

Queensland



Subordinate Legislation 1994 No. 44

Lotto Act 1981

LOTTO (OZ LOTTO) RULE 1994

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PART 1—INTRODUCTION

Division 1—Preliminary

Short title

1. This rule may be cited as the *Lotto (Oz Lotto) Rule 1994*.

Commencement

2. This rule commences on 14 February 1994.

Rule binds subscribers

3. A subscriber is bound by this rule.¹

Division 2—Definitions

Definitions

4. In this rule—

“**advance sale**” means the sale of an entry for a game other than the game next following the time of purchase of the entry;

“**agency payment period**”, for a prize in a game, means the period of 13 weeks after the drawing of the game;

“**claim period**” has the meaning given by section 5 (Meaning of “claim period”);

“**computer system**” for Oz Lotto has the meaning given by section 6 (Meaning of “computer system”);

¹ ‘Subscriber’ is defined by section 3 of the *Lotto Act 1981* as “a person who pays, or contributes to the payment of, a subscription”. Section 3 also defines ‘subscription’ as “the entry fee payable by a subscriber under the rules to enable the subscriber to participate in a game of lotto, but does not include any agent’s fee”.

“coupon” has the meaning given by section 7 (Meaning of “coupon”);

“defective” includes illegible;

“drawing” of a game means the selection by the drawing equipment of the 6 winning numbers and 2 supplementary numbers that establish the result of the game;

“drawing equipment” has the meaning given by section 8 (Meaning of “drawing equipment”);

“game” means the game of lotto called Oz Lotto;

“head office” means the selling point in Brisbane operated by the Office;²

“jackpot prize pool” has the meaning given by section 9 (Meaning of “jackpot prize pool”);

“multiweek entry” has the meaning given by section 10 (Meaning of “multiweek entry”);

“net prize pool”, for a game, means 60% of the total subscriptions for the game received by all National Lotto Bloc partners less any amount set aside for a bonus prize reserve;

“next lower division” has the meaning given in section 48(4) (Distribution of net prize pool);

“Oz Lotto agent” includes—

- (a) an agent who is appointed by the Office to process entries in a game using a gaming terminal installed at the agent’s selling point; and
- (b) the Office when it is operating from the head office;

“player’s agent” has the meaning given by section 11 (Meaning of “player’s agent”);

“players’ register” has the meaning given by section 12 (Meaning of “players’ register”);

“printed side” of a coupon means the side of the coupon that has 12 numbered panels consisting of 45 numbered squares and other matters

² The head office is located at 87 Ipswich Road, Woolloongabba. The Office also has an office in the northern region located at 241 Sturt Street, Townsville.

printed on it;

“provisional prize pool”, for a game, means the amount that, at the time of the drawing, the National Lotto Bloc partners estimate to be available for all winning entries in the game;

“quickpick” has the meaning given by section 13 (Meaning of “quickpick”);

“registered game” means numbers that are registered for a person in the players’ register;

“registered numbers” has the meaning given by section 14 (Meaning of “registered numbers”);

“registered player” includes 2 people jointly registered as a registered player;

“selling point” means a place where a gaming terminal is installed;

“subscription receipt” has the meaning given by section 7(4) (Meaning of “coupon”);

“system entry” has the meaning given by section 15 (Meaning of “system entry”);

“total prize pool”, for a game, means 60% of all subscriptions received for the game by all National Lotto Bloc partners;

“validation side” of a coupon means the side of a coupon that is generally blank before the coupon is validated;

“with the field entry” has the meaning given by section 16 (Meaning of “with the field entry”).

Division 3—Basic concepts

Meaning of “claim period”

5.(1) The **“claim period”** for a game means the period ending at the close of business 14 days after the drawing of the game.

(2) However, if the head office is closed on the day the claim period ends, the claim period closes throughout the State on the business day immediately before the claim period would otherwise have ended.

(3) If subsection (2) applies, the Office must—

- (a) endorse each subscription receipt for the relevant game with the details of the earlier closure of the claim period; or
- (b) give public notice of the details of the earlier closure of the claim period by publishing the details in a newspaper circulating generally in the State for at least 3 days before the day the claim period ends.

