

Document: Emergency Rule, **Register Page Number:** 27 IR 1903

Source: March 1, 2004, Indiana Register, Volume 27, Number 6

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TITLE 65 STATE LOTTERY COMMISSION

LSA Document #04-30(E)

DIGEST

Adds 65 IAC 4-339 concerning instant game number 716. Effective January 23, 2004.

65 IAC 4-339

SECTION 1. 65 IAC 4-339 IS ADDED TO READ AS FOLLOWS:

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

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)*

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Filed with Secretary of State: January 23, 2004, 1:46 p.m.