instant tickets initially available in instant game number 625.

(b) The odds of winning a prize in instant game number 625 are approximately 1 in 3.79.

(c) All reorders of tickets for instant game number 625 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-453-7; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582)*

65 IAC 4-453-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 625 within which to claim their prizes. The last day to claim a prize in instant game number 625 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-453-8; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582)*

ARTICLE 5. DRAW GAMES

Rule 1. Definitions

65 IAC 5-1-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The definitions in 65 IAC 1-1-1 and in this rule apply throughout this article. *(State Lottery Commission; 65 IAC 5-1-1; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1740; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 5-1-2 "Central computer" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. "Central computer" or "central computer system" means a computer system designated to control, monitor, and communicate with the terminals and to record the plays and transactions processed by the terminals. *(State Lottery Commission;*

65 IAC 5-1-2; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1740; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-1-2.2 “Draw entry coupon” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.2. “Draw entry coupon” means a coupon generated by a terminal pursuant to 65 IAC 5-3-7 in connection with the purchase of an on-line ticket and entitling the owner to entry into a drawing for a grand prize event. *(State Lottery Commission; 65 IAC 5-1-2.2; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909)*

65 IAC 5-1-2.4 “Draw game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.4. “Draw game” means a lottery game that allows a player to select a combination of numbers or symbols which are recorded on a computer-generated ticket and that selects winners randomly based on such tickets. *(State Lottery Commission; 65 IAC 5-1-2.4; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1910)*

65 IAC 5-1-2.6 “Draw ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.6. “Draw ticket” means a lottery ticket in a draw game. *(State Lottery Commission; 65 IAC 5-1-2.6; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1910)*

65 IAC 5-1-3 “Drawing” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. “Drawing” means a procedure for the selection of prize winners by either:

(1) the selection at random of one (1) or more number-coded items from a container into which those items have been placed; or

(2) the selection of numbers through the use of a random number generator computer software program.

(State Lottery Commission; 65 IAC 5-1-3; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1740; emergency rule filed Jun 8, 2001, 12:30 p.m.: 24 IR 3081; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-1-4 “Grand prize event” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-7; IC 4-30-11

Sec. 4. “Grand prize event” means a drawing or other procedure conducted pursuant to 65 IAC 4-3-7 for the selection from the holders of certain instant tickets or of on-line entry coupons of winners of a grand prize or grand prizes other than a prize specified on the face of the instant ticket or determined by the numbers selected on an on-line ticket. *(State Lottery Commission; 65 IAC 5-1-4; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1740; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 5-1-5 “Lottery ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. “Lottery ticket” means any evidence issued by the commission to prove participation in a game conducted by the

commission. (State Lottery Commission; 65 IAC 5-1-5; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1740; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-1-6 “On-line entry coupon” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. “On-line entry coupon” means a draw entry coupon. (State Lottery Commission; 65 IAC 5-1-6; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1910)

65 IAC 5-1-7 “On-line game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. “On-line game” means a draw game. (State Lottery Commission; 65 IAC 5-1-7; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1910)

65 IAC 5-1-8 “On-line ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. “On-line ticket” means a lottery ticket in a draw game. (State Lottery Commission; 65 IAC 5-1-8; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1910)

65 IAC 5-1-9 “Selection event” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. “Selection event” means a drawing or other procedure for the selection from the holders of certain on-line tickets of winners of prizes. (State Lottery Commission; 65 IAC 5-1-9; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-1-10 “Terminal” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. “Terminal” means a device which is authorized by the commission to function in an on-line, interactive mode with the central computer system for the purpose of issuing lottery tickets and entering, receiving, and processing lottery transactions. (State Lottery Commission; 65 IAC 5-1-10; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-1-11 “Ticket serial number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. “Ticket serial number” means a unique number appearing on an on-line ticket and identifying that particular on-line ticket. (State Lottery Commission; 65 IAC 5-1-11; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov

30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-1-11.2 “Valid draw ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11.2. “Valid draw ticket” means a draw ticket which meets all of the validation requirements of 65 IAC 5-2-5. (*State Lottery Commission; 65 IAC 5-1-11.2; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1910*)

65 IAC 5-1-12 “Valid on-line ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. “Valid on-line ticket” means a valid draw ticket. (*State Lottery Commission; 65 IAC 5-1-12; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1910*)

Rule 2. General Provisions

65 IAC 5-2-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. This rule and 65 IAC 5-3 apply to all on-line games unless the rule applicable to a specific on-line game is in conflict with this rule or 65 IAC 5-3, in which case the rule applicable to the specific on-line game shall control for that on-line game. (*State Lottery Commission; 65 IAC 5-2-1; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-2-2 Compliance with law and procedures

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Any person who purchases an on-line ticket agrees thereby to comply with and abide by IC 4-30, this title, and all procedures and instructions established by and final decisions of the director in connection with the conduct of the on-line game for which the on-line ticket is purchased. (*State Lottery Commission; 65 IAC 5-2-2; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-2-3 Termination of an on-line game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The director may suspend or terminate an on-line game without advance notice if the director finds that such suspension or termination is in the best interests of the lottery. No on-line tickets shall be sold with respect to an on-line game which has been suspended or terminated. (*State Lottery Commission; 65 IAC 5-2-3; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-2-4 Use of winner information and photographs

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The commission shall have the right to use and publicize the name and a photograph of any winner in an on-line game, public information on the winner claim form, and the city, town, township, or any other political subdivision in which the winner resides. The commission may, in its sole discretion, require a winner in an on-line game to participate in interviews and press conferences with public relations personnel and media representatives. The commission shall not pay any additional consideration to any winner for use of such a photograph or information. Neither the commission, the director, nor any employee of the commission shall be liable for any use or release of information regarding, or photographs of, winners in compliance with this section. (*State Lottery Commission; 65 IAC 5-2-4; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1741; emergency rule filed Jun 8, 1993, 12:00 p.m.: 16 IR 2428; emergency rule filed Jan 12, 1994, 5:00 p.m.: 17 IR 1111; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:28 p.m.: 26 IR 43*)

65 IAC 5-2-5 Validation of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 5. (a) Except as provided in section 6 of this rule, all of the following requirements must be met for an on-line ticket to be a valid on-line ticket:

- (1) The number of characters shown as play selections on the on-line ticket must correspond with the number of characters established with respect to on-line tickets for the applicable on-line game.
- (2) Each of the characters on the on-line ticket must be present in its entirety and be fully legible.
- (3) The information printed on the on-line ticket must have been communicated to, accepted by, and recorded by the central computer, and the information on the on-line ticket must correspond exactly with the commission's computer record.
- (4) The information on the on-line ticket must have been recorded in the central computer system prior to the play cutoff time for the selection event entered into the central computer as determined by the director, even if it appears that a play is accepted by virtue of the fact that the on-line ticket was printed.
- (5) The on-line ticket must be intact and not defaced in any manner.
- (6) The ticket serial number must be present in its entirety and be fully legible and must correspond in the records of the central computer to the on-line game play information on the on-line ticket.
- (7) The on-line ticket must not be reconstituted or tampered with in any manner.
- (8) The on-line ticket must not be counterfeit in whole or in part.
- (9) The on-line ticket must have been issued by a terminal authorized by the commission in the authorized manner.
- (10) The on-line ticket must not be stolen nor appear on any list of canceled on-line tickets on file with the commission.
- (11) The characters on the on-line ticket must be right-side-up and not reversed in any manner.
- (12) The ticket serial number of an apparent winning on-line ticket must appear on the commission's official list of ticket serial numbers of winning on-line tickets, and the on-line ticket with that ticket serial number must not have been paid previously according to the records of the commission.
- (13) The ticket must not have a hole punched through it and must not be blank or partially blank, misregistered, defective, or printed or produced in error.
- (14) Each of the characters on the on-line ticket must correspond exactly to the typeface on file with the commission, and each number must have the number of digits specified by the commission.
- (15) The ticket must not be an exact duplicate of another winning ticket.
- (16) The on-line ticket must be printed on a paper stock roll which was validly issued to and used by the retailer from whom the on-line ticket was purchased at the time it was purchased.
- (17) Any display printing on the ticket stock must be regular in every respect and correspond exactly to the artwork on file with the commission.
- (18) The on-line ticket must pass any additional validation tests specified in this article as applicable to the specific on-line game for which the on-line ticket was issued.
- (19) The on-line ticket must pass all additional confidential validation tests prescribed by the commission.
- (20) The on-line ticket must be an on-line ticket offered for sale by the commission during the period announced by the director for the selection event for that on-line game.
- (21) The on-line ticket must have been submitted within the claim period applicable to the on-line game for which it was

issued.

(b) Except as provided in section 6 of this rule, any on-line ticket not passing all of the validation requirements in subsection (a) is void and ineligible for any prize, and no prize shall be paid thereon. (*State Lottery Commission; 65 IAC 5-2-5; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1742; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-2-6 Disputes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 6. (a) If a person claiming a prize in an on-line game is unable to produce the alleged winning on-line ticket or the on-line ticket is mutilated or unreadable, the person may submit an affidavit to the director setting forth all facts surrounding the person's claim. If the director finds from substantial evidence contained in the affidavit and any other information available to the director, including information from other persons having knowledge about the claim or results of investigation reports from the security division or any law enforcement authority, that the prize should be paid, the director may authorize that the prize be paid to the claimant. The director may require the claimant to produce a copy of the claim form applicable to the on-line ticket as a condition of payment of the prize. The director shall not authorize payment of any prize under this subsection until the period for claiming prizes for the selection event applicable to the on-line ticket involved has elapsed, and the director shall consider the amount of prizes paid with respect to the selection event involved in determining whether to pay the prize. If any prize claimed under this subsection exceeds one thousand dollars (\$1,000), a determination by the director to pay the prize shall be reviewed and authorized by the commission.

(b) The director may, solely at the director's option, replace an on-line ticket which is not a valid on-line ticket or which is otherwise determined not to be a winning on-line ticket, despite a claim to the contrary, with a new on-line ticket or on-line tickets of equivalent sales price for the same on-line game or another on-line game. In the event a defective on-line ticket is purchased, the only responsibility or liability of the commission shall be the replacement of the defective on-line ticket with another on-line ticket or on-line tickets of equivalent sales price from the same on-line game or another on-line game. (*State Lottery Commission; 65 IAC 5-2-6; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1742; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-2-7 On-line ticket responsibility

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) An on-line ticket is a bearer instrument until it is signed on the back by the owner or owners. The owner or owners of an on-line ticket are responsible for and bear the sole risk of loss or theft of the on-line ticket. If an on-line ticket is claimed by a player in error for a lower prize than that to which the player would be entitled, the commission shall not be liable to the player for the higher prize not claimed, for the difference in the prizes, or for any other damage suffered by the player as a result of the erroneous claim.

(b) Purchase of on-line tickets is made at the player's own risk through the on-line retailer who is acting on behalf of the player in entering information for producing the on-line tickets. It is solely the player's responsibility to verify the accuracy of on-line game information and all other data printed on the on-line ticket. In the event of any error, and unless the rule for a specific on-line game provides otherwise, the player's only remedy is cancellation of the on-line ticket in accordance with section 10 of this rule. The commission, the director, and the commission's employees have no responsibility or liability for on-line tickets printed in error or for on-line tickets intentionally or inadvertently canceled by a retailer. (*State Lottery Commission; 65 IAC 5-2-7; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1743; emergency rule filed Oct 17, 1990, 4:17 p.m.: 14 IR 455; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-2-8 Game regulations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The director, or the director's designee, is authorized to develop and promulgate regulations and procedures for specific

on-line games on behalf of the commission and to conduct on-line games in accordance with such regulations and procedures. The director, or the director's designee, shall advise the commission of the contents of such regulations and procedures. The director, or the director's designee, shall report any such regulations promulgated to the commission at its next meeting. (*State Lottery Commission; 65 IAC 5-2-8; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1743; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:28 p.m.: 26 IR 43*)

65 IAC 5-2-9 Multidraw on-line tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Unless the rule for a specific on-line game provides otherwise, the commission may offer multidraw on-line tickets valid for a designated number of consecutive selection events. Any such multidraw on-line ticket may specify the first selection event for which it is valid or, if no selection event is so specified, shall be valid for the next selection event held after the multidraw on-line ticket is purchased. Any multidraw on-line ticket may be canceled by the commission at any time. If a multidraw on-line ticket is canceled by the commission, the owner will be issued a refund for the pro rata portion of the purchase price of the ticket applicable to future selection events or will be issued substitute on-line tickets equal in purchase price to the pro rata portion of the purchase price of the multidraw on-line ticket applicable to future selection events, at the discretion of the director. The commission may conduct multiple selection events during any week, and multidraw on-line tickets shall be valid for a particular number of selection events rather than a particular period of time. (*State Lottery Commission; 65 IAC 5-2-9; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1743; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-2-10 Cancellation by a player

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. Unless the rule for a specific on-line game provides otherwise, an on-line ticket which contains an error and was purchased from a retailer may be cancelled by returning the on-line ticket to the selling retailer provided that the ticket is returned to the retailer in time to permit cancelling to be fully completed within thirty (30) minutes after the on-line ticket was purchased and, if purchased on a day on which a selection event applicable to the on-line ticket is held, in time to permit cancelling to be fully completed prior to the closing time for the selection event. An on-line ticket shall not be cancelled other than in accordance with this section. If an on-line ticket is cancelled in accordance with this section, the player is entitled to a refund from the retailer equal to the purchase price of the ticket. (*State Lottery Commission; 65 IAC 5-2-10; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1744; emergency rule filed Oct 17, 1990, 4:17 p.m.: 14 IR 456; emergency rule filed Jan 13, 1992, 5:00 p.m.: 15 IR 1030; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 3. Payment of Prizes

65 IAC 5-3-1 Prize-winning tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 1. Prize-winning on-line tickets are valid on-line tickets that have been determined by the commission in accordance with this article to be official prize winners. Criteria and specific rules for winning prizes shall be published for each on-line game and available for all players. The commission shall in all cases make final determination regarding validation of on-line tickets and whether on-line tickets are prize-winning on-line tickets. Unless specified to the contrary in the rule applicable to the on-line game for which the on-line ticket was issued, a prize will be paid only for the highest prize won in a play on a valid on-line ticket, unless a lower prize has been claimed. (*State Lottery Commission; 65 IAC 5-3-1; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1744; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-2 Claiming prizes from the commission

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) Any prize may be claimed from any of the commission's regional offices or from the commission's central office in Indianapolis.

(b) The commission will pay prizes by check, or in cash at the option of the commission, or with lottery tickets if both the commission and the winner agree, in each case after on-line tickets are validated and after any other applicable requirements contained in this article are met.

(c) A prize claim shall be made on such form or forms as are prescribed by the director. To the extent required by federal tax law, the claimant shall furnish a tax identification number to the commission in the following manner:

(1) An individual shall provide his or her Social Security number.

(2) A legal entity shall furnish a federal employer's identification number issued by the Internal Revenue Service.

(3) A group, family unit, club, or other organization which is not a legal entity or which does not possess a federal employer's identification number shall file Internal Revenue Service Form 5754, "Statement by Person(s) Receiving Gambling Winnings", or a successor form, with the commission designating to whom the prize is to be paid and the person or persons to whom the prize is taxable.

(d) Prize payment shall be made to the person, entity, or group identified on the claim form and associated documents, and the claim shall be final and binding on the claimant and those for whom the prize is claimed.

(e) A prize must be claimed within one hundred eighty (180) days of the date of the selection event in which the prize was won or it will be forfeited. All unclaimed prize money required to be paid by the commission shall be added to the pool from which future prizes are to be awarded or used for special prize promotions. (*State Lottery Commission; 65 IAC 5-3-2; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1744; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 79; errata filed Nov 4, 1992, 9:30 a.m.: 16 IR 898; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-3 Prizes not assignable

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-2

Sec. 3. No right of any person to a prize shall be assignable, except as follows:

(1) The director may pay any prize to the estate of a deceased prize winner.

(2) The prize to which a winner is entitled may be paid to another person pursuant to an appropriate judicial order.

(*State Lottery Commission; 65 IAC 5-3-3; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1744; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-4 Termination of liability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 4. All liability of the state, its officials, officers, and employees, and of the commission, the director, and employees of the commission for any prize terminates upon payment of a prize or upon the expiration of one hundred eighty (180) days after the date of the selection event in which the prize was won. (*State Lottery Commission; 65 IAC 5-3-4; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1744; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-5 Time of payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 5. (a) Payment of any prize will be made to the bearer of the validated winning ticket for that prize upon presentation of proper identification and the submission of a prize claim form if one is required, unless otherwise delayed in accordance with

this article.

(b) Any cash prize of five hundred thousand dollars (\$500,000) or more may be paid in multiple payments over time. The schedule of payments shall be designed to pay the winner equal dollar amounts each year until the total payments equal the prize amount. Any prize not designated by the director to be paid in periodic payments shall be paid in a lump sum.

(c) When a prize or share of a prize is to be paid over time, the director may, at the director's discretion, round the actual amount of the prize or share to the nearest one thousand dollars (\$1,000) to facilitate purchase of an appropriate funding mechanism.

(d) Unless the rule for a specific on-line game provides otherwise, the total payment period for a prize to be paid over time shall be designated by the director and shall not exceed twenty (20) years. If the rule for any specific on-line game provides that a prize is payable for the life of the winner, only an individual may claim the prize for his or her life. If a claim for a prize payable for the life of the winner is filed on behalf of a group, company, corporation, or any other type of organization, payment shall be made over twenty (20) years.

(e) The director may accelerate the payment of a prize when, in the director's discretion, such is determined to be in the best interest of the commission. The valuation of any securities involved and the determination of the present value of any accelerated payments are solely within the discretion of the commission. (*State Lottery Commission; 65 IAC 5-3-5; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1745; emergency rule filed Feb 26, 1993, 5:00 p.m.: 16 IR 1834; errata filed Apr 5, 1993, 5:00 p.m.: 16 IR 1955; emergency rule filed Oct 6, 2000, 1:57 p.m.: 24 IR 384; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-6 Delay of payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 6. (a) The director or the commission may delay making payment of any prize or installment of a prize pending a final determination by the director, by the commission, or by a court of competent jurisdiction under any of the following circumstances:

(1) A dispute occurs or it appears that a dispute may occur relative to any prize.

(2) There is any question regarding the identity of the claimant.

(3) There is any question regarding the validity of any ticket presented for payment.

(4) The claim is subject to any set off for debts pursuant to section 9 of this rule.

(5) The commission or the director becomes aware of a change in circumstance relative to a prize awarded, the payee, or the claim which the commission determines requires review.

(b) No liability for interest for any delay in payment of a prize or installment of a prize shall accrue to the benefit of the claimant pending payment of the claim.

(c) All delayed payments for a prize paid in installments shall be brought up to date immediately upon the director's determination that payment of installments of a prize should be resumed, and remaining installment payments shall be paid according to the original payment schedule after payment is resumed unless the director orders otherwise. (*State Lottery Commission; 65 IAC 5-3-6; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1745; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-7 Prize drawings; selection events

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-7; IC 4-30-11

Sec. 7. (a) Any selection event for an on-line game shall be conducted as provided in this section.

(b) Selection events to award prizes shall be conducted periodically as determined by the director or as provided in the rule applicable to a specific on-line game.

(c) The director shall determine and announce the date or dates, time or times, and procedures for selection events to select winners for each on-line game, consistent with the specific game rules for that on-line game in this article. All selection events shall be open to the public. All selection events shall be witnessed by an independent certified public accountant. Equipment used in the selection events shall be inspected by an independent certified public accountant before and after each selection event is conducted. Disputes regarding the rules or procedures for a selection event shall be resolved by the director in the exercise of the director's sole discretion. All holders of on-line tickets shall be deemed to have agreed to all rules and procedures by their purchase of on-line tickets.

(d) The director or the director's designee may postpone any selection event to a future time and publicize the postponement if the director or designee finds that the postponement is in the best interests of the lottery or the public.

(e) The commission, the director, and the commission's employees shall have no liability for circulation, publication, or broadcast of incorrect winning numbers with respect to a selection event.

(f) Unless the rule applicable to a specific on-line game provides otherwise, certain purchasers of on-line tickets may receive at no additional cost an on-line entry coupon generated at random by the terminal from which the on-line ticket was purchased. The recipient of an on-line entry coupon is eligible to participate in a preliminary drawing for a grand prize event, which shall be conducted in accordance with 65 IAC 4-3-7. An on-line entry coupon shall be treated in the same manner as an instant ticket for purposes of 65 IAC 4-3-7 and the holder of an on-line entry ticket shall be subject to 65 IAC 4-3-7 and the rules and procedures established for holders of instant tickets with respect to preliminary drawings and grand prize events. (*State Lottery Commission; 65 IAC 5-3-7; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1745; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-8 Investment of deferred prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11; IC 4-30-15-2

Sec. 8. The director shall request directions on behalf of the commission from the treasurer of state regarding the investment in accordance with IC 4-30-15-2 of any on-line prize designated by the director to be payable on a deferred or installment basis and shall invest the prize in accordance with the directions so received. (*State Lottery Commission; 65 IAC 5-3-8; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1746; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-9 Claims for certain obligations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-11

Sec. 9. (a) The following definitions apply to this section:

(1) "Claimant agency" means the treasurer of state, the department of state revenue, the department of administration, the Indiana department of transportation, the attorney general, and the courts.