(4) Neither a subscription receipt or a drawing is invalid merely because the Office has not complied with subsection (3).

Meaning of “computer system”

6.(1) The “**computer system**” for Oz Lotto is the computer system operated by the Office for Oz Lotto and other games.

(2) The computer system includes—

- (a) the hardware located at the head office; and
- (b) the hardware located at other places, including, for example, the gaming terminals located in the premises of Oz Lotto agents; and
- (c) the software used on the hardware; and
- (d) communication equipment, including for example, the communication equipment enabling the transfer of information between the hardware located at the head office and a gaming terminal.

(3) A “**gaming terminal**” means part of the system’s hardware that is located at a selling point and is connected to the computer at the head office.

(4) The computer system is generally used—

- (a) to process a coupon presented for entry in a game by validating it; and
- (b) to supply a receipt to a subscriber; and
- (c) to identify whether or not an entry is a winning entry.

Meaning of “coupon”

7.(1) A “**coupon**” means a document designed to be used for entry in a game of Oz Lotto.

(2) On 1 side of the document the coupon has a series of 12 numbered panels consisting of 45 numbered squares and other matters.

(3) A coupon is validated when the entry is recorded on the computer and an endorsement is printed on the validation side of the coupon.

(4) A “**subscription receipt**” means a coupon that has been validated.

(5) An endorsement for validation purposes includes the information mentioned in section 38(2) (Processing of coupon).

(6) A subscription receipt is evidence of entry in a game.³

Meaning of “drawing equipment”

8.(1) “**Drawing equipment**” means an electronically operated machine used for the drawing of a game.

(2) The drawing equipment must contain 45 balls numbered from 1 to 45.

Meaning of “jackpot prize pool”

9.(1) “**Jackpot prize pool**” means the accumulation of the amount of the Division 1 prize in a game if no one is entitled to the prize for the game, with the Division 1 prize money in the next game.

(2) The jackpot prize pool may be won by Division 1 winners in the next game.

(3) The prize pool continues to accumulate until Division 1 is won.

(4) However, if the prize pool has accumulated for 24 games and there is no Division 1 winner in the twenty-fifth game, the prize pool is distributed to the next lower division in which there is a winner.

³ A subscriber should keep the subscription receipt in order to claim a prize if it is a winning entry.

Meaning of “multiweek entry”

10. A “**multiweek entry**” means an entry for the 5 games or 10 games next following the time of purchase of the entry.

Meaning of “player’s agent”

11.(1) A player’s agent is a person who—

- (a) forwards coupons, and completed player registration applications, to an Oz Lotto agent, for another person; and
- (b) collects entry fees from the other person.

(2) A player’s agent must be appointed by the Office as a player’s agent.

Meaning of “players’ register”

12. The “**players’ register**” means a register of—

- (a) the names and addresses of registered players; and
- (b) if a registered player has, in the person’s application for registration, included numbers for an entry—the registered numbers; and
- (c) other matters that the Office considers appropriate.

Meaning of “quickpick”

13.(1) A “**quickpick**” means a computer generated selection of numbers for any type of entry to Oz Lotto.

(2) To make an entry by way of a quickpick, a person—

- (a) need not complete a coupon; but
- (b) must ask for a quickpick.

Meaning of “registered numbers”

14.(1) The “**registered numbers**” of a registered player means the numbers registered on the computer system for the player.

(2) The registered player—

- (a) registers the numbers; or
- (b) changes the registration of the numbers;

by giving a coupon marked with the numbers, or new numbers, to an Oz Lotto agent and asks that the numbers be registered or changed.

Meaning of “system entry”

15.(1) A “**system entry**” means an entry in a game in which between 7 and 20 numbers are selected from the 45 numbers in a panel.

(2) The 7 to 20 numbers combine with each other to form all possible combinations of 6 numbers without the need to specify the individual combinations of 6 numbers.

(3) The equivalent number of ordinary entries of 6 numbers formed by a system entry is specified in Schedule 3.

Example—

A person may mark 8 numbers in 1 of the panels on the printed side of a coupon and mark the square specified in the panel as the “system” square. By doing so, the person is playing the equivalent of 28 ordinary games of 6 numbers.

