## Document: Emergency Rule, Register Page Number: 28 IR 613

Source: November 1, 2004, Indiana Register, Volume 28, Number 2
Disclaimer: This document was created from the files used to produce the official CD-ROM Indiana Register.

## TITLE 65 STATE LOTTERY COMMISSION

LSA Document \#04-265(E)

## DIGEST

Temporarily adds rules concerning pull-tab game number 022. Effective October 7, 2004.
SECTION 1. The name of this pull-tab game is "Pull-Tab Game Number 022, Cool Yule".
SECTION 2. Pull-tab tickets for pull-tab game number 022 shall sell for fifty cents (\$0.50) per ticket.
SECTION 3. Pull-tab game number 022 is a criss-cross game.
SECTION 4. A pull-tab ticket in pull-tab game number 022 shall contain fifteen (15) play symbols and play symbol captions arranged in a matrix of five (5) rows and three (3) columns. Each row shall be covered by a tab. The play symbols and play symbol captions in pull-tab game number 022 shall consist of the following possible play symbols:
(1) A picture of a reindeer

REINDEER
(2) A picture of a gift box

PRESENT
(3) A picture of an elf

ELF
(4) A picture of a bear

BEAR
(5) A picture of a snowman

SNOWMAN
(6) A picture of a Christmas tree TREE
(7) A picture of a saxophone SAX
(8) A picture of musical notes MUSIC NOTES
(9) A picture of cookies and mug COOKIES

SECTION 5. A row, column, or diagonal on a pull-tab ticket in pull-tab game number 022 that contains two (2) identical play symbols of a "REINDEER" with one (1) play symbol of a "PRESENT" or "ELF" or "BEAR" or "SNOWMAN" or "TREE" is not a criss-cross winning combination unless all of the following are true:
(1) The play symbols and play symbol captions in the line are consistent with those specified in SECTION 4 of this document.
(2) The three (3) play symbols and play symbol captions in the line are bisected by a blue arrow.
(3) The prize amount appears on the left side of the line in red ink on a yellow box.

SECTION 6. Subject to SECTION 5 of this document, the holder of a valid pull-tab ticket for pull-tab game number 022 containing a criss-cross winning combination is entitled to a prize amount and the approximate numbers of which are as follows:
Matching Play Symbol in Criss-Cross Winning

## Combination

2 reindeer + 1 tree

Prize Amount $\mathbf{\$ 0 . 5 0}$

Approximate Number of Prizes 72,940

| 2 reindeer +1 snowman | $\$ 1$ | $\mathbf{2 8 , 1 3 4}$ |
| :--- | :---: | :---: |
| 2 reindeer +1 bear | $\$ 5$ | $\mathbf{3 , 1 2 6}$ |
| 2 reindeer +1 elf | $\$ 10$ | $\mathbf{2 , 0 8 4}$ |
| 2 reindeer +1 present | $\$ 120$ | $\mathbf{1 , 0 4 2}$ |

SECTION 7. A total of approximately seven million $(7,000,000)$ pull-tab tickets will be initially available for pull-tab game number 022. The odds of winning a prize in pull-tab game 022 are approximately 1 in 6.52 . If additional pull-tab tickets are made available for this pull-tab game, the approximate number of each prize shall increase proportionally.

SECTION 8. The last day to claim prizes in pull-tab game number 022 shall be 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 pull-tab ticket retailer.

LSA Document \#04-265(E)
Filed with Secretary of State: October 5, 2004, 12:00 p.m.