(2) "Debtor" means a person who has been reported to the commission pursuant to subsection (b) as having one (1) or more of the following obligations:

(A) The person owes an outstanding debt to a state agency.

(B) The person owes delinquent state taxes.

(C) The person owes child support collected and paid to a recipient through a court.

(3) "Debt" means an obligation that is evidenced by an assessment or lien issued by a state agency, a judgment, or a final order of an administrative agency.

(b) A claimant agency may provide to the commission, in such computer-readable format as the director shall prescribe with the approval of the auditor of state, a list of debtors. The claimant agency may update the list at such intervals and times as determined by the director to be compatible with the efficient operation of the lottery and the goals of IC 4-30-11-11.

(c) Prior to payment of any cash prize greater than five hundred ninety-nine dollars (\$599) to an on-line game winner, the director shall determine whether the name of the prospective payee appears on a list provided by a claimant agency pursuant to subsection (b). If the name of the prospective payee appears on a list provided by a claimant agency pursuant to subsection (b), the cash prize payable to such debtor shall instead be paid to the auditor of state pursuant to IC 4-30-11-11(b).

(d) Payment of a prize to the auditor of state pursuant to this section shall discharge the commission, the director, and all employees of the commission from any liability to the debtor for payment of any prize. The commission shall have no liability for any error on a list provided to the commission by a claimant agency pursuant to subsection (b). (*State Lottery Commission; 65 IAC 5-3-9; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1746; emergency rule filed Jan 26, 1993, 5:00 p.m.: 16 IR 1515; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-10 Supplemental prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) Holders of on-line tickets, whether or not they are otherwise eligible for prizes under this article, may be entered from time to time into drawings or other events for the award of consolation or supplemental prizes. The director shall determine and announce the date or dates, time or times, entry requirements, and procedures for any such drawings or other events for consolation or supplemental prizes, and may later change such date or dates, time or times, entry requirements, or procedures for any such drawing or event and publicize the change if the director finds that the change is in the best interests of the lottery or the public. Disputes regarding such dates, times, requirements, or procedures shall be resolved by the director in the exercise of the director's sole discretion. All participants in such a drawing or event shall be deemed to have agreed to all requirements and procedures by their participation in the drawing or event or any proceedings in connection with the drawing or event.

(b) If, after a drawing or other event for the award of a supplemental or consolation prize is held, the director determines that an on-line ticket or the holder of an on-line ticket should have been entered into the drawing or other event, the director may enter that on-line ticket or the holder of the on-line ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. The commission, the director, and the commission's employees shall have no liability for failure to enter an on-line ticket or the holder of an on-line ticket into a drawing or other event to award consolation or supplemental prizes other than entry of the on-line ticket or the holder of the on-line ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. (*State Lottery Commission; 65 IAC 5-3-10; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1746; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-3-11 Classification of certain payments or items as prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-18-2

Sec. 11. (a) The commission is authorized to make supplemental payments of money or awards of other items to retailers in connection with the sale of winning tickets or the sale of lottery games. Any payment or award is deemed to be a "prize" within the meaning of IC 4-30-18-2, but will not be used in calculating the overall odds of winning the game as reported to the public.

(b) The commission shall make a supplemental payment or award to a retailer for the sale of a winning ticket within sixty (60) days of:

(1) the date that the prize is paid by the commission to the holder of the winning ticket purchased from the retailer; or

(2) the last day of the period prescribed for the claiming of a prize associated with the winning ticket.

(c) For purposes of this rule, "jackpot" means the top prize in Hoosier Lottery Powerball or Hoosier Lotto. Prior to conducting promotion activities with an individual retailer the commission shall notify the retailer in writing that a winning jackpot ticket sold by the commission during such activities shall be treated as though sold by that retailer. No jackpot bonus will be awarded if a jackpot winning ticket is given away as opposed to sold by the commission.

(d) Cashing bonuses and other payments to retailers within the meaning of 65 IAC 3-4-5 are not "prizes" encompassed by IC 4-30-18-2. (*State Lottery Commission; 65 IAC 5-3-11; emergency rule filed Dec 2, 1992, 2:00 p.m.: 16 IR 1189; errata filed Feb 8, 1993, 1:00 p.m.: 16 IR 1513; emergency rule filed May 10, 1993, 3:00 p.m.: 16 IR 2197; emergency rule filed Sep 29, 1995, 1:30 p.m.: 19 IR 221; errata filed Dec 13, 1995, 4:00 p.m.: 19 IR 1140; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 4. Lotto Cash (Expired)

(Expired under IC 4-22-2.5, effective January 1, 2002.)

Rule 5. Daily3**65 IAC 5-5-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The collective name of the on-line games conducted pursuant to this rule is "Daily3". As used in this rule, the term "Daily3" shall include both Daily3 – Evening and Daily3 – Midday unless context requires otherwise. (*State Lottery Commission; 65 IAC 5-5-1; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2009; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1587*)

65 IAC 5-5-1.5 Independent on-line games

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1.5. (a) Daily3 shall be conducted as two (2) separate and independent on-line games designated Daily3 – Evening and Daily3 – Midday, respectively. On-line tickets in the Daily3 – Evening on-line game are not associated with the Daily3 – Midday on-line game and vice versa. The two (2) on-line games shall have separate selection events, winning numbers, and prizes. Notwithstanding the foregoing, the odds, play styles, and prizes shall be the same in all Daily3 selection events.

(b) A multidraw ticket in the Daily3 – Evening on-line game shall be for the next Daily3 – Evening selection event(s). A multidraw ticket in the Daily3 – Midday on-line game shall be for the next Daily3 – Midday selection event(s). (*State Lottery Commission; 65 IAC 5-5-1.5; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1587*)

65 IAC 5-5-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this section apply throughout this rule.

(b) "Box play" means a play designated as such when an on-line ticket is purchased for Daily3 containing three (3) numbers which may be drawn in any order.

(c) "Combo play" means a play designated as such when an on-line ticket is purchased for Daily3 containing a play which is split between a straight play and a box play.

(d) "Daily3 – Evening" means the Daily3 on-line game associated with selection events conducted in the evening.

(e) "Daily3 – Midday" means the Daily3 on-line game associated with selection events conducted in the afternoon.

(f) "Play" means a selection of three (3) numbers applicable to a particular selection event for Daily3.

(g) "Quick pick" means a play randomly generated by a terminal.

(h) "Straight play" means a play designated as such when an on-line ticket is purchased for Daily3 containing three (3) numbers in the order in which they will be drawn.

(i) "Six-way box play" means a play designated a box play when an on-line ticket is purchased for Daily3 containing three (3) different numbers which may be drawn in any order.

(j) "Six-way combo play" means a combo play containing three (3) different numbers.

(k) "Three-way box play" means a play designated as a box play when an on-line ticket is purchased for Daily3 containing three (3) numbers, two (2) of which are the same, which may be drawn in any order.

(l) "Three-way combo play" means a combo play containing three (3) numbers, two (2) of which are the same.

(m) "Winning numbers" means three (3) numbers determined in a specific Daily3 – Evening or Daily3 – Midday selection event. (*State Lottery Commission; 65 IAC 5-5-2; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1587*)

65 IAC 5-5-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Unless otherwise requested by the purchaser, the price of an on-line ticket containing one (1) play for Daily3 shall be one dollar (\$1). The price of an on-line ticket containing one (1) play for Daily3 may be increased by the purchaser in one dollar (\$1) increments up to a maximum of ten dollars (\$10). (*State Lottery Commission; 65 IAC 5-5-3; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27*

IR 1587)

65 IAC 5-5-4 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) An on-line ticket for Daily3 shall represent one (1) play. An on-line ticket for Daily3 shall be purchased by one (1) of the following methods:

(1) The purchaser may submit a completed play slip (if play slips are provided by the commission) which indicates a play to an authorized on-line retailer who shall generate an on-line ticket.

(2) The purchaser may advise an authorized on-line retailer of the numbers contained in the purchaser's play and the type of play, and the on-line retailer shall generate an on-line ticket.

(3) The purchaser may request a quick pick from an authorized on-line retailer who shall generate an on-line ticket with a random play.

(b) An on-line ticket is the only valid proof of a play and the only valid receipt for claiming a prize resulting from a Daily3 selection event. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an on-line ticket or a play.

(c) An on-line ticket is effective for the selection event indicated on the on-line ticket. If a purchaser fails to specifically request Daily3 – Evening or Daily3 – Midday, the retailer may issue an on-line ticket for the next scheduled drawing. Subject to the restrictions of 65 IAC 5-2-9, the commission may offer multidraw on-line tickets for Daily3 – Evening or Daily3 – Midday selection events which are effective for up to twenty-eight (28) consecutive selection events. Daily3 multidraw on-line tickets are limited to the on-line game for which they were purchased and cannot alternate between Daily3 – Evening and Daily3 – Midday on-line games.

(d) Sales of on-line tickets for Daily3 selection events shall be suspended prior to the time of the associated selection event at a time determined by the director.

(e) Sales of on-line tickets containing a particular play shall be suspended if the total liability of the commission for winning on-line tickets containing that play would exceed an amount established by the director. No person shall be entitled to purchase an on-line ticket containing any particular play if such play has been suspended, and neither the commission, the director, nor any employee of the commission shall be liable for the inability of any person to purchase an on-line ticket containing a particular play.

(f) On-line entry coupons may be generated by terminals for certain purchases of on-line tickets for Daily3. (*State Lottery Commission; 65 IAC 5-5-4; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1588*)

65 IAC 5-5-5 Determination of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) Selection events for determination of winning numbers in Daily3 – Evening shall be held each day in accordance with 65 IAC 5-3-7 at a time to be determined by the director. Selection events for determination of winning numbers in Daily3 – Midday shall be held on Monday through Saturday afternoons in accordance with 65 IAC 5-3-7 at a time designated by the director.

(b) Each owner of a valid on-line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) straight play applicable to that selection event match the three (3) winning numbers and are in the same order as the three (3) winning numbers wins a prize of five hundred dollars (\$500).

(c) Each owner of a valid on-line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) six-way box play applicable to that selection event match the three (3) winning numbers in any order wins a prize of eighty dollars (\$80).

(d) Each owner of a valid on-line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) three-way box play applicable to that selection event match the three (3) winning numbers in any order wins a prize of one hundred sixty dollars (\$160).

(e) Each owner of a valid on-line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) six-way combo play applicable to that selection event match the three (3) winning numbers in any order wins a prize of forty dollars

(\$40).

(f) Each owner of a valid on-line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) three-way combo play applicable to that selection event match the three (3) winning numbers in any order wins a prize of eighty dollars (\$80).

(g) Each owner of a valid on-line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) six-way combo play applicable to that selection event match the three (3) winning numbers and are in the same order as the three (3) winning numbers wins a prize of two hundred ninety dollars (\$290).

(h) Each owner of a valid on-line ticket for a Daily3 selection event on which the three (3) numbers in a one dollar (\$1) three-way combo play applicable to that selection event match the three (3) winning numbers and are in the same order as the three (3) winning numbers wins a prize of three hundred thirty dollars (\$330).

(i) If a play eligible for a prize under this section was purchased for more than one dollar (\$1), the prize specified in this section shall be multiplied by a factor equal to the price of the play divided by one dollar (\$1). (*State Lottery Commission; 65 IAC 5-5-5; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2011; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Apr 30, 2003, 10:45 a.m.: 26 IR 3057, eff May 1, 2003; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1588*)

65 IAC 5-5-6 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The odds of winning a prize in a Daily3 selection event with a straight play are approximately one (1) in one thousand (1,000).

(b) The odds of winning a prize in a Daily3 selection event with a six-way box play are approximately six (6) in one thousand (1,000).

(c) The odds of winning a prize in a Daily3 selection event with a three-way box play are approximately three (3) in one thousand (1,000).

(d) The odds of winning a prize of forty dollars (\$40) in a Daily3 selection event with a one dollar (\$1) six-way combo play are approximately six (6) in one thousand (1,000).

(e) The odds of winning a prize of eighty dollars (\$80) in a Daily3 selection event with a one dollar (\$1) three-way combo play are approximately three (3) in one thousand (1,000).

(f) The odds of winning a prize of two hundred ninety dollars (\$290) in a Daily3 selection event with a one dollar (\$1) six-way combo play are approximately one (1) in one thousand (1,000).

(g) The odds of winning a prize of three hundred thirty dollars (\$330) in a Daily3 selection event with a one dollar (\$1) three-way combo play are approximately one (1) in one thousand (1,000). (*State Lottery Commission; 65 IAC 5-5-6; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2011; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1589*)

Rule 6. Daily4

65 IAC 5-6-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The collective name of the on-line games conducted pursuant to this rule is "Daily4". As used in this rule, the term "Daily4" shall include both Daily4 – Evening and Daily4 – Midday. (*State Lottery Commission; 65 IAC 5-6-1; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2011; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1589*)

65 IAC 5-6-1.5 Independent on-line games

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1.5. (a) Daily4 shall be conducted as two (2) separate and independent on-line games designated Daily4 – Evening and Daily4 – Midday, respectively. On-line tickets in the Daily4 – Evening on-line game are not associated with the Daily4 – Midday on-line game and vice versa. The two (2) on-line games shall have separate selection events, winning numbers, and prizes. Notwithstanding the foregoing, the odds, play styles, and prizes shall be the same in all Daily4 selection events.

(b) A multidraw ticket in the Daily4 – Evening on-line game shall be for the next Daily4 – Evening selection event(s). A multidraw ticket in the Daily4 – Midday on-line game shall be for the next Daily4 – Midday selection event(s). (*State Lottery Commission; 65 IAC 5-6-1.5; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1589*)

65 IAC 5-6-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this section apply throughout this rule.

(b) “Back 3 play” means the selection of the last three (3) numbers applicable to a particular selection event for Daily4.

(c) “Box play” means a play designated as such when an on-line ticket is purchased for Daily4 containing either:

(1) four (4) numbers which may be drawn in any order; or

(2) three (3) numbers in a front 3 or back 3 play which may be drawn in any order.

(d) “Combo play” means a play designated as such when an on-line ticket is purchased for Daily4 containing either:

(1) a play in which the four (4) numbers are both a straight play and a box play; or

(2) a front 3 or back 3 play in which the three (3) numbers are both a straight play and a box play.

(e) “Daily4 – Evening” means the Daily4 on-line game associated with selection events conducted in the evening.

(f) “Daily4 – Midday” means the Daily4 on-line game associated with selection events conducted in the afternoon.

(g) “Four-way box play” means a play designated as a box play when an on-line ticket is purchased for Daily4 containing four (4) numbers, three (3) of which are identical.

(h) “Four-way combo play” means a play designated as a combo play when an on-line ticket is purchased for Daily4 containing four (4) numbers, three (3) of which are identical.

(i) “Front 3 play” means the selection of the first three (3) numbers applicable to a particular selection event for Daily4.

(j) “Play” means a selection of three (3) or four (4) numbers applicable to a particular selection event for Daily4.

(k) “Quick pick” means a play randomly generated by a terminal.

(l) “Six-way box play” means a play designated as a box play when an on-line ticket is purchased for Daily4 containing either:

(1) two (2) pairs of identical numbers where the four (4) numbers may be drawn in any order; or

(2) in a front 3 or back 3 play, three (3) different front or back three (3) numbers, respectively, which may be drawn in any order.

(m) “Six-way combo play” means a play designated a combo play when an on-line ticket is purchased for Daily4 containing either:

(1) two (2) pairs of identical numbers; or

(2) in a front 3 or back 3 play, three (3) different numbers.

(n) “Straight play” means a play designated as such when an on-line ticket is purchased for Daily4 containing either:

(1) four (4) numbers in the order in which they will be drawn; or

(2) three (3) numbers in a front 3 or back 3 play in the order in which they will be drawn.

(o) “Three-way box play” means a play designated as such when an on-line ticket is purchased for Daily4 containing a front 3 or back 3 play in which two (2) of the relevant numbers are the same and which may be drawn in any order.

(p) “Three-way combo play” means a play designated as such when an on-line ticket is purchased for Daily4 containing a front 3 or back 3 play in which two (2) of the relevant numbers are the same.

(q) “Twelve-way box play” means a play designated as a box play when an on-line ticket is purchased for Daily4 containing four (4) numbers, two (2) of which are the same, which may be drawn in any order.

(r) “Twelve-way combo play” means a play designated as a combo play when an on-line ticket is purchased for Daily4 containing four (4) numbers, two (2) of which are the same.

(s) “Twenty-four-way box play” means a play designated as a box play when an on-line ticket is purchased for Daily4 containing four (4) different numbers which may be drawn in any order.

(t) “Twenty-four-way combo play” means a play designated as a combo play when an on-line ticket is purchased for Daily4 containing four (4) different numbers.

(u) “Winning numbers” means four (4) numbers, or, in the case of a front 3 or back 3 play, the first or last three (3) numbers, respectively, determined in a specific Daily4 – Evening or Daily4 – Midday selection event. (*State Lottery Commission; 65 IAC 5-6-2; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2012; emergency rule filed Feb 10, 1995, 11:00 a.m.: 18 IR 1484; errata filed Apr 26, 1995, 4:00 p.m.: 18 IR 2261; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1590*)

65 IAC 5-6-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Unless otherwise requested by the purchaser, the price of an on-line ticket containing one (1) play for Daily4 shall be one dollar (\$1). The price of an on-line ticket containing one (1) play for Daily4 may be increased by the purchaser in one dollar (\$1) increments up to a maximum of ten dollars (\$10). (*State Lottery Commission; 65 IAC 5-6-3; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2012; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1591*)

65 IAC 5-6-4 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) An on-line ticket for Daily4 shall represent one (1) play. An on-line ticket for Daily4 shall be purchased by one (1) of the following methods:

(1) The purchaser may submit a completed play slip (if play slips are provided by the commission) which indicates a play to an authorized on-line retailer who shall generate an on-line ticket.

(2) The purchaser may advise an authorized on-line retailer of the numbers contained in the purchaser’s play and the type of play, and the on-line retailer shall generate an on-line ticket.

(3) The purchaser may request a quick pick from an authorized on-line retailer who shall generate an on-line ticket with a random play.

(b) An on-line ticket is the only valid proof of a play and the only valid receipt for claiming a prize in Daily4. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an on-line ticket or a play.

(c) An on-line ticket is effective for the selection event indicated on the on-line ticket. If a purchaser fails to specifically request Daily4 – Evening or Daily4 – Midday, the retailer may issue an on-line ticket for the next scheduled drawing. Subject to the restrictions of 65 IAC 5-2-9, the commission may offer multidraw on-line tickets for Daily4 – Evening or Daily4 – Midday selection events which are effective for up to twenty-eight (28) consecutive selection events. Daily4 multidraw on-line tickets are limited to the on-line game for which they were purchased and cannot include plays that alternate between Daily4 – Evening and Daily4 – Midday selection events.

(d) Sales of on-line tickets for Daily4 selection events shall be suspended prior to the time of the associated selection event at a time determined by the director.

(e) Sales of on-line tickets containing a particular play shall be suspended if the total liability of the commission for winning on-line tickets containing that play would exceed an amount established by the director. No person shall be entitled to purchase an on-line ticket containing any particular play if such play has been suspended, and neither the commission, the director, nor any employee of the commission shall be liable for the inability of any person to purchase an on-line ticket containing a particular play.

(f) On-line entry coupons may be generated by terminals for certain purchases of on-line tickets for Daily4. (*State Lottery Commission; 65 IAC 5-6-4; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2012; emergency rule filed Feb 10, 1995, 11:00 a.m.: 18 IR 1485; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1591*)

65 IAC 5-6-5 Determination of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) Selection events for determination of winning numbers in Daily4 – Evening shall be held each day in accordance with 65 IAC 5-3-7 at a time to be determined by the director. Selection events for determination of winning numbers in Daily4 – Midday shall be held on Monday through Saturday afternoons in accordance with 65 IAC 5-3-7 at a time designated by the director.

(b) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) straight play applicable to that selection event match the four (4) winning numbers and are in the same order as the four (4) winning numbers wins a prize of five thousand dollars (\$5,000).

(c) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) twenty-four-way box play applicable to that selection event match the four (4) winning numbers in any order wins a prize of two hundred dollars (\$200).

(d) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) twelve-way box play applicable to that selection event match the four (4) winning numbers in any order wins a prize of four hundred dollars (\$400).