(4) Schedule 4 sets out the number of times that a particular type of system entry wins a division if the winning numbers are selected.

Meaning of “with the field entry”

16.(1) A “**with the field entry**” means an entry in a game in which 4 or 5 numbers are selected from the 45 numbers in a panel.

(2) The 4 or 5 numbers combine with all of the remaining 41 or 40 numbers in the panel to form combinations of 6 numbers.

(3) The equivalent number of ordinary entries of 6 numbers formed by a with the field entry is specified in Schedule 3.

Example—

A person may mark 5 numbers in 1 of the panels on the printed side of a coupon and mark the 5 “with the field” square. By doing so, the person is playing the equivalent of 40 ordinary games of 6 numbers.

(4) Schedule 4 sets out the number of times that a particular type of with the field entry wins a division if the winning numbers are selected.

PART 2—HOW TO ENTER

Division 1—Entry to a game

Way to enter a game

17.(1) A person may enter a game in any of the following ways—

- (a) by using a completed coupon;
- (b) by asking for any type of entry by quickpick;
- (c) by asking for the person's registered numbers to be used for a type of entry.

(2) A person may also be entered into a game under section 36 (Application for entry without a coupon).

Entry fee

18.(1) Each entry fee is made up of—

- (a) the subscription specified in Schedule 1; and
- (b) the agent's fee specified in Schedule 2.

(2) An entry in a game must be accompanied by the entry fee specified in Schedule 3.

Types of entries

19.(1) The following are the types of entries—

- (a) an ordinary entry;
- (b) a system entry;
- (c) a multiweek entry;
- (d) a with the field entry.

(2) A person may also enter a game other than the next following game by asking for an advance sale.

(3) An advance sale may be used for any type of entry other than a multiweek entry.

Using a coupon

20.(1) Coupons are available from Oz Lotto agents.

(2) A coupon is completed by marking it with a selection of numbers and, if applicable, the type of entry.

(3) A coupon may be used for more than 1 type of entry.

Example—

A person may use the first panel on the coupon for a system entry, a second panel for a with the field entry and a third panel for an ordinary entry.

(4) However, if the entry is a system entry with more than 13 numbers, only 4 of the panels on the coupon can be marked.

(5) An Oz Lotto agent may refuse to accept an entry that is not made on a coupon.

Marking a coupon

21.(1) Each selected square should be legibly and clearly marked with an 'x' within the boundaries of the square.

(2) A mark made on a coupon to enter a game—

- (a) must be made in dark blue or black non-erasable ink; and
- (b) must not be made by mechanical or electronic means; and
- (c) must not be made for a purpose other than the completion of the coupon.

(3) An Oz Lotto agent may refuse to accept a coupon that has not been properly completed.

(4) If the coupon has not been properly completed, the Oz Lotto agent may ask the person—

- (a) to identify any number or numbers to be removed from a selection; or
- (b) to complete a new coupon.

Completing an ordinary entry

22.(1) To complete a coupon for an ordinary entry in a game, 6 numbers must be selected from the numbers 1 to 45 in at least 1 of the panels on the printed side of the coupon.

(2) The system square for the panel must be left blank.

Completing a system entry

23.(1) To complete a coupon for a system entry in a game, between 7 and 20 numbers must be selected in at least 1 of the panels on the printed side of the coupon.

(2) The system square for the panel must be marked with an 'x'.

Completing a with the field entry

24.(1) To complete a coupon for a with the field entry, 4 or 5 numbers must be selected from the numbers 1 to 45 in at least 1 of the panels on the printed side of the coupon.

(2) The relevant square on the coupon for a with the field entry (either '4' or '5') must be marked with an 'x'.

Completing a multiweek entry

25.(1) To complete a coupon for a multiweek entry, the coupon is completed in the same way as for an ordinary, system or with the field entry.

(2) One of the multiweek squares ('5' or '10') must be marked with an 'x'.

(3) The entry starts from the next available draw.

(4) This type of coupon cannot be used for a system entry with more than 15 numbers.

Obtaining an advance sale

26.(1) To obtain an advance sale, a person must—

- (a) submit a coupon; or
- (b) ask for an advance sale for a type of entry by quickpick; or
- (c) ask for a registered game to be endorsed on a coupon.

(2) The drawing number of the game or the date of the drawing of the game, is to be nominated when the person asks for the advance sale, but the drawing must not be more than 10 weeks next following the purchase of the entry.

(3) An advance sale cannot be used for a multiweek entry.

Obtaining a quickpick

27. A person makes an entry by quickpick by asking for a quickpick and specifying the type of entry.

Obtaining a registered game

28. A registered player makes an entry by way of a registered game by asking for an entry with the player's registered numbers.

Division 2—Player registration

Application for player registration

29.(1) A person may apply to be a registered player—

- (a) by completing a player registration application; and
- (b) by lodging the application at a selling point.

(2) The player registration application must be accompanied by a fee of \$2.00.

(3) Two people may apply jointly to be registered in the players' register as a registered player.

Registration card to be issued to applicant

30.(1) On acceptance of an application to be a registered player, an Oz

Lotto agent must give to the person a player registration card.

(2) The player registration card is subject to the conditions printed on the card.

(3) Before giving the card to the registered player, the agent must activate the player registration card by passing the card through a card reader attached to the gaming terminal.

(4) The agent must use the gaming terminal to print on the player registration application—

(a) the player registration card number; and

(b) the time and date the card is activated by the computer system.

(5) The agent must promptly send a completed player application to the head office for inclusion in the players' register.

(6) If 2 persons jointly apply to be a registered player, only 1 registration card may be issued to them.

Players' register

31.(1) The Office must keep and maintain a players' register.

(2) A registered player may ask the Office to check details about the player contained in the register.

Amendment of the players' register

32.(1) It is a registered player's responsibility to notify the Office of any changes to the player's details contained in the players' register.

(2) A registered player may change the player's details contained in the players' register by lodging another completed player registration application at a selling point.

Maximum of 2 names to appear on entry

33. No more than 2 names may be recorded as subscribers for an entry.

Entry by syndicate

34.(1) Nothing in this rule prevents more than 2 persons (“**a group**”) from entering a game as a syndicate.

(2) However, the Office is not bound by a rule or agreement made between members of a group.

Division 3—Entry forwarded directly to Office**Coupon may be forwarded directly to head office**

35.(1) A coupon may be given or sent to the Office for entry into a game—

- (a) by a person; or
- (b) by a player’s agent.

(2) The Office need not accept a coupon if it is not completed in accordance with this rule and accompanied by the entry fee.

(3) A person may pay the entry fee to the Office by cheque but the entry must not be processed until the Office’s bankers receive the proceeds of the cheque.

(4) After the Office receives the cheque’s proceeds, the entry must be processed for the next available game of Oz Lotto other than the game next following the time of purchase of the entry.

Application for entry without coupon

36. The Office may complete a coupon for a person if—

- (a) the person sends a written application to the Office to enter a game without enclosing a coupon; and
- (b) the Office is satisfied that the person has provided sufficient detail for the Office to complete a coupon.

Forwarded coupons and written applications not to be entered in next game

37.(1) This section applies to a coupon, or other written application, for an entry into a game that is sent to the Office.

(2) The coupon or written application must be entered in the next available game other than the game next following the Office's receipt of the coupon or written application.

(3) A subscription receipt must be sent by the Office to the subscriber or player's agent as soon as is practicable after the validation of the coupon.

(4) This section is subject to section 35(3) and (4) (Coupon may be forwarded directly to Office).

Division 4—Coupon Validation**Processing of coupon**

38.(1) An Oz Lotto agent must use a gaming terminal to print on the validation side of a coupon information about an entry.

(2) The information that may be printed on the validation side includes—

- (a) the participating draw number or, if it is a multiweek entry, a range of draw numbers; and
- (b) the number of the gaming terminal; and
- (c) the coupon number; and
- (d) the entry fee; and
- (e) the date and time of purchase; and
- (f) the prize validation bar code; and
- (g) if the person is a registered player—the player's registration number in the players' register; and
- (h) whether the entry is a multiweek entry and, if so, whether it is for 5 or 10 weeks; and
- (i) the number selection; and

- (j) other information including, for example, whether or not the entry is quickpick or a registered game.