(e) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) six-way box play applicable to that selection event match the four (4) winning numbers in any order wins a prize of eight hundred dollars (\$800).

(f) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) four-way box play applicable to that selection event match the four (4) winning numbers in any order wins a prize of one thousand two hundred dollars (\$1,200).

(g) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) twenty-four-way combo play applicable to that selection event match the four (4) winning numbers in any order wins a prize of one hundred dollars (\$100).

(h) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) twelve-way combo play applicable to that selection event match the four (4) winning numbers in any order wins a prize of two hundred dollars (\$200).

(i) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) six-way combo play applicable to that selection event match the four (4) winning numbers in any order wins a prize of four hundred dollars (\$400).

(j) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) four-way combo play applicable to that selection event match the four (4) winning numbers in any order wins a prize of six hundred dollars (\$600).

(k) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) twenty-four-way combo play applicable to that selection event match the four (4) winning numbers and are in the same order as the four (4) winning numbers wins a prize of two thousand six hundred dollars (\$2,600).

(l) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) twelve-way combo play applicable to that selection event match the four (4) winning numbers and are in the same order as the four (4) winning numbers wins a prize of two thousand seven hundred dollars (\$2,700).

(m) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) six-way combo play applicable to that selection event match the four (4) winning numbers and are in the same order as the four (4) winning numbers wins a prize of two thousand nine hundred dollars (\$2,900).

(n) Each owner of a valid on-line ticket for a Daily4 selection event on which the four (4) numbers in a one dollar (\$1) four-way combo play applicable to that selection event match the four (4) winning numbers and are in the same order as the four (4) winning numbers wins a prize of three thousand one hundred dollars (\$3,100).

(o) Each owner of a valid on-line ticket for a Daily4 selection event on which the first or last three (3) numbers in a one dollar (\$1) front 3 or back 3 straight play applicable to that selection event match the first or last, respectively, three (3) winning numbers and are in the same order as those three (3) winning numbers wins a prize of five hundred dollars (\$500).

(p) Each owner of a valid on-line ticket for a Daily4 selection event on which the first or last three (3) numbers in a one dollar

(\$1) front 3 or back 3 six-way box play applicable to that selection event match the first or last, respectively, three (3) winning numbers in any order wins a prize of eighty dollars (\$80).

(q) Each owner of a valid on-line ticket for a Daily4 selection event on which the first or last three (3) numbers in a one dollar (\$1) front 3 or back 3 three-way box play applicable to that selection event match the first or last, respectively, three (3) winning numbers in any order wins a prize of one hundred sixty dollars (\$160).

(r) Each owner of a valid on-line ticket for a Daily4 selection event on which the first or last three (3) numbers in a one dollar (\$1) front 3 or back 3 six-way combo play applicable to that selection event match the first or last, respectively, three (3) winning numbers in any order wins a prize of forty dollars (\$40).

(s) Each owner of a valid on-line ticket for a Daily4 selection event on which the first or last three (3) numbers in a one dollar (\$1) front 3 or back 3 three-way combo play applicable to that selection event match the first or last, respectively, three (3) winning numbers in any order wins a prize of eighty dollars (\$80).

(t) Each owner of a valid on-line ticket for a Daily4 selection event on which the first or last three (3) numbers in a one dollar (\$1) front 3 or back 3 six-way combo play applicable to that selection event match the first or last, respectively, three (3) winning numbers and are in the same order as those three (3) winning numbers wins a prize of two hundred ninety dollars (\$290).

(u) Each owner of a valid on-line ticket for a Daily4 selection event on which the first or last three (3) numbers in a one dollar (\$1) front 3 or back 3 three-way combo play applicable to that selection event match the first or last, respectively, three (3) winning numbers and are in the same order as those three (3) winning numbers wins a prize of three hundred thirty dollars (\$330).

(v) If a play eligible for a prize under this section was purchased for more than one dollar (\$1), the prize specified in this section shall be multiplied by a factor equal to the price of the play divided by one dollar (\$1). (*State Lottery Commission; 65 IAC 5-6-5; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2013; emergency rule filed Feb 10, 1995, 11:00 a.m.: 18 IR 1485; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1591*)

65 IAC 5-6-6 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The odds of winning a prize in a Daily4 selection event with a straight play are approximately one (1) in ten thousand (10,000).

(b) The odds of winning a prize in a Daily4 selection event with a twenty-four-way box play are approximately twenty-four (24) in ten thousand (10,000).

(c) The odds of winning a prize in a Daily4 selection event with a twelve-way box play are approximately twelve (12) in ten thousand (10,000).

(d) The odds of winning a prize in a Daily4 selection event with a six-way box play are approximately six (6) in ten thousand (10,000).

(e) The odds of winning a prize in a Daily4 selection event with a four-way box play are approximately four (4) in ten thousand (10,000).

(f) The odds of winning a prize of one hundred dollars (\$100) in a Daily4 selection event with a one dollar (\$1) twenty-four-way combo play are approximately twenty-four (24) in ten thousand (10,000).

(g) The odds of winning a prize of two hundred dollars (\$200) in a Daily4 selection event with a one dollar (\$1) twelve-way combo play are approximately twelve (12) in ten thousand (10,000).

(h) The odds of winning a prize of four hundred dollars (\$400) in a Daily4 selection event with a one dollar (\$1) six-way combo play are approximately six (6) in ten thousand (10,000).

(i) The odds of winning a prize of six hundred dollars (\$600) in a Daily4 selection event with a one dollar (\$1) four-way combo play are approximately four (4) in ten thousand (10,000).

(j) The odds of winning a prize of two thousand six hundred dollars (\$2,600) in a Daily4 selection event with a one dollar (\$1) twenty-four-way combo play are approximately one (1) in ten thousand (10,000).

(k) The odds of winning a prize of two thousand seven hundred dollars (\$2,700) in a Daily4 selection event with a one dollar (\$1) twelve-way combo play are approximately one (1) in ten thousand (10,000).

(l) The odds of winning a prize of two thousand nine hundred dollars (\$2,900) in a Daily4 selection event with a one dollar (\$1) six-way combo play are approximately one (1) in ten thousand (10,000).

(m) The odds of winning a prize of three thousand one hundred dollars (\$3,100) in a Daily4 selection event with a one dollar (\$1) four-way combo play are approximately one (1) in ten thousand (10,000).

(n) The odds of winning a prize in a Daily4 selection event with a front 3 or back 3 straight play are approximately one (1) in one thousand (1,000).

(o) The odds of winning a prize in a Daily4 selection event with a front 3 or back 3 six-way box play are approximately six (6) in one thousand (1,000).

(p) The odds of winning a prize in a Daily4 selection event with a front 3 or back 3 three-way box play are approximately three (3) in one thousand (1,000).

(q) The odds of winning a prize of forty dollars (\$40) in a Daily4 selection event with a one dollar (\$1) front 3 or back 3 six-way combo play are approximately six (6) in one thousand (1,000).

(r) The odds of winning a prize of eighty dollars (\$80) in a Daily4 selection event with a one dollar (\$1) front 3 or back 3 three-way combo play are approximately three (3) in one thousand (1,000).

(s) The odds of winning a prize of two hundred ninety dollars (\$290) in a Daily4 selection event with a one dollar (\$1) front 3 or back 3 six-way combo play are approximately one (1) in one thousand (1,000).

(t) The odds of winning a prize of three hundred thirty dollars (\$330) in a Daily4 selection event with a one dollar (\$1) front 3 or back 3 three-way combo play are approximately one (1) in one thousand (1,000). (*State Lottery Commission; 65 IAC 5-6-6; emergency rule filed Jul 6, 1990, 5:00 p.m.: 13 IR 2014; emergency rule filed Feb 10, 1995, 11:00 a.m.: 18 IR 1486; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1593*)

Rule 7. Lotto America

65 IAC 5-7-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this on-line game is "Lotto America." (*State Lottery Commission; 65 IAC 5-7-1; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 458; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this section apply throughout this rule.

(b) "Game grid" means an area of the play slip which contains fifty-four (54) squares numbered one (1) through fifty-four (54) and is identified by an alphabetic character.

(c) "Jackpot amount" means the amount calculated pursuant to section 6(a) of this rule.

(d) "MUSL" means an association of lottery commissions, state agencies, and other political subdivisions which are authorized to conduct lottery games.

(e) "MUSL on-line game" means Lotto America or the equivalent on-line game conducted by a member of MUSL.

(f) "Play" means a selection of six (6) different numbers.

(g) "Play slip" means a form indicating a play in Lotto America which contains one (1) or more game grids and is used in producing an on-line ticket.

(h) "Quick pick" means a play randomly generated by a terminal.

(i) "Retailer" means a person, other than an agency or political subdivision of the state, who sells lottery tickets on behalf of the commission pursuant to a retailer contract.

(j) "Second prize amount" means the amount calculated pursuant to section 6(b) of this rule.

(k) "Third prize amount" means the amount calculated pursuant to section 6(c) of this rule.

(l) "Winning numbers" means six (6) numbers determined in a selection event applicable to Lotto America.

(m) "Winnings pool" means the amount of gross sales allocated pursuant to section 5 of this rule for payment of prizes. (*State Lottery Commission; 65 IAC 5-7-2; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 458; readopted filed Nov 30, 2001, 11:02*

a.m.: 25 IR 1268)

65 IAC 5-7-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The price of an on-line ticket for Lotto America shall be one dollar (\$1) for each two (2) plays represented on the on-line ticket. (*State Lottery Commission; 65 IAC 5-7-3; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 458; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-4 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) An on-line ticket for Lotto America may represent two (2) or more plays. An on-line ticket for Lotto America shall be purchased by one (1) of the following methods:

- (1) The purchaser may submit a completed play slip which indicates two (2) or more plays to an authorized on-line retailer who shall generate the on-line ticket.
- (2) The purchaser may otherwise advise an authorized on-line retailer of the numbers contained in the purchaser's plays and the on-line retailer shall generate the on-line ticket.
- (3) The purchaser may request a quick pick from an authorized on-line retailer who shall generate an on-line ticket with random plays.
- (4) The purchaser may purchase a ticket from a player activated terminal by means of a touch screen or by inserting a play slip into the terminal.

(b) An on-line ticket is the only valid proof of a play and the only valid receipt for claiming a prize in Lotto America. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an on-line ticket or a play.

(c) Unless otherwise indicated on the on-line ticket, an on-line ticket is effective for the next scheduled selection event. Subject to the restrictions of 65 IAC 5-2-9, the commission may offer multidraw on-line tickets for Lotto America which are effective for the following numbers of selection events:

- (1) Two (2).
- (2) Three (3).
- (3) Four (4).
- (4) Five (5).
- (5) Ten (10).

(d) Sales of on-line tickets for Lotto America shall be suspended prior to the time of each selection event for Lotto America at a time determined by the director, but in no event less than fifty-nine (59) minutes before the selection event.

(e) On-line entry coupons shall be generated by terminals for certain purchases of on-line tickets for Lotto America.

(f) Notwithstanding 65 IAC 5-2-7 and 65 IAC 5-2-10, an on-line ticket for Lotto America shall not be canceled or voided by the retailer. (*State Lottery Commission; 65 IAC 5-7-4; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 458; emergency rule filed Mar 19, 1992, 8:30 a.m.: 15 IR 1409, eff Apr 15, 1992; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-5 Determination of winnings pool

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The winnings pool for Lotto America shall be no less than forty-three percent (43%) of the gross sales of all MUSL on-line games for the particular selection event. If the total of the jackpot amount, the second prize amount, and the third prize amount paid with respect to a particular selection event is less than forty-three percent (43%) of the gross sales amount applicable to the selection event, the difference shall be placed in a reserve for future prize payments. (*State Lottery Commission; 65 IAC 5-7-5; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 459; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-6 Determination of prize amounts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The jackpot amount applicable to a particular selection event shall be equal to the greater of the following amounts:

(1) Eighty-three and thirty-nine hundredths percent (83.39%) of the winnings pool.

(2) An amount determined by the director and announced prior to the selection event after reviewing the total amount in the winnings pool for a particular selection event, notwithstanding prior announcements of the estimated jackpot amount for a particular selection event.

(b) The second prize amount applicable to a particular selection event shall be equal to the greater of the following amounts:

(1) Four and ninety-six hundredths percent (4.96%) of the winnings pool.

(2) An amount determined by the director.

(c) The third prize amount applicable to a particular selection event shall be equal to the greater of the following amounts:

(1) Eleven and sixty-five hundredths percent (11.65%) of the winnings pool.

(2) An amount determined by the director.

(d) The calculation of the jackpot amount, the second prize amount, and the third prize amount, or any portion thereof, for a Lotto America selection event shall be rounded down to the nearest whole dollar. The amount remaining after rounding from a particular selection event shall remain in the winnings pool and shall be added to the winnings pool for the next selection event.

(e) The calculation of a prize paid in multiple installments over time may be rounded to facilitate purchase of an appropriate funding mechanism. (*State Lottery Commission; 65 IAC 5-7-6; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 459; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-7 Determination of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) MUSL shall conduct the selection events for the MUSL on-line games under the supervision of the division of security.

(b) Each owner of a valid on-line ticket for a Lotto America selection event on which the six (6) numbers in a play applicable to that selection event match the six (6) winning numbers wins a portion of the jackpot amount equal to the total jackpot amount divided by the total number of winners of that jackpot amount.

(c) Each owner of a valid on-line ticket for a Lotto America selection event on which any five (5) of the numbers in a play applicable to that selection event match five (5) of the winning numbers wins a portion of the second prize amount equal to the total second prize amount divided by the total number of winners of that second prize amount.

(d) Each owner of a valid on-line ticket for a Lotto America selection event on which any four (4) of the numbers in a play applicable to that selection event match four (4) of the winning numbers wins a portion of the third prize amount equal to the total third prize amount divided by the total number of winners of that third prize amount.

(e) If a valid on-line ticket contains more than one (1) play entitled to a prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amount may be claimed from a retailer pursuant to 65 IAC 3-4-4. (*State Lottery Commission; 65 IAC 5-7-7; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 459; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-8 Payment of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) Notwithstanding the provisions of 65 IAC 5-3-5(b) and except as set forth in section 8.5 of this rule, jackpot amounts or any portion thereof shall be paid in equal dollar amounts annually for a period of twenty (20) years until the total payments equal the prize amount. In the director's discretion, the present value of prizes of less than two hundred fifty thousand dollars (\$250,000) may be paid in a lump sum.

(b) Second prize amounts and third prize amounts, or any portions thereof, less than one million dollars (\$1,000,000) shall be paid in a lump sum.

(c) The initial installment of a jackpot amount paid in multiple payments over time shall not be paid until after the fifteenth calendar day following the selection event for Lotto America. (*State Lottery Commission; 65 IAC 5-7-8; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 460; emergency rule filed Jul 7, 1999, 6:03 p.m.: 22 IR 3433; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-8.5 Election to receive lump sum; cash payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8.5. (a) This section applies only to a player who continues to be entitled to annual payments on a Lotto America jackpot amount on the effective date of this section.

(b) A player who falls within this section shall [*sic.*] until December 31, 2000, to change the jackpot amount payment method and elect to receive a lump sum, cash payment equal to the present value of the remaining annual payments. The election must be in writing and on a form authorized by the commission. An election under this subsection cannot be revoked, withdrawn, or otherwise modified. The lump sum payment shall be in an amount equal to the proceeds the commission can obtain by selling the financial instruments held by the commission to fund the remaining prize payments, less any fees incurred by the commission in the sale of the financial instruments. The method and timing of the sale of such instruments are solely within the commission's discretion. If an election is not made by the close of commission business on December 31, 2000, the jackpot amount shall continue to be paid in annual installments.

(c) If a jackpot amount is claimed by a group that selected the annual payment option, all members of the group must agree to seek a change in the payment option in order to secure an election under this subsection.

(d) The commission shall provide notice to all players eligible for the elections set forth in this section. (*State Lottery Commission; 65 IAC 5-7-8.5; emergency rule filed Jul 7, 1999, 6:03 p.m.: 22 IR 3433; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-9 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. (a) The odds of winning a portion of the jackpot amount in a selection event with a particular play are approximately one (1) in twenty-five million eight hundred twenty-seven thousand one hundred sixty-five (25,827,165).

(b) The odds of winning a portion of the second prize amount in a selection event with a particular play are approximately one (1) in eighty-nine thousand six hundred seventy-eight (89,678).

(c) The odds of winning a portion of the third prize amount in a selection event with a particular play are approximately one (1) in one thousand five hundred twenty-six (1,526). (*State Lottery Commission; 65 IAC 5-7-9; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 460; errata, 14 IR 760; errata filed Feb 6, 1991, 2:05 p.m.: 14 IR 1286; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-10 Termination of liability of MUSL

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. All liability of MUSL, its members, officers, directors, and employees for any prize, terminates upon payment of a prize or upon expiration of one hundred eighty (180) days after the date of the selection event in which the prize was won. (*State Lottery Commission; 65 IAC 5-7-10; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 460; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-7-11 Ineligible players

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. In addition to the individuals identified in 65 IAC 1-3-4, the following people shall not purchase a Lotto America ticket and shall be ineligible to be paid a prize for a Lotto America ticket:

(1) An employee, officer, or director of MUSL.

(2) A person under contract with MUSL to conduct a financial or security audit of MUSL.

(3) A relative living in the same household of a person described in subdivision (1) or (2).

(State Lottery Commission; 65 IAC 5-7-11; emergency rule filed Oct 17, 1990, 4:20 p.m.: 14 IR 460; errata filed Feb 6, 1991, 2:05 p.m.: 14 IR 1286; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-7-12 Termination of Lotto America

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. The final selection event applicable to Lotto America on-line tickets sold by the commission or by retailers licensed by the commission will be on April 18, 1992. All references in this rule to MUSL on-line games are applicable only to Lotto America. MUSL is authorized to transfer any unencumbered funds remaining in the Lotto America prize pool or prize reserve accounts to the prize pool or prize reserve accounts applicable to Powerball, the on-line game described in 65 IAC 5-8 [65 IAC 5-8 was repealed filed Oct 24, 1997, 12:35 p.m.: 21 IR 1021, eff Nov 2, 1997.] *(State Lottery Commission; 65 IAC 5-7-12; emergency rule filed Mar 19, 1992, 8:30 a.m.: 15 IR 1405, eff Apr 19, 1992; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 8. Hoosier Lottery Powerball (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1021, eff Nov 2, 1997)

Rule 9. Lucky 5

65 IAC 5-9-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The collective name of the on-line games conducted pursuant to this rule is "Lucky 5". As used in this rule, the term "Lucky 5" shall include both Lucky 5 – Evening and Lucky 5 – Midday. *(State Lottery Commission; 65 IAC 5-9-1; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 412; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1593; errata filed Jan 5, 2004, 12:30 p.m.: 27 IR 1575)*

65 IAC 5-9-1.5 Independent on-line games

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1.5. (a) Lucky 5 shall be conducted as two (2) separate and independent on-line games designated Lucky 5 – Evening and Lucky 5 – Midday, respectively. On-line tickets in the Lucky 5 – Evening on-line game are not associated with the Lucky 5 – Midday on-line game and vice versa. The two (2) on-line games shall have separate selection events, winning numbers, and prizes. Notwithstanding the foregoing, the odds, play styles, and prizes shall be the same in all Lucky 5 selection events.

(b) A multidraw ticket in the Lucky 5 – Evening on-line game shall be for the next Lucky 5 – Evening selection event(s). A multidraw ticket in the Lucky 5 – Midday on-line game shall be for the next Lucky 5 – Midday selection event(s). *(State Lottery Commission; 65 IAC 5-9-1.5; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1594)*

65 IAC 5-9-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this section apply throughout this rule.

(b) "Board" means five (5) numbers that appear on a lottery ticket in relation to a particular selection event for Lucky 5.

(c) "Jackpot amount" means the prize determined pursuant to section 8(a) of this rule.

(d) "Lucky 5 – Evening" means the Lucky 5 on-line [sic.] game associated with selection events conducted in the evening.

(e) "Lucky 5 – Midday" means the Lucky 5 on-line game associated with selection events conducted in the afternoon.

(f) "Panel" means two (2) boards applicable to a particular selection event for Lucky 5.

(g) "Pari-mutuel prize" means a jackpot amount whereby the winners evenly divide twenty-six and six-tenths percent (26.6%) of the sales receipts for the Lucky 5 selection event, but shall not in any event exceed fifty thousand dollars (\$50,000) per board or the announced jackpot amount.

(h) "Play slip" means a form indicating a play in Lucky 5 which contains one (1) or more game grids and is used in producing an on-line ticket.

(i) "Quick pick" means a board randomly generated by a terminal.

(j) "Retailer" means a person, other than an agency or political subdivision of the state, who sells lottery tickets on behalf of the commission pursuant to a retailer contract.