Subscription receipt not to be changed

- 39.(1)** A subscription receipt must not be changed in any way.
- (2)** If a subscription receipt is changed, the receipt is invalid.

Subscriber to check subscription receipt

40. The subscription receipt should be checked by the subscriber to ensure that—

- (a) the subscription receipt is not defective; and
- (b) the information printed on the validation side is correct.

Cancellation of subscription receipt at request of subscriber

41.(1) A subscriber may ask for a subscription receipt to be cancelled.

(2) If the subscriber asks for a subscription receipt to be cancelled within 10 minutes of its issue, the Oz Lotto agent may cancel the receipt using the same gaming terminal that issued it.

(3) If the subscriber asks for a subscription receipt to be cancelled on the same day of its issue but after 10 minutes of the issue, the Office may cancel the receipt.

(4) The Office may only cancel the receipt if—

- (a) the game has not closed; and
- (b) the Oz Lotto agent contacts the head office and asks the Office to cancel the receipt; and
- (c) the Office is able to identify and cancel the receipt; and
- (d) the Oz Lotto agent endorses the receipt as cancelled.

No cash refunds to be given

42. If a subscription receipt is cancelled—

- (a) no refund is to be given; but
- (b) the entry fee for the cancelled entry may be used for another entry.

Cancelled subscription receipt void

43.(1) If a subscription receipt is recorded in the computer system as cancelled, the subscription receipt is void.

(2) A person has no claim against the Office for a prize based on a cancelled subscription receipt.

PART 3—DRAWING OF GAME AND PUBLICATION OF RESULTS

Each drawing of a game to be identified

44. Each drawing of a game must be identified by a number.

Conduct of drawing

45.(1) The drawing of a game must be conducted and supervised in a way agreed by the National Lotto Bloc partners.

(2) The drawing decides the prize winners in the game.

Amount of provisional prize pool

46. The amount of the provisional prize pool for a game must be announced at the drawing of the game.

Drawing the numbers

47.(1) The person who is conducting the drawing of a game must cause to be randomly drawn from the drawing equipment 8 numbered balls, 1 at a time, consisting of—

- (a) 6 winning numbers; and
 - (b) 2 supplementary numbers.
- (2) The 6 balls drawn first are the winning numbers for the game.
- (3) The 2 additional balls drawn are the supplementary numbers for the game.

Winning selections for each prize divisions

- 48.(1) In each game there are 5 prize divisions.
- (2) The prize winners in a prize division are those subscribers whose selections match the winning selection for the division.
- (3) The winning selections for each division are as follows—
- (a) Division 1—all 6 winning numbers;
 - (b) Division 2—any 5 winning numbers and 1 of the supplementary numbers;
 - (c) Division 3—any 5 of the winning numbers;
 - (d) Division 4—any 4 of the winning numbers; and
 - (e) Division 5—any 3 of the winning numbers and 1 of the supplementary numbers.
- (4) The divisions are numbered so that Division 1 is the highest numbered division and Division 5 is the lowest numbered division.

Example—

The next lower division to Division 2 is Division 3.

Division win does not include lower division wins

49. The numbers that are winning numbers for a division cannot be reduced by 1 (whether or not a supplementary number is then included) and constitute the numbers for a lower division.

Example—

If a person has the 6 winning numbers for Division 1, the person has not won Division 3 merely because 5 winning numbers are included in the 6 winning numbers.

Publication of results

50.(1) The Office must notify Oz Lotto agents of the results of the game as soon as practicable after the drawing of the game.

(2) The results consist of—

- (a) the winning and supplementary numbers; and
- (b) the date the claim period ends.

(3) An Oz Lotto agent must display at the agent's premises the results of the game.

(4) An Oz Lotto agent may also display the following interim results—

- (a) the amount of the prize pool in each division;
- (b) the number of prize winners in each division;
- (c) the provisional value of a prize in Division 1 and the value of a prize in each of the other divisions.

PART 4—HOW TO CLAIM A PRIZE

Division 1—Computer system identifies prize claims

Prize winning entries identified by computer

51.(1) The prize winning entries in a game are identified by the computer system.

(2) If a person has a winning subscription receipt but the computer system does not identify the entry as a prize winning entry, no prize need be paid by the Office until the Office has investigated the discrepancy and resolved it.

(3) The Office must carry out the investigation within a reasonable time and must complete it before 6 months after the claim period ends.

Division 2—Prize payment for Division 1

Making a claim—Division 1

52.(1) A person claiming a Division 1 prize must make a claim with the Office within the claim period.

(2) The claim must include the subscription receipt for the entry, with the claimant's full name and address clearly written on the receipt.

(3) The Office need not accept a claim that is received after the claim period has ended.

Payment of prize money—Division 1

53.(1) The Office must check the computer system to see if a registered player is the subscriber for a Division 1 winning subscription receipt.

(2) The Office must pay a Division 1 prize to a person if the person makes a claim for a Division 1 prize within the claim period and—

- (a)** if subsection (1) applies—the person lodging the claim is the registered player for the subscription receipt; or
- (b)** if subsection (1) does not apply—the person is the holder of the winning subscription receipt.

(3) Prize money for Division 1 winners of a game must be distributed as soon as practicable after the claim period ends.

(4) This section is subject to section 58 (Claimant may be asked to make statutory declaration).

Division 3—Prize payment for Divisions 2–5

Making a claim—Divisions 2–5

54.(1) A person may claim a prize in Divisions 2 to 5 of a game by presenting a subscription receipt to an Oz Lotto agent.

(2) An Oz Lotto agent must use a gaming terminal to identify whether the subscription receipt is a prize winning entry in the game.

(3) If a subscription receipt is not identified by the computer system as a prize winning entry, the claimant must make a claim with the Office before the claim period ends.

(4) A claim under subsection (3) must include the subscription receipt, with the claimant's full name and address clearly written on the receipt.

Holder of subscription receipt may be regarded as owner

55.(1) The holder of a winning subscription receipt in Divisions 2 to 5 may be regarded as the owner of the receipt.

(2) A Division 2 to 5 prize may be paid without checking that the holder of a subscription receipt is the same person whose name appears in the players' register for the winning subscription receipt.

Payment of prizes—Divisions 2–5

56.(1) A prize in Divisions 2 to 5 of a game must be paid as soon as practicable after the drawing of the game.

(2) A prize may be paid by an Oz Lotto agent on presentation and evaluation by a gaming terminal of the subscription receipt.

(3) If an Oz Lotto agent cannot pay a prize because—

- (a) the prize is more than the agent's payment limit; or
- (b) the agency payment period has ended;

the claimant must make a claim with the Office before the claim period ends.

(4) In this section—

“agent's payment limit” means \$500 or a higher amount as previously agreed between the Office and the Oz Lotto agent.

Prize winner identified by computer

57.(1) The Office may send a cheque for a prize to a person if—

- (a) the person's name and address is registered in the players' register; and

- (b) the computer system identifies the person as the subscriber for a winning subscription receipt, other than a receipt for Division 1; and
- (c) the prize has not been paid within the agency payment period.

(2) The Office need not send the cheque if it considers that the name or address in the players' register is incorrect or insufficient to ensure its safe delivery.

Division 4—Miscellaneous

Claimant may be asked to make statutory declaration

58.(1) The Office may ask a person claiming a prize to complete a statutory declaration and provide identification before the prize is paid.

(2) The statutory declaration may include a statement from the person claiming the prize that the person is the rightful owner of the winning subscription receipt.

Discharge of Office's obligation to pay prize

59.(1) The Office's obligation to pay a prize for an entry is discharged if—

- (a) an Oz Lotto agent pays a prize to the holder of a winning subscription receipt; or
- (b) the Office sends a cheque for a prize to an address shown in the player's register after the agency payment period ends.

(2) Subsection (1) applies whether or not the person has completed a statutory declaration.

Notation of prize winning receipt

60.(1) If a subscription receipt is identified by the computer system as a prize winning entry and the prize is paid, the Oz Lotto agent must use the gaming terminal to print the receipt with the following information—

- (a) the date of payment;

- (b) the draw in which the prize was won;
- (c) the amount paid to the subscriber.