(k) "Winning Lucky 5 numbers" means the five (5) numbers determined in a specific Lucky 5 – Evening or Lucky 5 – Midday selection event and announced as such pursuant to section 9 of this rule.

(l) "Winnings pool" means the amount of gross sales allocated pursuant to section 5 of this rule. (*State Lottery Commission; 65 IAC 5-9-2; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 412; emergency rule filed Nov 12, 1993, 4:00 p.m.: 17 IR 785; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1594*)

65 IAC 5-9-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The price of an on-line ticket for a Lucky 5 selection event shall be one dollar (\$1) for each panel represented on the on-line ticket. (*State Lottery Commission; 65 IAC 5-9-3; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 412; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1594*)

65 IAC 5-9-4 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) An on-line ticket for Lucky 5 may represent one (1) or more panels. An on-line ticket for Lucky 5 shall be purchased by any of the following methods:

(1) The purchaser may submit a hand completed play slip identifying one (1) or more panels to an authorized on-line retailer who shall generate the on-line ticket.

(2) The purchaser may verbally advise an authorized on-line retailer of the numbers contained in the purchaser's panels, and the on-line retailer shall generate the on-line ticket.

(3) The purchaser may request a quick pick of one (1) of the following types from an authorized on-line retailer who shall generate an on-line ticket:

(A) The purchaser may specify the first board numbers and request a quick pick for the second board numbers. or

(B) The purchaser may request a quick pick for the first board numbers and specify the second board numbers. or

(C) The purchaser may request a quick pick for both boards in the panel.

(4) The purchaser may purchase a ticket from a player-activated terminal.

(b) Each board in Lucky 5 shall consist of five (5) numbers from one (1) to thirty-six (36).

(c) An on-line ticket is the only valid proof of a board and the only valid receipt for claiming a prize resulting from a Lucky

5 selection event. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an on-line ticket, a panel, or a board.

(d) Unless otherwise indicated on the on-line ticket, an on-line ticket for Lucky 5 – Evening is effective for the next scheduled Lucky 5 – Evening selection event. Unless otherwise indicated on the on-line ticket, an on-line ticket for Lucky 5 – Midday is effective for the next scheduled Lucky 5 – Midday selection event. If a purchaser fails to specifically request Lucky 5 – Evening or Lucky 5 – Midday, the retailer may issue an on-line ticket for the next scheduled drawing. Subject to the restrictions of 65 IAC 5-2-9, the commission may offer multidraw on-line tickets for Lucky 5 which are effective for the following numbers of selection events:

- (1) Two (2).
- (2) Three (3).
- (3) Four (4).
- (4) Five (5).
- (5) Ten (10).
- (6) Twenty-eight (28).

Lucky 5 multidraw on-line tickets are limited to the on-line games for which they were purchased and cannot alternate between Lucky 5 – Evening and Lucky 5 – Midday selection events.

(e) Sales of on-line tickets for Lucky 5 selection events shall be suspended prior to the time of the associated selection event at a time determined by the director.

(f) Sales of on-line tickets for a Lucky 5 selection event containing a particular board may be suspended if the total liability of the commission for winning on-line tickets containing that board would exceed an amount established by the director. No person shall be entitled to purchase an on-line ticket containing any particular board if such board has been suspended, and neither the commission, the director, nor any employee of the commission shall be liable for the inability of any person to purchase an on-line ticket containing a particular board.

(g) If a play slip is used to select a player's numbers for a Lucky 5 selection event, the play slip must have been issued by the lottery and completed by hand by the player. The play slip will be scanned by the on-line terminal or, in the event of a problem, keyed in by hand.

(h) The director may, in the director's sole discretion, provide for the generation of on-line entry tickets from terminals for certain purchases of on-line tickets for Lucky 5. (*State Lottery Commission; 65 IAC 5-9-4; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 412; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1594*)

65 IAC 5-9-5 Winnings pool

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The winning pool for Lucky 5 shall be equal to fifty and five-tenths percent (50.5%) of the Lucky 5 sales receipts for the selection event. Twenty-six and six-tenths percent (26.6%) of such sales shall be allocated to the jackpot amount. If the total of the jackpot amount and match four (4) prize amount and the match three (3) prize amount paid with respect to a particular selection event is less than or greater than the foregoing, the difference shall be placed in or taken from a Lucky 5 reserve pool for future prize payments. (*State Lottery Commission; 65 IAC 5-9-5; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 413; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-9-6 Lucky 5 reserve pool

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The Lucky 5 reserve pool shall be used to fund the jackpot, match three (3), and match four (4) prize amounts in excess of the winnings pool for any selection event. If the winnings pool in any selection event exceeds the prize amounts, the excess shall be placed in this reserve pool. (*State Lottery Commission; 65 IAC 5-9-6; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 413; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-9-7 Pari-mutuel prizes (Repealed)

Sec. 7. *(Repealed by State Lottery Commission; filed Nov 12, 1993, 4:00 p.m.: 17 IR 785)*

65 IAC 5-9-8 Determination of prize amounts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) The jackpot amount applicable to a particular selection event shall be announced prior to the selection event and shall be equal to one (1) of the following amounts:

(1) fifty thousand dollars (\$50,000) per board if one (1) to five (5) boards match five (5) numbers. If six (6) or more boards match five (5) numbers, a jackpot amount of two hundred fifty thousand dollars (\$250,000) shall be divided among those boards;

(2) a pari-mutuel prize; or

(3) an amount determined by the director.

(b) The match four (4) prize amount applicable to a selection event shall be a set amount of two hundred dollars (\$200).

(c) The match three (3) prize amount applicable to a selection event shall be a set amount of three dollars (\$3). *(State Lottery Commission; 65 IAC 5-9-8; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 413; emergency rule filed Nov 12, 1993, 4:00 p.m.: 17 IR 785; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 5-9-9 Determination of winning numbers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Selection events for determination of winning numbers in Lucky 5 – Evening shall be held each day in accordance with 65 IAC 5-3-7 at a time to be determined by the director. Selection events for determination of winning numbers in Lucky 5 – Midday shall be held on Monday through Saturday afternoons in accordance with 65 IAC 5-3-7 at a time designated by the director. Each Lucky 5 selection event shall determine five (5) winning Lucky 5 numbers. *(State Lottery Commission; 65 IAC 5-9-9; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 413; emergency rule filed Jul 25, 1995, 12:00 p.m.: 18 IR 3401; emergency rule filed Aug 15, 1996, 1:30 p.m.: 20 IR 25; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1595)*

65 IAC 5-9-10 Determination of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) Each holder of a valid on-line ticket for a Lucky 5 selection event on which five (5) numbers in a board applicable to that selection event match the five (5) winning Lucky 5 numbers is entitled to the jackpot amount or an equal share of the jackpot amount in the event of a pari-mutuel prize.

(b) Each holder of a valid on-line ticket for a Lucky 5 selection event on which four (4) numbers in a board applicable to that selection event match four (4) of the five (5) winning Lucky 5 numbers is entitled to prize of two hundred dollars (\$200).

(c) Each holder of a valid on-line ticket for a Lucky 5 selection event on which three (3) numbers in a board applicable to that selection event match three (3) of the five (5) winning Lucky 5 numbers is entitled to a prize of three dollars (\$3). *(State Lottery Commission; 65 IAC 5-9-10; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 413; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 5-9-11 Payment of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. (a) Each prize in Lucky 5 shall be paid in a single lump sum payment.

(b) If a valid on-line ticket for Lucky 5 contains more than one (1) board entitled to a prize, the prize amounts for the winning boards shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4. (*State Lottery Commission; 65 IAC 5-9-11; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 414; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-9-12 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. (a) The odds of a single board winning the jackpot prize in a Lucky 5 selection event by matching all five (5) of the winning Lucky 5 numbers are approximately 1:376,992.

(b) The odds of a single board winning a two hundred dollar (\$200) prize in a Lucky 5 selection event by matching four (4) of the winning Lucky 5 numbers are approximately 1:2,432.2.

(c) The odds of a single board winning a three dollar (\$3) prize in a Lucky 5 selection event by matching three (3) of the winning numbers are approximately 1:81.1.

(d) The overall odds of winning a prize in a Lucky 5 selection event are approximately 1:59.56. (*State Lottery Commission; 65 IAC 5-9-12; emergency rule filed Oct 29, 1993, 5:00 p.m.: 17 IR 414; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 10, 2003, 12:15 p.m.: 27 IR 1595*)

Rule 10. Hoosier Lotto

65 IAC 5-10-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this on-line game is "Hoosier Lotto". (*State Lottery Commission; 65 IAC 5-10-1; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 119; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-10-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this section apply throughout this rule.

(b) "Game grid" means an area of the play slip which contains forty-eight (48) squares numbered one (1) through forty-eight (48) and is identified by an alphabetic character.

(c) "Hoosier Lotto selection event" means a drawing or other selection event conducted to determine the winners in Hoosier Lotto.

(d) "Jackpot amount" means the prize determined pursuant to 65 IAC 5-10-8 [section 8 of this rule].

(e) "Pari-mutuel prize" means a prize equal to the total amount of the winnings pool available for prizes of that type divided by the total number of winners of that prize.

(f) "Play" means six (6) numbers that appear on a lottery ticket in relation to a particular selection event for Hoosier Lotto.

(g) "Player" means an eligible person who participates in Hoosier Lotto by purchasing a ticket representing one (1) or more plays.

(h) "Play slip" means a commission approved form indicating one (1) or more plays in Hoosier Lotto which contains one (1) or more game grids and is used in producing a Hoosier Lotto on-line ticket.

(i) "Payment option" means the player's selection of a method of payment of the jackpot amount in accordance with 65 IAC 5-10-4 [section 4 of this rule].

(j) "Quick pick" means a play randomly generated by a terminal.

(k) "Retailer" means a person, other than an agency or political subdivision of the state, who sells lottery tickets on behalf

of the commission pursuant to a retailer contract.

(l) "Set prizes" means all prizes of three dollars (\$3) or a free quick pick for a future Hoosier Lotto drawing.

(m) "Winning Hoosier Lotto numbers" means the six (6) numbers determined in a Hoosier Lotto selection event and announced as such pursuant to 65 IAC 5-10-9 [section 9 of this rule].

(n) "Winnings pool" means the amount of gross sales allocated to prizes pursuant to 65 IAC 5-10-6 [section 6 of this rule]. (State Lottery Commission; 65 IAC 5-10-2; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 119; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-10-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The price of an on-line ticket for Hoosier Lotto shall be one dollar (\$1) for each play represented on the on-line ticket. (State Lottery Commission; 65 IAC 5-10-3; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 119; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-10-4 Payment options

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) Players are required to select a payment option for distribution of the jackpot amount at the time they become entitled to receive the jackpot prize. The following payment options are available:

(1) A single lump sum payment of the jackpot amount or the player's share of the jackpot amount.

(2) Twenty-five (25) annual payments until the total payments equal the annuitized value of the jackpot amount or the player's share of the annuitized value of the jackpot amount.

(b) If a player fails to select a payment option, the jackpot amount shall be paid out in annual payments pursuant to subsection (a)(2). (State Lottery Commission; 65 IAC 5-10-4; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 120; emergency rule filed Sep 29, 1995, 1:30 p.m.: 19 IR 223; emergency rule filed Mar 1, 2000, 7:50 a.m.: 23 IR 1665, eff Apr 30, 2000; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 5-10-5 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) An on-line ticket for Hoosier Lotto may represent one (1) or more plays. An on-line ticket for Hoosier Lotto shall be purchased by any of the following methods:

(1) The player may submit a hand completed play slip identifying the selected payment option and one (1) or more plays to an authorized on-line retailer who shall generate the on-line ticket.

(2) The player may verbally advise an authorized on-line retailer of the selected payment option and one (1) or more plays, and the on-line retailer shall generate the on-line ticket.

(3) The player may request a quick pick with a specified payment option from an authorized on-line retailer who shall generate an on-line ticket with a random play or plays and the selected payment option.

(4) The player may, without specifying a payment option, request a quick pick from an authorized on-line retailer who shall generate an on-line ticket with a random play or plays and the automatic annual payment option.

(5) The purchaser may purchase a ticket from a player-activated terminal.

(b) Each play in Hoosier Lotto shall consist of six (6) numbers from one (1) to forty-eight (48).

(c) An on-line ticket is the only valid proof of a play and the only valid receipt for claiming a prize in Hoosier Lotto. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an on-line ticket or a play.

(d) Unless otherwise indicated on the on-line ticket, an on-line ticket for Hoosier Lotto is effective for the next scheduled Hoosier Lotto selection event. Subject to the restrictions of 65 IAC 5-2-10, the commission may offer multi-draw on-line tickets

for Hoosier Lotto which are effective for the following numbers of selection events:

- (1) Two (2).
- (2) Three (3).
- (3) Four (4).
- (4) Five (5).
- (5) Ten (10).

(e) Sales of on-line tickets for Hoosier Lotto shall be suspended prior to the time of each Hoosier Lotto selection event at a time determined by the director.

(f) If a play slip is used to select a player's numbers for a Hoosier Lotto selection event, the play slip must have been issued by the lottery and completed by hand. The play slip will be scanned by the on-line terminal or keyed in by hand by the retailer.

(g) The director may, in the director's sole discretion, provide for the generation of on-line entry tickets from terminals for certain purchases of on-line tickets for Hoosier Lotto. (*State Lottery Commission; 65 IAC 5-10-5; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 120; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-10-6 Winnings pool

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The winnings pool for Hoosier Lotto shall be equal to approximately fifty-three and two tenths percent (53.2%) of total Hoosier Lotto sales receipts for the selection event. (*State Lottery Commission; 65 IAC 5-10-6; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 120; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-10-7 Estimated jackpot amount

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The director shall announce the estimated jackpot amount prior to the particular Hoosier Lotto selection event. (*State Lottery Commission; 65 IAC 5-10-7; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 120; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-10-8 Determination of prize amounts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) The jackpot amount applicable to a particular Hoosier Lotto selection event shall include:

- (1) seventy-four and eight-tenths percent (74.8%) of the winnings pool for the selection event; and
- (2) jackpot amounts, if any, applicable to selection events preceding the particular selection event and following the last selection event in which players won the entire jackpot amount.

(b) Four and two-tenths percent (4.2%) of the winnings pool shall allocated among players who have matched five (5) of the six (6) winning Hoosier Lotto numbers.

(c) Nine percent (9%) of the winnings pool shall be allocated among players who have matched four (4) of the six (6) winning Hoosier Lotto numbers.

(d) Approximately twelve percent (12%) of the winnings pool shall consist of set prizes of three dollars (\$3) which shall be paid to players who have matched three (3) of the six (6) winning Hoosier Lotto numbers.

(e) The winnings pool will not be affected by set prizes of free quick picks for a future Hoosier Lotto drawing which shall be awarded to players who have matched two (2) of the six (6) winning Hoosier Lotto numbers. (*State Lottery Commission; 65 IAC 5-10-8; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 120; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-10-9 Determination of winning numbers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. The commission shall conduct Hoosier Lotto selection events twice each week in accordance with 65 IAC 5-3-7 at a time to be determined by the director. Each Hoosier Lotto selection event shall determine six (6) winning Hoosier Lotto numbers. *(State Lottery Commission; 65 IAC 5-10-9; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 121; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2162, eff Feb 18, 1998; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 5-10-10 Determination of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) Each holder of a valid on-line ticket for a Hoosier Lotto selection event on which six (6) numbers in a play applicable to that selection event match the six (6) winning Hoosier Lotto numbers is entitled to the jackpot amount or an equal share of the jackpot amount in the event multiple plays match the winning Hoosier Lotto numbers.

(b) Each holder of a valid on-line ticket for a Hoosier Lotto selection event on which five (5) numbers in a play applicable to that selection event match five (5) of the six (6) winning Hoosier Lotto numbers is entitled to an equal share of the allocable percentage of the winnings pool.

(c) Each holder of a valid on-line ticket for a Hoosier Lotto selection event on which four (4) numbers in a play applicable to that selection event match four (4) of the six (6) winning Hoosier Lotto numbers is entitled to an equal share of the allocable percentage of the winnings pool.

(d) Each holder of a valid on-line ticket for a Hoosier Lotto selection event on which three (3) numbers in a play applicable to that selection event match three (3) of the six (6) winning Hoosier Lotto numbers is entitled to a set prize of three dollars (\$3).

(e) Each holder of a valid on-line ticket for a Hoosier Lotto selection event on which two (2) numbers in a play applicable to that selection event match two (2) of the six (6) winning Hoosier Lotto numbers is entitled to a set prize of a free Hoosier Lotto quick pick in the next scheduled Hoosier Lotto selection event which shall be payable in the same manner as that selected on the ticket. *(State Lottery Commission; 65 IAC 5-10-10; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 121; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 5-10-11 Payment of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. (a) Payments arising out of the jackpot amount shall be made in accordance with the player's selected payment option as follows:

(1) A player who selects the lump sum, cash payment option shall receive the jackpot amount or the player's share of the jackpot amount in a single payment.

(2) A player who selects the annual payment option or who fails to select an option shall receive twenty-five (25) payments in amounts based on the securities which the commission determines it can obtain with the percentage of the winnings pool allotted to the jackpot amount or to the player's share of the jackpot amount. The commission may, in its sole discretion and despite the player's selection, require a single, lump sum, cash payment if the winnings pool is insufficient to obtain securities at a reasonable cost.

(b) All prizes in Hoosier Lotto other than the jackpot amount shall be paid in a single, lump sum, cash payment.

(c) If a valid on-line ticket for Hoosier Lotto contains more than one (1) play entitled to a prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4.

(d) Annuitized payments of the jackpot amount or any share thereof may be rounded to facilitate the purchase of an appropriate funding mechanism. Breakage (the remainder after division or rounding) on a jackpot amount shall be added to the first payment. Pari-mutuel prizes may be rounded down so that the prizes may be paid in multiples of whole dollars. Breakage resulting

from rounding down pari-mutuel prizes shall be carried forward to the jackpot amount portion of the winnings pool for the next Hoosier Lotto selection event. (*State Lottery Commission; 65 IAC 5-10-11; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 21; emergency rule filed Jun 10, 1999, 5:13 p.m.: 22 IR 3118; emergency rule filed Mar 1, 2000, 7:50 a.m.: 23 IR 1665, eff Apr 30, 2000; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-10-11.5 Election to receive lump sum, cash payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11.5. (a) With respect to a player who first becomes entitled to a prize after October 21, 1998, such player shall have sixty (60) days from the day the player becomes entitled to receive the jackpot amount or a share thereof to elect to receive a lump sum, cash payment. The election must be in writing and on a form authorized by the commission. If an election is not made by the close of commission business on the sixtieth day after the player becomes entitled to the jackpot amount, the jackpot amount shall be paid in annual payments. An election under this subsection cannot be revoked, withdrawn, or otherwise modified. The commission shall not be responsible for differences in the advertised or estimated jackpot amount or the amount paid to the player due to changes in the price of securities occurring between the drawing and payment dates.

(b) With respect to a player who:

(1) first became entitled to a prize on or before October 21, 1998; and

(2) at the time the Hoosier Lotto ticket was purchased, selected the annual payment option or failed to select a payment option; such player shall have from July 1, 1999, through December 31, 2000, within which to change the payment option and elect to receive a lump sum, cash payment equal to the present value of the remaining annual payments. The election must be in writing and on a form authorized by the commission. An election under this subsection cannot be revoked, withdrawn, or otherwise modified. The lump sum payment shall be in an amount equal to the proceeds the commission can obtain by selling the financial instruments held by the commission to fund the remaining prize payments, less any fees incurred by the commission in the sale of the financial instruments. The method and timing of the sale of such instruments are solely within the commission's discretion. If an election is not made by the close of commission business on December 31, 2000, the jackpot amount shall continue to be paid in annual installments.

(c) If a jackpot amount is claimed by a group that selected the annual payment option, all members of the group must agree to seek a change in the payment option in order to secure an election under this subsection.

(d) The commission shall provide notice to all players eligible for the elections set forth in this section. (*State Lottery Commission; 65 IAC 5-10-11.5; emergency rule filed Jun 10, 1999, 5:13 p.m.: 22 IR 3118; emergency rule filed Mar 1, 2000, 7:50 a.m.: 23 IR 1666, eff Apr 30, 2000; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-10-12 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. (a) The odds of a single play winning the jackpot prize in Hoosier Lotto are approximately 1:12,271,512.00.

(b) The odds of a single play winning a pari-mutuel prize in Hoosier Lotto by matching five (5) of the winning Hoosier Lotto numbers are approximately 1:48,696.00.

(c) The odds of a single play winning a pari-mutuel prize in Hoosier Lotto by matching four (4) of the winning Hoosier Lotto numbers are approximately 1:950.00.

(d) The odds of a single play winning a three dollar (\$3) prize in Hoosier Lotto by matching three (3) of the winning Hoosier Lotto numbers are approximately 1:53.45.