(2) The subscription receipt must be kept by the Oz Lotto agent for 3 months after the prize is paid.

Illegible subscription receipt

61.(1) This section applies if—

- (a) a subscriber presents a subscription receipt at an Oz Lotto agent's selling point; and
- (b) the gaming terminal at the selling point fails to read the receipt.

(2) The agent must, if possible, enter the coupon number on the keyboard attached to the gaming terminal.

(3) If—

- (a) the computer system identifies the coupon number as belonging to the subscription receipt for a prize winning entry; and
- (b) the agent may otherwise pay the prize for the entry;

the agent must pay the prize and may comply with section 60 (Notation of prize winning receipt) by printing the validation side of a new coupon with the information specified in the section.

(4) If the coupon number is illegible, any further claim must be made at the head office.

Prize validation of multiweek coupon

62.(1) This section applies if a person presents a winning subscription receipt to an Oz Lotto agent and the receipt is a multiweek entry that is still current for another game.

(2) The Oz Lotto agent must—

- (a) use a gaming terminal to print the information required by section 60 (Notification of prize winning receipt) on the subscription receipt and the validation side of a new coupon; and
- (b) return the subscription receipt to the person.

Release of names and addresses of prize winners

63.(1) The Office must not release the name or address of a prize winner if the person has placed an 'x' in the not for publication (NFP) box on the player registration application.

(2) However, the Office may publish the name of the suburb or town shown in the players' register as the address for the registered subscriber prize winner.

PART 5—DISTRIBUTION OF PRIZE POOLS**Distribution of net prize pool**

64.(1) The net prize pool must be distributed as follows—

- Division 1—40% of the net prize pool
- Division 2—6% of the net prize pool
- Division 3—11% of the net prize pool
- Division 4—19% of the net prize pool
- Division 5—24% of the net prize pool.

(2) For a prize other than in Division 1, the amount of a prize distributed under subsection (1) may be rounded to the nearest sum consisting of a 5 cent multiple.

Example—

3 cents will be rounded up to 5 cents.

Prize money to be paid equally to winners in a division

65. The prize money for a division of a game must be divided in equal shares between the winners in the division.

Division 1 prize pool may jackpot to next game

66.(1) If there is no Division 1 prize winner in a game, the amount of the prize pool available for distribution to Division 1 winners in the game jackpots by adding the amount to the Division 1 prize money in the next game.

(2) The Division 1 prize may jackpot under subsection (1) for 24 games.

(3) If there is no Division 1 prize winner in the twenty-fifth game, the total prize money of the jackpot prize pool and the Division 1 prize payable for the twenty-fifth game, must be added to the prize money for the next lower division in which there is a winner for the game.

(4) If subsection (3) applies, the prize money must be treated as a Division 1 prize for the purposes of making a claim.

(5) This section is subject to section 70 (Minimum prize payout).

Division 2–4 prize pool may go to next lower Division

67. If there is no winner in Divisions 2 to 4 in a game, the amount of the prize pool available for distribution to winners in the Division in the game must be added to the prize pool available for distribution to winners in the next lower Division in which there is at least 1 winner.

Bonus prize reserve

68.(1) The Office may, as agreed with the National Lotto Bloc partners, set aside a percentage of the total prize pool for a game to accumulate as part of a bonus prize reserve.⁴

(2) The “**bonus prize reserve**” means the total of the amounts set aside by all the National Lotto Bloc partners.

(3) The amount of the percentage set aside under subsection (1) for a game must not be more than 3.5% of the total prize pool for the game.

(4) The bonus prize reserve is distributed as additional prize money in the amounts agreed between the National Lotto Bloc partners.

⁴ Each of the other partners to the National Lotto Bloc are to set aside an equal percentage.

Single prize pool

69.(1) This section applies if—

- (a) a jackpot prize pool is available under section 66 (Division 1 prize pool may jackpot to next game) for a game; and
- (b) the Office is to distribute an amount from the bonus prize reserve for the same game.

(2) The jackpot prize pool and the amount from the bonus prize reserve are a single prize pool for the game and must be treated as a Division 1 prize for the purposes of making a claim.