(e) The odds of a single play winning a free Hoosier Lotto quick pick prize in Hoosier Lotto by matching two (2) of the winning Hoosier Lotto numbers are approximately 1:7.31.

(f) The overall odds of winning a prize in Hoosier Lotto are approximately 1:6.39. (*State Lottery Commission; 65 IAC 5-10-12; emergency rule filed Sep 8, 1994, 11:30 a.m.: 18 IR 122; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 11. Daily Millions (Expired)

(Expired under IC 4-22-2.5, effective January 1, 2004.)

Rule 12. Hoosier Lottery Powerball

65 IAC 5-12-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this on-line game is "Hoosier Lottery Powerball". *(State Lottery Commission; 65 IAC 5-12-1; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1016, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 5-12-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this section shall apply throughout this rule.

(b) "Board" means an area of the play slip identified by an alphabetic character which contains two (2) panels of numbered squares to be marked by the player containing, respectively, fifty-three (53) squares numbered one (1) through fifty-three (53) and forty-two (42) squares numbered one (1) through forty-two (42).

(c) "Grand prize" means the prize awarded pursuant to section 8 of this rule.

(d) "Match 5 Bonus Prize" means the bonus prize available when the grand prize has reached a record level, as determined by MUSL, and monetary bonus prizes have been declared by the MUSL Powerball member lotteries pursuant to section 6(f) of this rule. The Match 5 Bonus Prize does not include the original amount won for matching the Powerball first set numbers.

(e) "MUSL" means an association of lottery commissions, state agencies, and other political subdivisions which are authorized to conduct lottery games.

(f) "MUSL Powerball receipts" means all receipts of MUSL Powerball member lotteries from the sale of Powerball tickets.

(g) "Panel" means the sections of each board on a play slip with the top panel containing fifty-three (53) numbered squares and the bottom panel containing forty-two (42) numbered squares.

(h) "Pari-mutuel prize" means a prize equal to the total amount of the prize pool available for prizes of that type divided by the total number of winners of that prize from among all MUSL Powerball member lotteries.

(i) "Play" means the six (6) numbers that appear as a single numbered selection on a valid lottery ticket for a Powerball selection event in the manner defined in section 4(b) of this rule.

(j) "Player" means an eligible person who participates in a Powerball selection event by purchasing an on-line ticket with one (1) or more plays.

(k) "Play slip" means a commission approved form containing one (1) or more boards that is used by a player to mark one (1) or more plays in Hoosier Lottery Powerball.

(l) "Powerball" means a game conducted by a MUSL product group of which the commission is a member and which may include the Power Play promotion.

(m) "Powerball first set numbers" means the first five (5) numbers in a play pursuant to section 4(b)(1) of this rule.

(n) "Powerball second set number" means the last number in a play pursuant to section 4(b)(2) of this rule.

(o) "Powerball selection event" means a drawing or other selection event conducted to determine the Powerball winning numbers.

(p) "Powerball winning numbers" means the six (6) numbers selected in a Powerball selection event that entitle the holders of on-line tickets containing those numbers to prizes set forth in section 9 of this rule.

(q) "Power Play number" means the number selected in a Power Play selection event.

(r) "Power Play option" means the purchase of an option to multiply a set prize won in a Powerball selection event during the Power Play promotion.

(s) "Power Play selection event" means a separate, random drawing or other selection event to determine the Power Play number from among a series of numbers set forth in section 12.5 of this rule.

(t) "Power Play promotion" means a promotional extension of the Hoosier Lottery Powerball on-line game as set forth in

section 12.5 of this rule.

(u) "Quick pick" means a play randomly selected by a commission approved terminal.

(v) "Retailer" means a person, other than a state agency or political subdivision, who sells lottery tickets on behalf of the commission pursuant to a retailer contract.

(w) "Set prize" means any secondary prize in the Powerball on-line game (not the grand prize) and any prize arising out of the Power Play promotion. (*State Lottery Commission; 65 IAC 5-12-2; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1016, eff Nov 2, 1997; emergency rule filed Mar 2, 2001, 4:08 p.m.: 24 IR 2094; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 44, eff Oct 6, 2002*)

65 IAC 5-12-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The price of an on-line ticket in the Hoosier Lottery Powerball on-line game shall be one dollar (\$1) for each play represented on the on-line ticket. (*State Lottery Commission; 65 IAC 5-12-3; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1016, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 45, eff Oct 6, 2002*)

65 IAC 5-12-4 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) An on-line ticket for the Hoosier Lottery Powerball on-line game may represent one (1) or more plays and shall be purchased by one (1) of the following methods:

(1) The player may submit a completed play slip which contains one (1) or more hand marked boards to an authorized on-line retailer who shall generate the on-line ticket.

(2) The player may orally advise an authorized on-line retailer of the numbers contained in the player's plays, and the on-line retailer shall generate the on-line ticket.

(3) The player may request a quick pick of one (1) of the following types from an authorized on-line retailer who shall generate an on-line ticket:

(A) The player may specify the Powerball first set numbers and request a quick pick for the Powerball second set number; or

(B) The player may request a quick pick for the Powerball first set numbers and specify the Powerball second set number; or

(C) The player may request a quick pick for both the Powerball first set numbers and the Powerball second set number.

(4) The player may purchase a ticket from a player activated terminal.

(b) Each play in Hoosier Lottery Powerball shall consist of the following:

(1) Five (5) different numbers from one (1) to fifty-three (53) constituting the Powerball first set numbers.

(2) One (1) number from one (1) to forty-two (42), which may be the same as a number in the Powerball first set numbers for that play, constituting the Powerball second set number.

(c) An on-line ticket is the only valid proof of a play and the only valid receipt for claiming a prize in Powerball. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an on-line ticket or a play.

(d) Unless otherwise indicated on the on-line ticket, an on-line ticket in Hoosier Lottery Powerball is effective for the next scheduled Powerball selection event. Subject to the restrictions of 65 IAC 5-2-10, the commission may offer multi-draw on-line tickets for Hoosier Lottery Powerball which are effective for the following numbers of Powerball selection events:

(1) Two (2).

(2) Three (3).

(3) Four (4).

(4) Five (5).

(5) Six (6).

(6) Seven (7).

(7) Ten (10).

(e) Sales of on-line tickets for Hoosier Lottery Powerball shall be suspended prior to the time of each Powerball selection event at a time determined by the director.

(f) Sales of on-line tickets for a Powerball selection event containing a particular play may be suspended if the total liability of the commission for winning on-line tickets containing that play would exceed an amount established by the director. No person shall be entitled to purchase an on-line ticket containing any particular play if such play has been suspended, and neither the commission, the director, nor any employee of the commission shall be liable for the inability of any person to purchase an on-line ticket containing a particular play.

(g) If a play slip is used to select a player's plays for a Powerball selection event, the play slip must have been approved by the commission and completed by hand. The play slip will be scanned by the on-line terminal or keyed in by hand by the retailer.

(h) The director may, in the director's sole discretion, authorize the generation of on-line entry tickets or coupons from terminals with respect to certain purchases of Hoosier Lottery Powerball on-line tickets.

(i) Notwithstanding 65 IAC 5-2-7 and 65 IAC 5-2-10, an on-line ticket for Hoosier Lottery Powerball may not be canceled by a retailer. (*State Lottery Commission; 65 IAC 5-12-4; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1016, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 45, eff Oct 6, 2002*)

65 IAC 5-12-5 Payment options

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) Players are required to select a payment option for distribution of the grand prize amount at the time they become entitled to receive the jackpot prize. The following payment options are available:

(1) A single lump sum payment representing the total cash in the grand prize pool or the guaranteed grand prize amount, if any.

(2) Thirty (30) annual installments until the total payments equal the annuitized value of the grand prize pool or the guaranteed grand prize amount, if any.

(b) If the player fails to select a payment option, the grand prize shall be paid in annual payments as set forth in subsection (a)(2). (*State Lottery Commission; 65 IAC 5-12-5; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1017, eff Nov 2, 1997; emergency rule filed Mar 1, 2000, 7:50 a.m.: 23 IR 1666, eff Apr 30, 2000; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 46, eff Oct 6, 2002*)

65 IAC 5-12-6 Amount of prize pools

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The prize pool for all prizes in Hoosier Lottery Powerball shall be equal to fifty percent (50%) of sales for the Powerball selection event.

(b) The grand prize pool for each Powerball selection event shall consist of the sum of the following amounts:

(1) Any amounts carried over from prior Powerball selection events as described in section 10(b) of this rule or from prior games conducted by MUSL pursuant to MUSL rules for such games.

(2) Sixty-five and three thousand three hundred seventy-eight ten-thousandths percent (65.3378%) of the allocable prize pool for the particular Powerball selection event until the amount of the grand prize pool is sufficient to fund the annuitized value of the grand prize guaranteed by MUSL for the particular Powerball selection event.

(3) After the grand prize guaranteed by MUSL, if any, is funded, sixty-two and seven thousand two hundred forty-three ten-thousandths percent (62.7243%) of the allocable prize pool for the particular Powerball selection event until the prize reserve accounts described in section 7 of this rule have been funded in the amounts designated therein.

(4) After the prize reserve accounts described in section 7 of this rule have been funded to the designated amounts, any amounts in excess of the above required funding amounts, except as set forth in subsection 6(f) [subsection (f)].

(c) The set prize pool for each Powerball selection event shall consist of the sum of the following amounts:

(1) Any amounts carried over from prior Powerball selection events as described in section 10(b) of this rule or from prior games conducted by MUSL pursuant to MUSL rules for such games.

(2) Thirty-four and six thousand six hundred twenty-two ten-thousandths percent (34.6622%) of the allocable prize pool for the particular Powerball selection event. 8.9218 [sic.]

(d) Unless otherwise specified by MUSL, the guaranteed grand prize amount for a Powerball selection event shall be ten million dollars (\$10,000,000).

(e) If grand prize amounts are guaranteed pursuant to section 11(f) of this rule, the percentage of the prize pool allocated to the grand prize pool may be modified with respect to a particular Powerball selection event in order to permit funding of additional reserve accounts.

(f) If the grand prize is projected to reach an annuitized amount that MUSL, in its discretion, determines to be a new record level, the maximum amount to be allocated from the grand prize pool toward the next drawing shall be the previous record level plus twenty-five million dollars (\$25,000,000) (annuitized) or such other amount as set by MUSL. Any amount of the of the [sic.] grand prize pool which exceeds the twenty-five million dollar (\$25,000,000) (annuitized) increase shall be added to the Match 5 Bonus Prize pool. The Match 5 Bonus Prize pool is hereby created and shall accumulate until MUSL confirms that at least one (1) on-line ticket containing all six (6) of the Powerball winning numbers was issued with respect to a Powerball selection event, at which time the Match 5 Bonus Prize pool shall be divided equally among the number of plays matching all five (5) of the Powerball first set numbers. In the event there are no plays matching all five (5) of the Powerball first set numbers in such a Powerball selection event, the Match 5 Bonus Prize pool shall be divided equally among the plays matching four (4) Powerball first set numbers and the Powerball second set number. (*State Lottery Commission; 65 IAC 5-12-6; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1017, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 46, eff Oct 6, 2002*)

65 IAC 5-12-7 Reserve accounts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) After the grand prize pool is funded in accordance with section 6 of this rule, two percent (2%) of total sales by the commission and its retailers for each Powerball selection event (which is equal to four percent (4%) of the allocable grand prize pool) shall be placed in trust in one (1) or more prize reserve accounts until such account or accounts have the balance determined by MUSL. Once the designated account balance or balances have been reached, any amount in excess thereof shall become part of the prize pool.

(b) Any money remaining in the prize reserve accounts after the final Powerball selection event shall be carried forward to a replacement prize reserve account or expended in the manner directed by MUSL or in accordance with state law. (*State Lottery Commission; 65 IAC 5-12-7; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1018, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 47, eff Oct 6, 2002*)

65 IAC 5-12-8 Determination of winning numbers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. MUSL shall conduct the Powerball selection events under the supervision of security personnel and an independent auditor. Each Powerball selection event shall select five (5) Powerball first set numbers and one (1) Powerball second set number. (*State Lottery Commission; 65 IAC 5-12-8; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1018, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-12-9 Allocation of prize pool

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 9. The prize pool for each Powerball selection event shall be allocated to the prizes as follows:

Number of Matching Numbers	Prize Payment	Prize Pool % Allocated to Prize
Match 5 Powerball first set numbers and 1 Powerball second set number	Grand Prize	65.3378%*
Match 5 Powerball first set numbers	\$100,000	6.8035%
Match 4 Powerball first set numbers and 1 Powerball second set number	\$5,000	1.9913%
Match 4 Powerball first set numbers	\$100	1.6328%
Match 3 Powerball first set numbers and 1 Powerball second set number	\$100	1.8718%
Match 3 Powerball first set numbers	\$7	5.3720%
Match 2 Powerball first set numbers and 1 Powerball second set number	\$7	2.0090%
Match 1 Powerball first set number and 1 Powerball second set number	\$4	6.4577%
Match 1 Powerful second set number	\$3	8.5241%

*Pursuant to section 6(f) of this rule, if MUSL determines that the grand prize has reached a new record level, the prize pool percentage allocated to the grand prize shall be reduced to that percentage needed to fund the maximum grand prize increase as determined by MUSL, with the remainder funding the Match 5 Bonus Prize pool. (*State Lottery Commission; 65 IAC 5-12-9; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1018, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 47, eff Oct 6, 2002*)

65 IAC 5-12-10 Prize amounts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) The grand prize shall be a pari-mutuel prize paid to holders of valid on-line tickets for the particular Powerball selection event which contain the winning Powerball first set numbers and the winning Powerball second set number in accordance with the payment option selected by the holder pursuant to section 5 of this rule.

(b) The grand prize pool and the set prize pool shall be carried forward to subsequent Powerball selection events if all or a portion of such pools are not awarded in the current Powerball selection event. If MUSL gives effect to section 6(f) of this rule but no on-line tickets containing all six (6) of the Powerball winning numbers were issued for the associated Powerball selection event, the prize money allocated to the Match 5 Bonus Prize pool shall be carried forward to the Match 5 Bonus Prize pool for the following drawing.

(c) If the total of the set prizes awarded in a Powerball selection event would exceed the set prize pool, then the amount needed to fund the prizes shall be drawn from the following sources in the following order:

(1) The amount allocated to the set prizes and carried forward from previous draws, if any.

(2) An amount from the set prize reserve account, if available, not to exceed twenty-five million dollars (\$25,000,000) per Powerball selection event.

(d) If the sources set forth in subsection (c) are depleted and there still are not sufficient funds to pay the prizes for a particular Powerball selection event, then the highest set prize shall become a pari-mutuel prize. If the amount of the highest set prize, when paid as a pari-mutuel prize, is less than or equal to the next highest set prize and there are still not sufficient funds to pay the remaining set prizes, then the next highest set prize shall become a pari-mutuel prize. If necessary under the same test set forth in the preceding sentence, each succeeding set prize level shall be converted to a pari-mutuel prize, in order, until all set prizes become pari-mutuel. If all set prizes are converted to pari-mutuel prizes, the money available from the funding sources listed in subsection (c) shall be divided among the winning plays in proportion to the allocations in section 9 of this rule.

(e) The Match 5 Bonus Prize pool shall be divided equally among the number of plays matching all five (5) Powerball first set numbers in the event MUSL has given effect to section 6(f) of this rule and one (1) or more Powerball on-line tickets were issued containing all six (6) of the Powerball winning numbers determined in a Powerball selection event. (*State Lottery Commission; 65 IAC 5-12-10; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1019, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 47, eff Oct 6, 2002*)

65 IAC 5-12-11 Payment of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30; IC 4-30-15-1

Sec. 11. (a) The grand prize or any portion thereof shall be paid in accordance with the player's selected payment option as follows:

(1) A player who selects the lump sum, cash payment option shall receive a pari-mutuel share of a cash payment consisting of the greater of the total cash in the grand prize pool or the guaranteed minimum as defined in subsection (f).

(2) A player who fails to select an option or selects the annual payment option shall receive a pari-mutuel prize of thirty (30) equal payments, the first of which shall be in cash with the remaining twenty-nine (29) payments from the greater of:

(A) an annuity purchased by MUSL for the guaranteed prize amount as defined in subsection (f) of this rule less the amount of the first payment; or

(B) an annuity purchased by MUSL for the total cash held in the grand prize pool less the first payment.

(3) If the cash value of an annuity for the grand prize is less than two hundred fifty thousand dollars (\$250,000), the commission may, in its sole discretion, pay each prize in a single lump sum.

(b) Set prizes or any portions thereof shall be paid in a single lump sum.

(c) The initial installment of a grand prize to be paid in annual installments over time shall not be paid until the fifteenth calendar day following the Powerball selection event from which the grand prize was awarded.

(d) If a valid on-line ticket for Hoosier Lottery Powerball contains more than one (1) play entitled to a prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4.

(e) Annuitized payments of the jackpot amount or any portion thereof may be rounded down to the nearest thousand to facilitate the purchase of an appropriate funding mechanism. Breakage (the remainder after rounding) shall be paid to the winner or winners in the first prize payment. Prizes, which under this rule may become single payment, pari-mutuel prizes, shall be rounded down so that the prizes may be paid in multiples of whole dollars. Breakage resulting from rounding these prizes shall be carried forward to the appropriate prize pool for the next Powerball selection event.

(f) MUSL may offer guaranteed grand prize amounts or minimum increases in grand prize amounts between Powerball selection events when MUSL finds that such would be in the best interest of the game. Changes in the allocation of prize money shall be designed to retain the approximate prize pool allocation percentages set forth in this rule over a one (1) year period.

(g) The commission shall pay to MUSL all amounts required under the rules of MUSL to fund prizes in Hoosier Lottery Powerball, and such amounts shall be removed for this purpose from the administrative trust fund created by IC 4-30-15-1. MUSL shall have the ultimate obligation to pay prizes awarded in Hoosier Lottery Powerball and shall purchase any annuity or investment that is used to fund a prize paid over time in Hoosier Lottery Powerball.

(h) The commission shall not pay or arrange for the payment of, and no retailer shall pay a prize in respect of, any Hoosier Lottery Powerball on-line ticket that was not purchased from a retailer under contract with the commission.

(i) Except as provided herein and in section 11.5 of this rule, prizes shall not be accelerated. MUSL, upon petition to the commission from the estate of a deceased winner, may accelerate the remaining payments of such a prize by distributing to the estate the securities or the cash representing the present value of the remaining payments in lieu of continuing annual payments. The method and timing of the sale of any security being held to fund the remaining payments are solely within the commission's discretion. (*State Lottery Commission; 65 IAC 5-12-11; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1019, eff Nov 2, 1997; emergency rule filed Jun 10, 1999, 5:13 p.m.: 22 IR 3119; emergency rule filed Mar 1, 2000, 7:50 a.m.: 23 IR 1666, eff Apr 30, 2000; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 48, eff Oct 6, 2002*)

65 IAC 5-12-11.5 Election to receive lump sum, cash payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11.5. (a) With respect to a player who first becomes entitled to a prize after October 21, 1998, such player shall have sixty (60) days from the day the player becomes entitled to receive the grand prize or a share thereof to elect to receive a lump sum, cash

payment. The election must be in writing and on a form authorized by the commission. If an election is not made by the close of commission business on the sixtieth day after the player becomes entitled to the grand prize, the grand prize shall be paid in annual payments. An election under this subsection cannot be revoked, withdrawn, or otherwise modified. The commission shall not be responsible for differences in the advertised or estimated grand prize or the amount paid to the player due to changes in the price of securities occurring between the selection event and the payment dates.

(b) With respect to a player who:

(1) first became entitled to a prize on or before October 21, 1998; and

(2) at the time the Hoosier Lottery Powerball on-line ticket was purchased, selected the annual payment option or failed to select a payment option;

such player shall have from July 1, 1999, through December 31, 2000, within which to change the payment option and elect to receive a lump sum, cash payment equal to the present value of the remaining annual payments. The election must be in writing and on a form authorized by the commission. An election under this subsection cannot be revoked, withdrawn, or otherwise modified. The lump sum payment shall be in an amount equal to the proceeds MUSL can obtain by selling the financial instruments held by MUSL to fund the remaining prize payments, less any fees incurred by MUSL in the sale of the financial instruments. The method and timing of the sale transaction are solely within MUSL's discretion. If an election is not made by the close of commission business on December 31, 2000, the grand prize shall continue to be paid in annual installments.

(c) If a grand prize is claimed by a group that selected the annual payment option, all members of the group must agree to seek a change in the payment option in order to secure an election under this subsection.

(d) The commission shall provide notice to all players eligible for the elections set forth in this section. (*State Lottery Commission; 65 IAC 5-12-11.5; emergency rule filed Jun 10, 1999, 5:13 p.m.: 22 IR 3120; emergency rule filed Mar 1, 2000, 7:50 a.m.: 23 IR 1667, eff Apr 30, 2000; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-12-12 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. (a) The odds of winning the grand prize in a Powerball selection event by matching five (5) Powerball first set numbers and one (1) Powerball second set number are approximately 1:120,526,700.000000.

(b) The odds of winning a prize of one hundred thousand dollars (\$100,000) in a Powerball selection event by matching five (5) Powerball first set numbers and no Powerball second set number are approximately 1:2,939,677.317073.

(c) The odds of winning a prize of five thousand dollars (\$5,000) in a Powerball selection event by matching four (4) Powerball first set numbers and one (1) Powerball second set number are approximately 1:502,194.875000.

(d) The odds of winning a prize of one hundred dollars (\$100) in a Powerball selection event by matching four (4) Powerball first set numbers and no Powerball second set number are approximately 1:12,248.655488.

(e) The odds of winning a prize of one hundred dollars (\$100) in a Powerball selection event by matching three (3) Powerball first set numbers and one (1) Powerball second set number are approximately 1:10,684.997340.

(f) The odds of winning a prize of seven dollars (\$7) in a Powerball selection event by matching three (3) Powerball first set numbers and no Powerball second set number are approximately 1:260.609691.

(g) The odds of winning a prize of seven dollars (\$7) in a Powerball selection event by matching two (2) Powerball first set numbers and one (1) Powerball second set number are approximately 1:696.847653.

(h) The odds of winning a prize of four dollars (\$4) in a Powerball selection event by matching one (1) of the Powerball first set numbers and one (1) Powerball second set number are approximately 1:123.884027.

(i) The odds of winning a prize of three dollars (\$3) in a Powerball selection event by matching no Powerball first set numbers and one (1) Powerball second set number are approximately 1:70.388652. (*State Lottery Commission; 65 IAC 5-12-12; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1020, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 49, eff Oct 6, 2002*)

65 IAC 5-12-12.5 Power Play promotion

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 12.5. (a) The Power Play promotion shall be available in association with the Hoosier Lottery Powerball on-line game commencing March 4, 2001, and concluding upon the determination of the director. The Power Play promotion will be conducted in accordance with the Hoosier Lottery Powerball rules except that players may purchase the Power Play option for the chance to multiply set prizes won as a result of a Powerball selection event by a number ranging from two (2) to five (5). The Powerball grand prize and the Match 5 Bonus Prize shall not be eligible for multiplication under the Power Play promotion.

(b) At the time of purchasing a Hoosier Lottery Powerball on-line ticket from an authorized retailer, a player may purchase the Power Play option for one dollar (\$1) per play for each play on the Hoosier Lottery Powerball on-line ticket.

(c) At the time of each Powerball selection event, MUSL shall conduct a Power Play selection event under the supervision of security and an independent auditor which shall result in the selection of the Power Play number from among the following series of numbers: 2, 2, 2, 3, 3, 3, 4, 4, 4, 5, 5, 5, 5, 5, and 5.

(d) On-line tickets that contain the Power Play option and one (1) or more plays eligible for Powerball set prizes (but not the grand prize) identified in section 9 of this rule shall be entitled to a total set prize calculated by multiplying each set prize by the Power Play number.

(e) The prize pool for Power Play set prizes shall consist of up to forty-eight and one-half percent (48.5%) of Power Play sales incurred between Power Play selection events after Powerball prize reserve accounts are funded to the amounts set by MUSL. The prize pool percentage allocated to Power Play set prizes shall be carried forward to subsequent Power Play selection events if all or a portion of such percentage is not required to pay the set prizes for the current Power Play selection event. Any amount remaining in the prize pool for Power Play set prizes at the end of the Hoosier Lottery Powerball on-line game shall be carried forward to a replacement on-line game or expended in a manner directed by MUSL or in accordance with state law.

(f) An additional one and one-half percent (1.5%) of Power Play sales incurred between Power Play selection events may be collected and placed in prize reserve accounts until the prize reserve accounts meet the amounts designated by MUSL.

(g) If, with respect to a single Powerball selection event and associated Power Play selection event, the total of the Powerball set prizes without the Power Play option and the Powerball set prizes multiplied by the Power Play number exceeds the percentage of the prize pools allocated to the set prizes, then the amount needed to fund those combined set prizes shall be drawn from the following sources in the following order:

(1) The amount allocated to the set prizes and carried forward from previous Powerball selection events and Power Play selection events, if any.

(2) The amounts allocated to the Power Play set prize reserve accounts, if any.

(3) An amount from the Powerball set prize reserve account, if available, not to exceed twenty-five million dollars (\$25,000,000) per selection event.

(h) If the sources set forth in subsection (g) are depleted and there still are not sufficient funds to pay the set prizes for a particular Powerball selection event and associated Power Play selection event, then the highest set prize, including the multiplied set prize, shall become a pari-mutuel prize. If the amount of the highest set prize, when paid as a pari-mutuel prize, is less than or equal to the next highest set prize and there are still not sufficient funds to pay the remaining prizes, then the next highest set prize, including the multiplied set prize, shall become a pari-mutuel prize. If necessary under the same test set forth in the preceding sentence, each succeeding set prize level shall be converted to a pari-mutuel prize, in order, until all set prizes become pari-mutuel. If all set prizes are converted to pari-mutuel prizes, the money available from the funding sources listed in subsection (g) shall be divided among the winning plays in proportion to their respective prize percentages.

(i) Power Play set prizes which become pari-mutuel may be rounded down so that they can be paid in multiples of whole dollars. Breakage resulting from rounding shall be carried forward to the prize pool for the next Power Play selection event.

(j) All Power Play set prizes shall be paid in single, lump sum payments determined by multiplying the Powerball set prize by the number selected in the Power Play selection event as follows:

Powerball Set Prize Amount		Power Play Multiplier and Set Prize Amount			
		5	4	3	2
Match 5 + 0	\$100,000	\$500,000	\$400,000	\$300,000	\$200,000
Match 4 + 1	\$5,000	\$25,000	\$20,000	\$15,000	\$10,000
Match 4 + 0	\$100	\$500	\$400	\$300	\$200
Match 3 + 1	\$100	\$500	\$400	\$300	\$200
Match 3 + 0	\$7	\$35	\$28	\$21	\$14

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Match 2 + 1	\$7	\$35	\$28	\$21	\$14
Match 1 + 1	\$4	\$20	\$16	\$12	\$8
Match 0 + 1	\$3	\$15	\$12	\$9	\$6

When the Powerball set prizes become pari-mutuel, the Powerball set prize amounts will be less than the amount shown in which case the Power Play set prizes shall be a multiple of the new Powerball set prize amount.

(k) Power Play set prizes shall not be paid until the commission receives notification to pay from MUSL.

(l) The odds of various Power Play numbers being selected in a Power Play selection event and the resulting impact on the Powerball set prizes are:

(1) The odds of increasing a set prize in a Powerball selection event by a multiple of five (5) through a Power Play are approximately 1:2.5.

(2) The odds of increasing a set prize in a Powerball selection event by a multiple of four (4) through a Power Play are approximately 1:5.

(3) The odds of increasing a set prize in a Powerball selection event by a multiple of three (3) through a Power Play are approximately 1:5.

(4) The odds of increasing a set prize in a Powerball selection event by a multiple of two (2) through a Power Play are approximately 1:5.

(m) The Power Play shall not apply to the grand prize or the portion of the prize attributable to the Match 5 Bonus Prize described in section 6(f) of this rule. (*State Lottery Commission; 65 IAC 5-12-12.5; emergency rule filed Mar 2, 2001, 4:08 p.m.: 24 IR 2094; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 49, eff Oct 6, 2002*)

65 IAC 5-12-13 Termination of liability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. (a) All liability of MUSL and its members, officers, directors, and employees for any prize terminates upon payment of the prize or upon the expiration of one hundred eighty (180) days after the date of the Powerball selection event in which the prize was won.

(b) All liability of the state, its officials, officers, and employees and of the commission, the director, and the employees of the commission for any prize in Powerball terminates upon payment of the prize or upon the expiration of one hundred eighty (180) days after the date of the Powerball selection event in which the prize was won. (*State Lottery Commission; 65 IAC 5-12-13; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1020, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 5-12-14 Ineligible players

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 14. (a) In addition to the individuals identified in 65 IAC 1-3-4, the following persons are not eligible to purchase a ticket in Powerball and shall be ineligible to be paid a prize for a Powerball ticket:

(1) An employee, officer, or director of MUSL.

(2) A person under contract with MUSL to conduct a financial or security audit of MUSL.

(3) An employee, partner, shareholder, or owner of an independent accounting firm under contract with MUSL to observe selection events and site operations.

(4) A relative living in the same household of a person described in subdivision (1), (2), or (3).

(b) Except as provided in subsection (a), the individuals identified in 65 IAC 1-3-4 are not prohibited from purchasing a ticket or winning a prize from a MUSL member lottery other than the commission. (*State Lottery Commission; 65 IAC 5-12-14; emergency rule filed Oct 24, 1997, 12:35 p.m.: 21 IR 1020, eff Nov 2, 1997; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:29 p.m.: 26 IR 51, eff Oct 6, 2002*)

Rule 13. Cash 4 Life

65 IAC 5-13-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this on-line game is "Cash 4 Life". (*State Lottery Commission; 65 IAC 5-13-1; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3018, eff Mar 30, 1998*)

65 IAC 5-13-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this section shall apply throughout this rule.

(b) "Board" means an area of the play slip to be marked by a player which is identified by an alphabetic character and contains one (1) set of one hundred (100) numbered squares ranging from zero-zero (00) through ninety-nine (99).

(c) "Cash 4 Life" means a game conducted by a MUSL product group of which the commission is a member.

(d) "Cash 4 Life selection event" means a drawing or other selection event conducted to determine winning numbers in Cash 4 Life.

(e) "Grand prize" means the prize of one thousand dollars (\$1,000) per week for the life of a natural person who holds a ticket with the winning numbers in the Cash 4 Life grand prize group.

(f) "MUSL" means an association of lottery commissions, state agencies, and other political subdivisions which are authorized to conduct lottery games.

(g) "Natural person" means a living human being and shall not include legal or fictional entities or constructs such as, but not limited to:

- (1) a firm;
- (2) an association;
- (3) a joint venture;
- (4) a partnership;
- (5) a limited liability company;
- (6) an estate;
- (7) a trust;
- (8) a syndicate;
- (9) a fiduciary;
- (10) a corporation; or
- (11) other such combination or entity.

(h) "Pari-mutuel prize" means a prize equal to the total amount of the prize pool available for prizes of that type divided by the total number of winners of that prize from among all MUSL Cash 4 Life member lotteries.

(i) "Play" means the fifteen (15) sets of four (4) two-digit numbers, reading from left to right, that appear as a single numbered selection on a valid lottery ticket for a Cash 4 Life selection event.

(j) "Player" means an eligible person who participates in a Cash 4 Life selection event by purchasing an on-line ticket.

(k) "Play slip" means a commission approved form containing one (1) or more boards to be marked by a player in Cash 4 Life.

(l) "Prize group" means a prize category containing one (1) or more sets of four (4) two-digit numbers, read from left to right, with prizes established in amounts set forth in section 8 of this rule for valid tickets containing winning numbers.

(m) "Quick pick" means an entire play randomly selected by a commission approved terminal.

(n) "Retailer" means a person, other than a state agency or political subdivision, who sells lottery tickets on behalf of the commission pursuant to a retailer contract.

(o) "Set prize" means all prizes which are payable by a single cash payment and, except in instances outlined in these rules, will be equal to the prize amount established by MUSL in the relevant prize group.

(p) "Winning numbers" means four (4) two-digit numbers from zero-zero (00) through ninety-nine (99), randomly selected

in each Cash 4 Life selection event, which appear on an on-line ticket as a set read from left to right and entitle the holder of the on-line ticket to a prize as set forth in section 8 of this rule.

(q) "Winner" means the holder of an on-line ticket in Cash 4 Life containing winning numbers and who receives a prize from the commission. (*State Lottery Commission; 65 IAC 5-13-2; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3018, eff Mar 30, 1998; errata filed Oct 9, 1998, 3:28 p.m.: 22 IR 468*)

65 IAC 5-13-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The price of an on-line ticket in Cash 4 Life shall be one dollar (\$1) for each on-line ticket. (*State Lottery Commission; 65 IAC 5-13-3; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3018, eff Mar 30, 1998*)

65 IAC 5-13-4 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) An on-line ticket for Cash 4 Life shall represent one (1) play consisting of fifteen (15) sets of four (4) two-digit numbers ranging from zero-zero (00) to ninety-nine (99) and arranged as set forth in section 8 of this rule. Fourteen (14) of the sets of numbers shall be automatically selected by quick pick with the fifteenth set selected by one (1) of the following methods:

(1) The player may submit a completed play slip which contains one (1) or more hand marked boards to an authorized on-line retailer who shall generate the on-line ticket or tickets as appropriate.

(2) The player may orally advise an authorized on-line retailer of the set of four (4) two-digit numbers, and the on-line retailer shall generate the on-line ticket.

(3) The player may request that an authorized on-line retailer quick pick the play, and the on-line retailer shall generate the on-line ticket.

(4) The player may select the set of four (4) two-digit numbers from a player activated terminal which shall generate the on-line ticket.

(b) An on-line ticket is the only valid proof of a play and the only valid receipt for claiming a prize in Cash 4 Life. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an on-line ticket or a play.

(c) Unless otherwise indicated on the on-line ticket, an on-line ticket in Cash 4 Life is effective for the next scheduled Cash 4 Life selection event. Subject to the restrictions of 65 IAC 5-2-10, the commission may offer multi-draw on-line tickets for Cash 4 Life which are effective for the following numbers of Cash 4 Life selection events:

(1) Two (2).

(2) Three (3).

(3) Four (4).

(4) Five (5).

(5) Six (6).

(6) Seven (7).

(7) Ten (10).

(d) Sales of on-line tickets for Cash 4 Life shall be suspended prior to the time of each Cash 4 Life selection event at a time determined by the director.

(e) A retailer shall not knowingly sell an on-line ticket or combination of on-line tickets to any player which would guarantee the player would receive a grand prize.

(f) If a play slip is used to select a player's plays for a Cash 4 Life selection event, the play slip must have been approved by the commission and completed by hand. The play slip will be scanned by the on-line terminal or keyed in by hand by the retailer. Retailers shall not accept facsimiles or copies of play slips.

(g) The director may, in the director's sole discretion, authorize the generation of on-line entry tickets from terminals with respect to certain purchases of Cash 4 Life tickets.

(h) Notwithstanding 65 IAC 5-2-7 and 65 IAC 5-2-10, an on-line ticket for Cash 4 Life may not be canceled by a retailer.

STATE LOTTERY COMMISSION

(State Lottery Commission; 65 IAC 5-13-4; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3018, eff Mar 30, 1998)

65 IAC 5-13-5 Prize pool

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The prize pool for all prizes in Cash 4 Life shall be equal to fifty percent (50%) of sales for each Cash 4 Life selection event. (State Lottery Commission; 65 IAC 5-13-5; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3019, eff Mar 30, 1998)

65 IAC 5-13-6 Reserve accounts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) An amount equal to no more than two percent (2%) of total sales for each Cash 4 Life selection event shall be deducted from the grand prize percentage and placed in one (1) or more prize reserve accounts until such account or accounts have the balance determined by MUSL. Once the designated account balance or balances have been reached, any amount in excess thereof shall become part of the prize pool.

(b) Any money remaining in the prize reserve accounts after a final Cash 4 Life selection event shall be carried forward to a replacement prize reserve account or expended in the manner directed by MUSL or in accordance with state law. (State Lottery Commission; 65 IAC 5-13-6; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3019, eff Mar 30, 1998)

65 IAC 5-13-7 Determination of winning numbers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. Each day MUSL shall conduct, under the supervision of security personnel and an independent auditor, a Cash 4 Life selection event to determine the winning numbers. (State Lottery Commission; 65 IAC 5-13-7; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3019, eff Mar 30, 1998)

65 IAC 5-13-8 Allocation of prize pool

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The prize pool for each Cash 4 Life selection event shall be allocated to the prizes as follows:

Number of Matches per Ticket per Prize Group	Prize Payment	Prize Pool % Allocated to Prize
CASH 4 LIFE GRAND PRIZE GROUP (1 Set)		
Match 4	\$1,000/week for life	42.58%
Match 3	\$20	0.40%
Match 2	\$1	1.40%
\$100,000 PRIZE GROUP (2 Sets)		
Match 4	\$100,000	10.20%
Match 3	\$20	0.78%
Match 2	\$1	2.80%
\$50,000 PRIZE GROUP (4 Sets)		
Match 4	\$50,000	10.20%
Match 3	\$20	1.56%
Match 2	\$1	5.58%
\$25,000 PRIZE GROUP (8 Sets)		
Match 4	\$25,000	10.20%
Match 3	\$20	3.14%

Match 2

\$1

11.16%

*(State Lottery Commission; 65 IAC 5-13-8; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3019, eff Mar 30, 1998)***65 IAC 5-13-9 Prize amounts**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. (a) The grand prize shall be paid to each holder of a valid on-line ticket containing the winning numbers except that, notwithstanding other provisions in this rule, no more than three (3) grand prizes will be paid to winners as the result of a single Cash 4 Life selection event. If more than three (3) winners hold valid on-line tickets containing the winning numbers, the grand prize shall become pari-mutuel as provided in this section. If a winner's share of the grand prize is less than one hundred dollars (\$100) per week, MUSL may, in its sole discretion, elect to pay such winner the winner's share of the cash held in the prize pool to fund the weekly payments in lieu of the weekly payments.

(b) The prize pool percentage allocated to the prizes shall be carried forward to subsequent Cash 4 Life selection events if all or a portion of the pool is not awarded in the current Cash 4 Life selection event.

(c) If the total of the prizes awarded in a Cash 4 Life selection event would exceed the prize pool, then the amount needed to fund the prizes shall be drawn from the following sources in the following order:

(1) The amount allocated to the prizes and carried forward from previous draws, if any.

(2) An amount from the prize reserve account, if available, up to three (3) grand prizes per Cash 4 Life selection event.

(3) For the purpose of paying the grand prize, an assessment against the MUSL lotteries participating in Cash 4 Life in proportion to their sales for the Cash 4 Life selection event causing the liability not to exceed funding three (3) grand prizes with respect to any one (1) Cash 4 Life selection event. Such assessments shall be repaid from funds in the prize reserve account as available.

(d) If the sources set forth in subsection (c) are depleted and there still are not sufficient funds to pay the prizes for a particular Cash 4 Life selection event, then the grand prize shall become a pari-mutuel prize. If the amount of the grand prize, when paid as a pari-mutuel prize, is less than or equal to the next highest prize and there are still not sufficient funds to pay the remaining prizes, then the next highest prize shall become a pari-mutuel prize with equal weekly payments made to all grand prize winners for the drawing. If necessary under the same test set forth in the preceding sentence, each succeeding prize level shall be converted to a pari-mutuel prize, in order, until all prizes become pari-mutuel. If all prizes are converted to pari-mutuel prizes, the money available from the funding sources listed in subsection (c) shall be divided among the winning plays in proportion to the prize percentages set forth in section 8 of this rule. *(State Lottery Commission; 65 IAC 5-13-9; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3020, eff Mar 30, 1998)*

65 IAC 5-13-10 Payment of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-15-1

Sec. 10. (a) The grand prize shall be paid in weekly installments to a natural person holding an on-line ticket containing the grand prize winning numbers commencing on the date the on-line ticket is validated and each week thereafter on a day determined by the commission. The weekly grand prize payments shall continue for a period of ten (10) years or the natural life of the winner, whichever is greater. In the event a group of natural persons holds an on-line ticket containing the grand prize winning numbers, the weekly payments shall be divided among the winners, in shares determined by the winners, and the term of each share shall be measured by the natural life of the winner receiving the share.

(b) In the event of the death of a grand prize winner during the ten (10) year minimum payment period, the director may, upon the petition from the estate, accelerate the remaining payments by causing to be distributed to the estate either the present value of those remaining payments in lieu of the remaining payments or the securities held to fund the remaining payments. The valuation or identification of any securities distributed to the estate shall be at the sole discretion of the commission.

(c) In order to continue receiving weekly payments after the guaranteed ten (10) year payment period, each grand prize winner must complete and execute an annual winner information form provided by the commission certifying that the winner is still living. If the form is not returned to the commission within thirty (30) days after the anniversary date of the relevant Cash 4 Life drawing,

MUSL may, in its sole discretion, terminate or suspend the weekly payments until the winner's status is determined.

(d) With the exception of the grand prize, all prizes in Cash 4 Life shall be paid in a single lump sum to holders of valid on-line tickets with Cash 4 Life winning numbers.

(e) If a valid on-line ticket for Cash 4 Life contains more than one (1) play entitled to a prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prize and determining whether the total prize amount may be claimed from a retailer pursuant to 65 IAC 3-4-4.

(f) All prizes shall be rounded down so that prizes can be paid in multiples of whole dollars. Breakage (the remainder after rounding) shall be carried forward to the prize pool for the next Cash 4 Life selection event.

(g) The holder of a valid on-line ticket with a winning play in Cash 4 Life is entitled only to the highest prize in any one (1) play.

(h) MUSL may change the allocation of prize money between Cash 4 Life selection events when MUSL finds that such would be in the best interest of the game. Changes in the allocation of prize money shall be designed to retain the approximate prize pool allocation set forth in section 8 of this rule over a one (1) year period. Minimum guaranteed prizes may be waived if the alternate funding mechanism set forth in section 9 of this rule becomes necessary.

(i) The commission shall pay to MUSL all amounts required under the rules of MUSL to fund prizes in Cash 4 Life, and such amounts shall be removed for this purpose from the administrative trust fund created by IC 4-30-15-1. MUSL shall have the ultimate obligation to pay prizes awarded in Cash 4 Life.

(j) The commission shall not pay or arrange for the payment of, and no retailer shall pay a prize in respect of, any Cash 4 Life on-line ticket that was not purchased from a retailer under contract with the commission. (*State Lottery Commission; 65 IAC 5-13-10; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3020, eff Mar 30, 1998*)

65 IAC 5-13-11 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. (a) The odds of winning the grand prize in a Cash 4 Life selection event by matching four (4) winning numbers in the Cash 4 Life grand prize group are approximately 1:3,921,255.000000.

(b) The odds of winning a prize of twenty dollars (\$20) in a Cash 4 Life selection event by matching three (3) winning numbers in the Cash 4 Life grand prize group as set forth in section 8 of this rule are approximately 1:10,216.

(c) The odds of winning a prize of one dollar (\$1) in a Cash 4 Life selection event by matching two (2) winning numbers in the Cash 4 Life grand prize group as set forth in section 8 of this rule are approximately 1:143.

(d) The odds of winning a prize of one hundred thousand dollars (\$100,000) in a Cash 4 Life selection event by matching four (4) winning numbers in the \$100,000 prize group as set forth in section 8 of this rule are approximately 1:1,960,613.

(e) The odds of winning a prize of twenty dollars (\$20) in a Cash 4 Life selection event by matching three (3) winning numbers in the \$100,000 prize group as set forth in section 8 of this rule are approximately 1:5,106.

(f) The overall odds of winning a prize of one dollar (\$1) in a Cash 4 Life selection event by matching two (2) winning numbers in the \$100,000 prize group as set forth in section 8 of this rule are approximately 1:72.

(g) The overall odds of winning a prize of fifty thousand dollars (\$50,000) in a Cash 4 Life selection event by matching four (4) winning numbers in the \$50,000 prize group as set forth in section 8 of this rule are approximately 1:980,306.

(h) The overall odds of winning a prize of twenty dollars (\$20) in a Cash 4 Life selection event by matching three (3) winning numbers in the \$50,000 prize group as set forth in section 8 of this rule are approximately 1:2,553.

(i) The overall odds of winning a prize of one dollar (\$1) in a Cash 4 Life selection event by matching two (2) winning numbers in the \$50,000 prize group as set forth in section 8 of this rule are approximately 1:36.

(j) The overall odds of winning a prize of twenty-five thousand dollars (\$25,000) in a Cash 4 Life selection event by matching four (4) winning numbers in the \$25,000 prize group as set forth in section 8 of this rule are approximately 1:490,153.

(k) The overall odds of winning a prize of twenty dollars (\$20) in a Cash 4 Life selection event by matching three (3) winning numbers in the \$25,000 prize group as set forth in section 8 of this rule are approximately 1:1,276.

(l) The overall odds of winning a prize of one dollar (\$1) in a Cash 4 Life selection event by matching two (2) winning numbers in the \$25,000 prize group as set forth in section 8 of this rule are approximately 1:18.

(m) The overall odds of winning a prize in a Cash 4 Life selection event are approximately 1:9.9. (*State Lottery Commission;*

65 IAC 5-13-11; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3021, eff Mar 30, 1998)

65 IAC 5-13-12 Termination of liability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. (a) All liability of MUSL and its members, officers, directors, and employees for any prize terminates upon payment of the prize or upon the expiration of one hundred eighty (180) days after the date of the Cash 4 Life selection event in which the prize was won.

(b) All liability of the state, its officials, officers, and employees, and of the commission, the director, and the employees of the commission for any prize in Cash 4 Life terminates upon payment of the prize or upon the expiration of one hundred eighty (180) days after the date of the Cash 4 Life selection event in which the prize was won. (*State Lottery Commission; 65 IAC 5-13-12; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3022, eff Mar 30, 1998*)

65 IAC 5-13-13 Ineligible players

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. (a) In addition to the individuals identified in 65 IAC 1-3-4, the following persons are not eligible to purchase an on-line ticket in Cash 4 Life and shall be ineligible to be paid a prize for a Cash 4 Life ticket:

(1) An employee, officer, or director of MUSL.

(2) A person under contract with MUSL to review the MUSL audit or security procedures.

(3) An employee, partner, shareholder, or owner of an independent accounting firm under contract with MUSL to observe selection events and site operations.

(4) A relative living in the same household of a person described in subdivision (1), (2), or (3).

(b) Except as provided in subsection (a), the individuals identified in 65 IAC 1-3-4 are not prohibited from purchasing an on-line ticket or winning a prize from a MUSL member lottery other than the commission. (*State Lottery Commission; 65 IAC 5-13-13; emergency rule filed Mar 27, 1998, 3:30 p.m.: 21 IR 3022, eff Mar 30, 1998; errata filed Oct 9, 1998, 3:28 p.m.: 22 IR 468*)

Rule 14. 5 Card Cash

65 IAC 5-14-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this on-line game is "5 Card Cash". (*State Lottery Commission; 65 IAC 5-14-1; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1111, eff Jan 30, 2000*)

65 IAC 5-14-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this section apply throughout this rule.

(b) "Board" means an area of the play slip containing fifty-two (52) squares identified by the term "BOARD" and an alphabetic character. The squares in each board are arranged in four (4) groups of thirteen (13) labeled ^S_♠, ^H_♥, ^D_♦, ^C_♣, respectively. The squares in each board are labeled 2, 3, 4, 5, 6, 7, 8, 9, 10, J, K, Q, and A in ascending order. There shall be five (5) boards on each play slip.

(c) "5 Card Cash drawing" means a drawing or other selection event conducted to determine a winning play in 5 Card Cash.

(d) "Card suit symbols" mean spade^S_♠, heart^H_♥, diamond^D_♦, and club^C_♣.

(e) "Jackpot amount" means the prize determined pursuant to section 7 of this rule.

(f) "Pari-mutuel" means the jackpot amount divided by the total number of winners of that prize.

(g) "Play" means five (5) symbols representing numbers or letters from the set of 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, and A paired with card suit symbols that appear on a lottery ticket in relation to a particular drawing for 5 Card Cash.

(h) "Player" means an eligible person who participates in 5 Card Cash by purchasing a ticket representing one (1) or more plays.

(i) "Play slip" means a commission approved form indicating one (1) or more plays in 5 Card Cash and used in producing a 5 Card Cash on-line ticket.

(j) "Quick pick" means a play randomly generated by a terminal.

(k) "Retailer" means a person, other than an agency or political subdivision of the state, who sells lottery tickets on behalf of the commission pursuant to a retailer contract.

(l) "Set prizes" means all prizes of five hundred dollars (\$500) or less payable as the result of a 5 Card Cash drawing.

(m) "Winning play" means a play in which two (2) or more symbols representing numbers or letters paired with card suit symbols that match those drawn in a 5 Card Cash drawing.

(n) "Winnings pool" means the amount of gross sales allocated to prizes pursuant to section 5 of this rule. (*State Lottery Commission; 65 IAC 5-14-2; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1111, eff Jan 30, 2000*)

65 IAC 5-14-3 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The price of an on-line ticket for 5 Card Cash shall be one dollar (\$1) for each play represented on an on-line ticket. (*State Lottery Commission; 65 IAC 5-14-3; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1111, eff Jan 30, 2000*)

65 IAC 5-14-4 Payment options

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) An on-line ticket for 5 Card Cash may represent one (1) or more plays. An on-line ticket for 5 Card Cash shall be purchased by any of the following methods:

(1) The player may submit a hand completed play slip identifying one (1) or more plays to an authorized on-line retailer who shall generate the on-line ticket.

(2) The player may request a quick pick from an authorized on-line retailer who shall generate an on-line ticket with a random play or plays.

(b) An on-line ticket is the only valid proof of a play and the only valid receipt for claiming a prize in 5 Card Cash. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of an on-line ticket or a play.

(c) Unless otherwise indicated on the on-line ticket, an on-line ticket for 5 Card Cash is effective for the next scheduled 5 Card Cash drawing. Subject to the restrictions of 65 IAC 5-2-10, the commission may offer multi-draw on-line tickets for 5 Card Cash which are effective for at least two (2) and no more than ten (10) drawings.

(d) Sales of on-line tickets for 5 Card Cash shall be suspended prior to the time of each 5 Card Cash drawing at a time determined by the director. Tickets purchased after the suspension shall be eligible for the next drawing.

(e) If a play slip is used to select a play for a 5 Card Cash drawing, the play slip must have been issued by the lottery and completed by hand. The play slip will be scanned by the on-line terminal or keyed in by hand by the retailer.

(f) The director may, in the director's sole discretion, provide for the generation of on-line entry tickets from terminals for certain purchases of on-line tickets for 5 Card Cash.

(g) No more than ninety-nine (99) tickets may be purchased in a single transaction. (*State Lottery Commission; 65 IAC 5-14-4; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1111, eff Jan 30, 2000*)

65 IAC 5-14-5 Winnings pool

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The winnings pool for 5 Card Cash shall be equal to approximately fifty percent (50%) of total 5 Card Cash sales receipts for the drawing. *(State Lottery Commission; 65 IAC 5-14-5; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1112, eff Jan 30, 2000)*

65 IAC 5-14-6 Estimated jackpot amount

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The director shall announce the estimated jackpot amount prior to the particular 5 Card Cash drawing. *(State Lottery Commission; 65 IAC 5-14-6; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1112, eff Jan 30, 2000)*

65 IAC 5-14-7 Determination of winners and prize amounts

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) Players with tickets containing a winning play consisting of all five (5) symbols representing numbers or letters paired with card suit symbols drawn in a 5 Card Cash drawing shall be entitled to pari-mutuel share of the jackpot amount which shall be:

(1) two hundred fifty thousand dollars (\$250,000); and

(2) if the jackpot amount is not awarded in a particular drawing, the jackpot amount in the succeeding drawing shall increase by twenty-five thousand dollars (\$25,000).

(b) Players with tickets containing a winning play consisting of four (4) symbols representing numbers or letters paired with card suit symbols drawn in a 5 Card Cash drawing shall be entitled to a prize of five hundred dollars (\$500).

(c) Players with tickets containing a winning play consisting of three (3) symbols representing numbers or letters paired with card suit symbols drawn in a 5 Card Cash drawing shall be entitled to a prize of twenty dollars (\$20).

(d) Players with tickets containing a winning play consisting of two (2) symbols representing numbers or letters paired with card suit symbols drawn in a 5 Card Cash drawing shall be entitled to a prize of one dollar (\$1). *(State Lottery Commission; 65 IAC 5-14-7; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1112, eff Jan 30, 2000)*

65 IAC 5-14-8 Determination of winning numbers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The commission shall conduct 5 Card Cash drawings twice each week in accordance with 65 IAC 5-3-7 at a time to be determined by the director. Each 5 Card Cash drawing shall determine the five (5) symbols representing numbers or letters paired with card suit symbols that establish the elements for a winning play. *(State Lottery Commission; 65 IAC 5-14-8; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1112, eff Jan 30, 2000)*

65 IAC 5-14-9 Payment of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. (a) All prizes in 5 Card Cash shall be paid in a single, lump sum, cash payment.

(b) If a valid on-line ticket for 5 Card Cash contains more than one (1) winning play, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4.

(c) Pari-mutuel prizes may be rounded down so that the prizes may be paid in multiples of whole dollars. Breakage resulting from rounding down pari-mutuel prizes shall be carried forward to the jackpot amount portion of the winnings pool for the next 5 Card Cash drawing. *(State Lottery Commission; 65 IAC 5-14-9; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1112, eff Jan 30, 2000)*

65 IAC 5-14-9.5 End of game and final prize payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9.5. (a) The final drawing in 5 Card Cash shall be conducted on May 2, 2001.

(b) If none of the on-line tickets purchased for the final 5 Card Cash drawing contain a winning play matching all five (5) of the selected letters or numbers paired with card suit symbols, the jackpot amount shall be equally divided among those players holding on-line tickets purchased for the final 5 Card Cash drawing containing winning plays matching four (4) of the selected letters or numbers paired with card suit symbols.

(c) If the conditions set forth in subsection (b) are not met, and if none of the on-line tickets purchased for the final 5 Card Cash drawing contain a winning play matching four (4) of the selected letters or numbers paired with card suit symbols, the jackpot amount shall be equally divided among those players holding on-line tickets purchased for the final 5 Card Cash drawing containing winning plays matching three (3) of the selected letters or numbers paired with card suit symbols.

(d) If the conditions set forth in subsections (b) and (c) are not met, and if none of the of the on-line tickets purchased for the final 5 Card Cash drawing contain a winning play matching three (3) of the selected letters or numbers paired with card suit symbols, the jackpot amount shall be equally divided among those players holding on-line tickets purchased for the final 5 Card Cash drawing containing winning plays matching two (2) of the selected letters or numbers paired with card suit symbols.

(e) If an on-line ticket for the final 5 Card Cash drawing contains more than one (1) winning play, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to 65 IAC 3-4-4.

(f) There shall be no rounding down of pari-mutuel prizes paid as a result of this section. (*State Lottery Commission; 65 IAC 5-14-9.5; emergency rule filed Apr 9, 2001, 3:22 p.m.: 24 IR 2489*)

65 IAC 5-14-10 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) The odds of a single play winning the jackpot amount in 5 Card Cash are approximately 1:2,598,960.

(b) The odds of a single play winning a five hundred dollar (\$500) prize in 5 Card Cash are approximately 1:11,059.

(c) The odds of a single play winning a twenty dollar (\$20) prize in 5 Card Cash are approximately 1:240.

(d) The odds of a single play winning a one dollar (\$1) prize in 5 Card Cash are approximately 1:16.

(e) The overall odds of winning a prize in 5 Card Cash are approximately 1:15. (*State Lottery Commission; 65 IAC 5-14-10; emergency rule filed Dec 20, 1999, 10:52 a.m.: 23 IR 1112, eff Jan 30, 2000*)

Rule 15. Max 5

65 IAC 5-15-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this on-line game is "Max 5". (*State Lottery Commission; 65 IAC 5-15-1; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1909*)

65 IAC 5-15-2 Definitions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) The definitions in this sections shall apply throughout this rule.

(b) "Max 5 winning numbers" means the two (2) numbers selected by the commission in a Max 5 selection event, one (1) from a range of one (1) through ten (10) and one (1) from a range of eleven (11) through twenty (20).

(c) "Max 5 selection event" means a drawing or other selection event conducted to determine Max 5 winning numbers.

(d) "Max 5 ticket" means an on-line ticket purchased in a manner defined in section 4(a) of this rule.

(e) "Play" means the four (4) numbers that appear on a valid Max 5 ticket in the manner defined in section 4(b) of this rule.

(f) "Player" means an eligible person who participates in a Max 5 selection event by purchasing a Max 5 ticket and/or claiming a prize.

(g) "Play slip" means a commission approved form containing two (2) columns of ten (10) numbers each, ranging from one (1) to ten (10) in the left column and eleven (11) to twenty (20) in the right column, that is used by a player to mark one (1) play for the Max 5 on-line game.

(h) "Quick pick" means a play randomly selected by a commission approved terminal.

(i) "Retailer" means a person who sells lottery tickets on behalf of the commission pursuant to a retailer contract.

(j) "Secondary prizes" means all prizes other than the top prize.

(k) "Set prizes" means prizes that are fixed in amount and paid in a single, lump sum.

(l) "Top prize" means the prize available to a player who holds a ticket containing the Max 5 winning numbers in all five (5) associated Max 5 selection events. (*State Lottery Commission; 65 IAC 5-15-2; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1910*)

65 IAC 5-15-3 Ticket price and content

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The price of a Max 5 ticket shall be five dollars (\$5). Each Max 5 ticket shall contain one (1) play that is valid for the five (5) consecutive Max 5 selection events following its purchase. (*State Lottery Commission; 65 IAC 5-15-3; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1910*)

65 IAC 5-15-4 Procedure for playing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) A Max 5 ticket may be purchased by one (1) of the following methods:

(1) The player may submit a completed play slip containing two (2) hand marked numbers in each of the two (2) columns to an authorized on-line retailer who shall generate the Max 5 ticket.

(2) The player may orally advise an authorized on-line retailer of the four (4) numbers contained in the player's play, and the on-line retailer shall generate the Max 5 ticket.

(3) The player may request a quick pick of the four (4) numbers in a play, and the on-line retailer shall generate the Max 5 ticket.

(4) The player may purchase a Max 5 ticket from a player activated terminal.

(b) Each play for Max 5 shall consist of the following:

(1) Two (2) different numbers from one (1) to ten (10). and

(2) Two (2) different numbers from eleven (11) to twenty (20).

(c) A Max 5 ticket is the only valid proof of a play and the only valid receipt for claiming a prize in Max 5. A play slip shall have no pecuniary or prize value and shall not constitute evidence of purchase of a Max 5 ticket or a play.

(d) Max 5 selection events shall be conducted twice each day at times designated by the director, typically midday and evening except on Sundays when there shall be no midday Max 5 selection event. There is no multiple draw opportunity in Max 5 other than that associated with each Max 5 ticket.

(e) Sales of Max 5 tickets shall be suspended prior to the time of each Max 5 selection event at a time determined by the director.

(f) Sales of Max 5 tickets for a Max 5 selection event containing a particular play may be suspended if the total liability of the commission for winning Max 5 tickets containing that play would exceed an amount established by the director. No person shall be entitled to purchase an on-line ticket containing any particular play if such play has been suspended and neither the commission, the director, nor any employee of the commission shall be liable for the inability of any person to purchase an on-line ticket

containing a particular play.

(g) If a play slip is used to select a player's play for a Max 5 selection event, the play slip must have been approved by the commission and completed by hand. The play slip may be scanned by the on-line terminal or keyed in by hand by the retailer.

(h) The director may, in the director's sole discretion, authorize the generation of on-line entry tickets or promotional prizes from terminals with respect to certain purchases of Max 5 tickets. *(State Lottery Commission; 65 IAC 5-15-4; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1910)*

65 IAC 5-15-5 Prize amounts and determination of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) A top prize of one million dollars (\$1,000,000) shall be paid to players presenting Max 5 tickets containing the Max 5 winning numbers in all five (5) associated Max 5 selection events. However, if two (2) or more such Max 5 tickets are issued with respect to one (1) Max 5 selection event, a pari-mutuel prize of two million dollars (\$2,000,000) shall be equally divided among those holding such tickets.

(b) Secondary prizes in Max 5 are as follows:

(1) Prizes of twenty thousand dollars (\$20,000) are payable to players presenting Max 5 tickets containing the Max 5 winning numbers in four (4) of the associated Max 5 selection events.

(2) Prizes of five hundred dollars (\$500) are payable to players presenting Max 5 tickets containing the Max 5 winning numbers in three (3) of the associated Max 5 selection events.

(3) Prizes of fifty dollars (\$50) are payable to players presenting Max 5 tickets containing the Max 5 winning numbers in two (2) of the associated Max 5 selection events.

(4) Prizes of five dollars (\$5) and one (1) free Max 5 ticket are payable to players presenting Max 5 tickets containing the Max 5 winning numbers in one (1) of the associated selection events.

(c) Notwithstanding subsection (b) of this section, the commission's liability for any secondary prize category in a single Max 5 selection event is limited to five hundred thousand dollars (\$500,000). In such an event, that amount shall be equally divided as a pari-mutuel prize among holders of Max 5 tickets containing the Max 5 winning numbers for the affected secondary prize category. *(State Lottery Commission; 65 IAC 5-15-5; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1911)*

65 IAC 5-15-6 Determination of winning numbers

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The commission shall conduct Max 5 selection events under the supervision of security personnel and an independent auditor. *(State Lottery Commission; 65 IAC 5-15-6; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1911)*

65 IAC 5-15-7 Payment of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-15-1

Sec. 7. (a) All Max 5 prizes are set prizes and shall be paid in a single, lump sum payment less federal income withholding taxes and statutory off-sets.

(b) Max 5 prizes shall not be paid until after the last Max 5 selection event associated with a player's Max 5 ticket has been completed.

(c) The holder of a valid Max 5 ticket containing the Max 5 winning numbers is entitled only to the highest prize associated with the on-line ticket.

(d) Pari-mutuel prizes may be rounded down so that the prizes may be paid in multiples of whole dollars. *(State Lottery Commission; 65 IAC 5-15-7; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1911)*

65 IAC 5-15-8 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) The odds of winning the top prize of one million dollars (\$1,000,000) (or an equal share of two million dollar [sic., dollars] (\$2,000,000) if the prize becomes pari-mutuel) are approximately 1:9,765,625.

(b) The odds of winning a prize of twenty thousand dollars (\$20,000) (or an equal share of five hundred thousand dollars (\$500,000) if the prize becomes pari-mutuel) are approximately 1:81,380.21.

(c) The odds of winning a prize of five hundred dollars (\$500) (or an equal share of five hundred thousand dollars (\$500,000) if the prize becomes pari-mutuel) are approximately 1:1,695.42.

(d) The odds of winning a prize of fifty dollars (\$50) (or an equal share of five hundred thousand dollars (\$500,000) if the prize becomes pari-mutuel) are approximately 1:70.64.

(e) The odds of winning a prize of five dollars (\$5) and one (1) free Max 5 ticket are approximately 1:5.89.

(f) The overall odds of winning a prize in Max 5 are 1:5.416317. (*State Lottery Commission; 65 IAC 5-15-8; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1911*)

65 IAC 5-15-9 Termination of liability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. All liability of the commission and its members, officers, directors, and employees for any prize terminates upon payment of the prize or upon the expiration of one hundred eighty (180) days after the date of the last Max 5 selection event associated with a Max 5 ticket. (*State Lottery Commission; 65 IAC 5-15-9; emergency rule filed Jan 11, 2002, 11:46 a.m.: 25 IR 1912*)

65 IAC 5-15-10 Modification of Max 5 prize structure

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. Max 5 on-line tickets purchased on or after January 12, 2003, containing the Max 5 winning numbers in one (1) selection event shall entitle the holder to a prize of ten dollars (\$10). The Max 5 prize of five dollars (\$5) plus a free Max 5 on-line ticket is eliminated effective January 12, 2003. (*State Lottery Commission; 65 IAC 5-15-10; emergency rule filed Jan 13, 2003, 1:50 p.m.: 26 IR 1946*)

65 IAC 5-15-11 Termination of Max 5

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. The final purchase date for Max 5 on-line tickets sold by the commission or by retailers under contract with the commission shall be on January 12, 2003, with the final selection event conducted on January 14, 2003. All liability of the commission and its members, officers, directors, and employees for any prize terminates one hundred eighty (180) days after the date of the last Max 5 selection event. (*State Lottery Commission; 65 IAC 5-15-11; emergency rule filed Jan 13, 2003, 1:50 p.m.: 26 IR 1946*)

ARTICLE 6. PULL-TAB GAMES

Rule 1. Definitions

65 IAC 6-1-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The definitions in 65 IAC 1-1-1 and in this rule apply throughout this article. (*State Lottery Commission; 65 IAC 6-1-1; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1040; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-1-1.1 “Agent verification code” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1.1. “Agent verification code” means a three (3) digit number within the game play data area of a pull-tab ticket. (*State Lottery Commission; 65 IAC 6-1-1.1; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 51, eff Aug 29, 2002*)

65 IAC 6-1-1.2 “Bar code” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1.2. “Bar code” means a graphical representation of data to be used in the validation of a pull-tab ticket. (*State Lottery Commission; 65 IAC 6-1-1.2; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 51, eff Aug 29, 2002*)

65 IAC 6-1-1.5 “Criss-cross game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1.5. “Criss-cross game” means a pull-tab game in which a winning pull-tab ticket is determined by whether three (3) specified play symbols appear under a single pull-tab in a horizontal line or under separate pull-tabs in a vertical or diagonal line. (*State Lottery Commission; 65 IAC 6-1-1.5; emergency rule filed May 27, 1992, 12:00 p.m.: 15 IR 2265; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-1-1.6 “Criss-cross winning combination” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1.6. “Criss-cross winning combination” means a series of designated play symbols in a criss-cross game arranged in a horizontal line under one (1) pull-tab or in a vertical or diagonal line under three (3) pull-tabs on the face of a valid pull-tab ticket. (*State Lottery Commission; 65 IAC 6-1-1.6; emergency rule filed May 27, 1992, 12:00 p.m.: 15 IR 2265; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-1-2 “Game play data area” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. “Game play data area” means an area on a pull-tab ticket covered with one (1) or more tabs which can be removed to reveal one (1) or more play symbols or play symbol captions. (*State Lottery Commission; 65 IAC 6-1-2; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1040; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-1-2.1 “Game identification number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.1. "Game identification number" means a number associated with a particular pull-tab game. (*State Lottery Commission; 65 IAC 6-1-2.1; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 51, eff Aug 29, 2002*)

65 IAC 6-1-2.2 "Game/pack number" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.2. "Game/pack number" means a number appearing on a pull-tab ticket which includes the game identification number applicable to the pull-tab ticket and the pack from which the pull-tab ticket was removed. (*State Lottery Commission; 65 IAC 6-1-2.2; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 51, eff Aug 29, 2002*)

65 IAC 6-1-3 "Lottery ticket" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. "Lottery ticket" means any evidence issued by the commission to prove participation in a game conducted by the commission. (*State Lottery Commission; 65 IAC 6-1-3; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-1-3.5 "Match 3 game" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3.5. "Match 3 game" means a pull-tab game in which a winning pull-tab ticket is determined by whether three (3) specified play symbols appear under a single pull-tab in a horizontal line. (*State Lottery Commission; 65 IAC 6-1-3.5; emergency rule filed May 27, 1992, 12:00 p.m.: 15 IR 2265; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-1-3.6 "Match 3 winning row" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3.6. "Match 3 winning row" means a series of designated play symbols in a match 3 game arranged in a horizontal line under one (1) pull-tab on the face of a valid pull-tab ticket. (*State Lottery Commission; 65 IAC 6-1-3.6; emergency rule filed May 27, 1992, 12:00 p.m.: 15 IR 2265; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-1-4 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. "Pack" means a set of pull-tab tickets identified by a common number. (*State Lottery Commission; 65 IAC 6-1-4; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-1-4.1 "Pack number" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4.1. "Pack number" means the six (6) digit number appearing on all pull-tab tickets in a pack. (*State Lottery Commission; 65 IAC 6-1-4.1; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 51, eff Aug 29, 2002*)

65 IAC 6-1-5 “Play symbol” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. “Play symbol” means a series of alphabetic or numeric characters or a symbol appearing in the game play data area of a pull-tab ticket and covered by a tab. *(State Lottery Commission; 65 IAC 6-1-5; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 6-1-6 “Play symbol caption” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. “Play symbol caption” means a printed explanation of a play symbol which may appear beneath a play symbol. *(State Lottery Commission; 65 IAC 6-1-6; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 6-1-7 “Pull-tab game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. “Pull-tab game” means a lottery game that offers preprinted tickets on which one (1) or more tabs are opened to reveal immediately whether the player has won a prize. *(State Lottery Commission; 65 IAC 6-1-7; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 6-1-8 “Pull-tab ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. “Pull-tab ticket” means a lottery ticket in a pull-tab game. *(State Lottery Commission; 65 IAC 6-1-8; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 6-1-9 “Valid ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. “Valid ticket” means a pull-tab ticket which meets all of the validation requirements of 65 IAC 6-2-5. *(State Lottery Commission; 65 IAC 6-1-9; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 6-1-10 “Validation number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. “Validation number” means a fourteen (14) digit number imaged on each pull-tab ticket. *(State Lottery Commission; 65 IAC 6-1-10; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 52, eff Aug 29, 2002)*

Rule 2. General Provisions

65 IAC 6-2-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. This rule and 65 IAC 6-3 apply to all pull-tab games unless the rule applicable to a specific pull-tab game is in conflict with this rule or 65 IAC 6-3, in which case the rule applicable to the specific pull-tab game shall control for that pull-tab game. (*State Lottery Commission; 65 IAC 6-2-1; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-2-2 Compliance with law and procedures

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Any person who purchases a pull-tab ticket agrees thereby to comply with and abide by IC 4-30, this title, and all procedures and instructions established by and final decisions of the director in connection with the conduct of the pull-tab game for which the pull-tab ticket is purchased. (*State Lottery Commission; 65 IAC 6-2-2; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-2-3 Termination of a pull-tab game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. A pull-tab game will end when all pull-tab tickets for that pull-tab game have been sold or on a date determined by the director and placed on the commission's Web site and notices that are distributed to retailers. The director may suspend or terminate a pull-tab game without advance notice if the director finds that such suspension or termination is in the best interests of the commission. A retailer authorized to sell pull-tab tickets may sell any pull-tab tickets remaining in the retailer's possession after the applicable pull-tab game has ended. (*State Lottery Commission; 65 IAC 6-2-3; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 52, eff Aug 29, 2002*)

65 IAC 6-2-4 Use of names and photographs of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The commission shall have the right to use and publicize the name and a photograph of any winner in a pull-tab game, public information on the winner claim form, and the city, town, township, or any other political subdivision in which the winner resides. The commission may, in its sole discretion, require a winner in a pull-tab game to participate in interviews and press conferences with public relations personnel and media representatives. The commission shall not pay any additional consideration to any winner for use of such a photograph or information. Neither the commission, the director, nor any employee of the commission shall be liable for any use or release of information regarding, or photographs of, winners in compliance with this section. (*State Lottery Commission; 65 IAC 6-2-4; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1041; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 52, eff Aug 29, 2002*)

65 IAC 6-2-5 Validation of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 5. (a) Except as provided in section 6 of this rule, all of the following requirements must be met for a pull-tab ticket to be a valid ticket:

(1) The number of play symbols in the game play data area must correspond with the number of play symbols established with

respect to pull-tab tickets for the applicable pull-tab game.

- (2) Each of the play symbols must be present in its entirety and be fully legible.
- (3) Each of the play symbol captions, if any, must agree with the play symbol and be present in its entirety and fully legible.
- (4) Each of the play symbols and play symbol captions, if any, must be printed in the colors designated by the commission.
- (5) The pull-tab ticket must be intact and not defaced in any manner.
- (6) The game/pack number must be present in its entirety and be fully legible.
- (7) The pull-tab ticket must not be reconstituted or tampered with in any manner.
- (8) The pull-tab ticket must not be counterfeit in whole or in part.
- (9) The pull-tab ticket must have been issued by the commission in the authorized manner.
- (10) The pull-tab ticket must not be stolen or appear on any list of omitted tickets on file with the commission.
- (11) The play symbols, any play symbol captions, the validation number, the agent verification codes, and the game/pack number must be right-side-up and not reversed in any manner.
- (12) The pull-tab ticket must have exactly one (1) play symbol caption for each play symbol, if play symbol captions are used in that pull-tab game, exactly one (1) game/pack number, and exactly one (1) agent verification code.
- (13) The validation number of an apparent winning ticket must appear on the commission's official list of validation numbers of winning pull-tab tickets, and the pull-tab ticket with that validation number must not have been paid previously according to the records of the commission.
- (14) The ticket must not have a hole punched through it and must not be blank or partially blank, misregistered, defective, or printed or produced in error.
- (15) Each of the play symbols and play symbol captions, if any, on the pull-tab ticket must be exactly one (1) of those described in a rule promulgated under this article as applicable to the pull-tab tickets for the pull-tab game in which the pull-tab ticket was issued.
- (16) Each of the play symbols and any play symbol captions on the pull-tab ticket must correspond exactly to the typeface and artwork on file with the commission.
- (17) The game/pack number must correspond exactly to the typeface and artwork on file with the commission.
- (18) The validation number must correspond exactly to the typeface and artwork on file with the commission.
- (19) The agent verification codes must correspond exactly to the typeface and artwork on file with the commission.
- (20) The display printing must be regular in every respect and correspond exactly to the artwork on file with the commission.
- (21) The agent verification codes on an apparent winning ticket must correspond to the agent verification codes specified on file with the commission.
- (22) The pull-tab ticket must pass any additional validation tests specified in this article as applicable to the specific pull-tab game for which the pull-tab ticket was issued.
- (23) The pull-tab ticket must pass all additional confidential validation tests prescribed by the commission.
- (24) The pull-tab ticket must be a pull-tab ticket offered for sale by the commission during the period the director authorizes for that pull-tab game.
- (25) The pull-tab ticket must have been submitted within the claim period provided in this article.

(b) Except as provided in section 6 of this rule, any pull-tab ticket not passing all of the validation requirements in subsection (a) is void and ineligible for any prize, and no prize shall be paid thereon. (*State Lottery Commission; 65 IAC 6-2-5; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1042; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 52, eff Aug 29, 2002*)

65 IAC 6-2-6 Disputes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) If a person claiming a prize in a pull-tab game is unable to produce the alleged winning pull-tab ticket or the pull-tab ticket is mutilated or unreadable, the person may submit an affidavit to the director setting forth all facts surrounding the person's claim. If the director finds from substantial evidence contained in the affidavit and any other information available to the director, including information from other persons having knowledge about the claim or results of investigation reports from the security division or any law enforcement authority, that the prize should be paid, the director may authorize that the prize be paid to the

claimant.

(b) The director may, solely at the director's option, replace a pull-tab ticket which is not a valid ticket or which is otherwise determined not to be a winning pull-tab ticket, despite a claim to the contrary, with an unplayed pull-tab ticket or pull-tab tickets of equivalent sales price for any current pull-tab game. In the event a defective pull-tab ticket is purchased, the only responsibility or liability of the commission shall be the replacement of the defective pull-tab ticket with another unplayed pull-tab ticket or pull-tab tickets of equivalent sales price from a current pull-tab game. *(State Lottery Commission; 65 IAC 6-2-6; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1042; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 6-2-7 Pull-tab ticket responsibility

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. A pull-tab ticket is a bearer instrument. After a retailer accepts delivery of a pull-tab ticket, the retailer bears the sole risk of loss, damage, or theft of the pull-tab ticket until the pull-tab ticket is sold by the retailer to a player. The owner or owners of a pull-tab ticket are responsible for and bear the sole risk of loss, damage, or theft of the pull-tab ticket. If a pull-tab ticket is claimed by a player in error for a lower prize than that to which the player would be entitled, the commission shall not be liable to the player for the higher prize not claimed, for the difference in the prizes, or for any other damage suffered by the player as a result of the erroneous claim. *(State Lottery Commission; 65 IAC 6-2-7; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1042; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 6-2-8 Game rules

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The director, or the director's designee, is authorized to develop and promulgate game rules and procedures for specific pull-tab games during the periods between meetings of the commission and to conduct pull-tab games in accordance with such game rules and procedures. The director, or the director's designee, shall advise the commission of the contents of such regulations and procedures. The director, or the director's designee, shall report any such regulations promulgated to the commission at its next meeting. *(State Lottery Commission; 65 IAC 6-2-8; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1043; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002)*

65 IAC 6-2-9 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. The price for each pull-tab ticket in a specific pull-tab game shall be set forth in the rule specific to that pull-tab game. *(State Lottery Commission; 65 IAC 6-2-9; emergency rule filed May 27, 1992, 12:00 p.m.: 15 IR 2265; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002)*

65 IAC 6-2-10 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. Unless otherwise provided in the regulations applicable to a specific pull-tab game, the holder of a pull-tab ticket must peel back the cardboard tabs covering the play symbols and play symbol captions. *(State Lottery Commission; 65 IAC 6-2-10; emergency rule filed May 27, 1992, 12:00 p.m.: 15 IR 2265; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 3. Payment of Prizes

65 IAC 6-3-1 Prize-winning tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. Prize-winning pull-tab tickets are valid pull-tab tickets that have been determined in accordance with this article to be official prize winners. Criteria and specific rules for winning prizes shall be published for each pull-tab game and available for all players. The commission shall in all cases make final determination regarding validation of pull-tab tickets and whether pull-tab tickets are prize-winning pull-tab tickets. Unless specified to the contrary in the rule applicable to the pull-tab game for which the pull-tab ticket was issued, a prize will be paid only for the highest prize won on a valid pull-tab ticket, unless a lower prize has been claimed. (*State Lottery Commission; 65 IAC 6-3-1; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1043; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-3-2 Claiming prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. (a) To the extent required by federal tax law, the claimant of a prize shall furnish a tax identification number to the commission in the manner specified by the commission.

(b) A prize in a pull-tab game that is six hundred dollars (\$600) or lower may be claimed at any participating retailer of lottery tickets or at any of the commission's offices. A prize in a pull-tab game that is higher than six hundred dollars (\$600) may be claimed only at the commission's offices.

(c) A pull-tab prize must be claimed within sixty (60) days after the end of the specific pull-tab game. End of game dates are available at any retailer location, on the commission's Web site at www.hoosierlottery.com, and via the commission's customer service center which can be contacted toll-free at 1-800-955-6886.

(d) The commission, the director, employees of the commission, the state, and officials, officers, and employees of the state shall have no liability for payment of any prize in a pull-tab game. (*State Lottery Commission; 65 IAC 6-3-2; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1043; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002*)

65 IAC 6-3-3 Prize limit (Repealed)

Sec. 3. (*Repealed by State Lottery Commission; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 54, eff Aug 29, 2002*)

65 IAC 6-3-4 Delay of payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The director or the commission may order that payment of any prize in a pull-tab game be delayed pending a determination by the director, by the commission, or by a court of competent jurisdiction of entitlement to the prize.

(b) No liability for interest for any delay in payment of a prize shall accrue to the benefit of the claimant pending payment of the prize. (*State Lottery Commission; 65 IAC 6-3-4; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1043; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 6-3-5 Supplemental prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) Holders of pull-tab tickets, whether or not they are otherwise eligible for prizes under this article, may be entered from time to time into drawings or other events for the award of consolation or supplemental prizes. The director shall determine and announce the date or dates, time or times, entry requirements, and procedures for any such drawings or other events for

consolation or supplemental prizes, and may later change such date or dates, time or times, entry requirements, or procedures for any such drawing or event and publicize the change if the director finds that the change is in the best interests of the lottery or the public. Disputes regarding such dates, times, requirements, or procedures shall be resolved by the director in the exercise of the director's sole discretion. All participants in such a drawing or event shall be deemed to have agreed to all requirements and procedures by their participation in the drawing or event or any proceedings in connection with the drawing or event.

(b) If, after a drawing or other event for the award of a supplemental or consolation prize is held, the director determines that a pull-tab ticket or the holder of a pull-tab ticket should have been entered into the drawing or other event, the director may enter that pull-tab ticket or the holder of the pull-tab ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. The commission, the director, and the commission's employees shall have no liability for failure to enter a pull-tab ticket or the holder of a pull-tab ticket into a drawing or other event to award consolation or supplemental prizes other than entry of the pull-tab ticket or the holder of the pull-tab ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. (*State Lottery Commission; 65 IAC 6-3-5; emergency rule filed Jan 29, 1992, 12:00 p.m.: 15 IR 1043; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 4. Specific Pull-Tab Games

65 IAC 6-4-1 Supreme Cherry Bell (Repealed)

Sec. 1. (*Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:03 p.m.: 22 IR 3434*)

65 IAC 6-4-2 Bonus America (Repealed)

Sec. 2. (*Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:03 p.m.: 22 IR 3434*)

65 IAC 6-4-3 Casino 7s (Repealed)

Sec. 3. (*Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:03 p.m.: 22 IR 3434*)

65 IAC 6-4-4 Hoosier High Stakes (Repealed)

Sec. 4. (*Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:03 p.m.: 22 IR 3434*)

65 IAC 6-4-5 Cash Splash (Repealed)

Sec. 5. (*Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:03 p.m.: 22 IR 3434*)

65 IAC 6-4-6 Money Maker (Repealed)

Sec. 6. (*Repealed by State Lottery Commission; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002*)

65 IAC 6-4-7 Deal Me In (Repealed)

Sec. 7. (*Repealed by State Lottery Commission; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002*)

65 IAC 6-4-8 Kat Man Dough (Repealed)

Sec. 8. (*Repealed by State Lottery Commission; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002*)

65 IAC 6-4-9 Amazing Feets (Repealed)

Sec. 9. *(Repealed by State Lottery Commission; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002)*

65 IAC 6-4-10 Smokin' 7's (Repealed)

Sec. 10. *(Repealed by State Lottery Commission; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002)*

65 IAC 6-4-11 Fast Cash Bingo (Repealed)

Sec. 11. *(Repealed by State Lottery Commission; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002)*

65 IAC 6-4-12 Cherry Bell Cash (Repealed)

Sec. 12. *(Repealed by State Lottery Commission; emergency rule filed Aug 23, 2002, 1:30 p.m.: 26 IR 53, eff Aug 29, 2002)*

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