Minimum prize payout

70.(1) This section applies if—

- (a) the National Lotto Bloc partners guarantee a minimum prize payout in Division 1 of a game; and
- (b) the Office is obliged to contribute an extra amount to the share of the prize pool in Division 1.

(2) The extra amount contributed must not be used in determining the amount of a jackpot prize pool.

PART 6—GENERAL PROVISIONS**Time game closes**

71.(1) No entry for a game may be accepted by an Oz Lotto agent after the closure time for the game.

(2) Closure time for a game must be displayed at each selling point.

Request to stop payment of prize

72.(1) A person may ask the Office to stop payment of a prize for a subscription receipt that has been lost, stolen or destroyed.

(2) The person's request must—

- (a) be on the form supplied by the Office; and
- (b) be accompanied by a search fee of \$5.00 for each subscription receipt for which a request is made.

(3) The person's request must contain sufficient information for the Office to properly identify the subscription receipt.

(4) If the search fee is not paid at the time of the request it is a debt due to the Office.

Power of Office on receipt of request to stop payment

73.(1) This section applies if the Office has received a request under section 72 (Request to stop payment of prize) about a subscription receipt.

(2) Despite any other provision of this rule, the Office may stop payment for the subscription receipt before the prize has been paid.

(3) If the prize for the subscription receipt has been paid before the Office is able to stop payment, the Office—

- (a) must notify the person who made the request that the payment has been made; and
- (b) if it is alleged that the subscription receipt has been lost or stolen—must assist in any investigation by a police officer and, despite section 63 (Release of name) 1 may release the name and address of the person to whom the prize has been paid.

(4) Before the Office pays a prize for which a stop payment has been made, the Office must—

- (a) investigate any claims for the receipt; and
- (b) try to identify the owner of the receipt.

SCHEDULE 1

SUBSCRIPTION

section 18(1)

Entry Type	Equivalent Entries	1 Week	5 Week	10 Week
1 Panel	1	\$1.00	\$5.00	\$10.00
2 Panel	2	\$2.00	\$10.00	\$20.00
3 Panel	3	\$3.00	\$15.00	\$30.00
4 Panel	4	\$4.00	\$20.00	\$40.00
5 Panel	5	\$5.00	\$25.00	\$50.00
6 Panel	6	\$6.00	\$30.00	\$60.00
7 Panel	7	\$7.00	\$35.00	\$70.00
8 Panel	8	\$8.00	\$40.00	\$80.00
9 Panel	9	\$9.00	\$45.00	\$90.00
10 Panel	10	\$10.00	\$50.00	\$100.00
11 Panel	11	\$11.00	\$55.00	\$110.00
12 Panel	12	\$12.00	\$60.00	\$120.00
18 Panel*	18	\$18.00	\$90.00	\$180.00
5 With The Field	40	\$40.00	\$200.00	\$400.00
4 With The Field	920	\$920.00	\$4,600.00	\$9,200.00
System 7**	7	\$7.00	\$35.00	\$70.00
System 8	28	\$28.00	\$140.00	\$280.00
System 9	64	\$64.00	\$320.00	\$640.00
System 10	210	\$210.00	\$1,050.00	\$2,100.00
System 11	462	\$462.00	\$2,310.00	\$4,620.00
System 12	924	\$924.00	\$4,620.00	\$9,240.00
System 13	1716	\$1,716.00	\$8,580.00	\$17,160.00
System 14	3003	\$3,003.00	\$15,015.00	\$30,030.00
System 15	4005	\$4,005.00	\$20,025.00	\$40,050.00
System 16	8006	\$8,006.00	N/A	N/A
System 17	12375	\$12,375.00	N/A	N/A
System 18	13564	\$13,564.00	N/A	N/A
System 19	27132	\$27,132.00	N/A	N/A
System 20	38760	\$38,760.00	N/A	N/A

* Quickpick Only
 ** System 7 Quickpick Minimum Number of Panels = 2

SCHEDULE 2

AGENCY FEES

section 18(1)

Entry Type	1 Week	5 Week	10 Week
1 Panel	\$0.10	\$0.75	\$1.50
2 Panel	\$0.20	\$0.30	\$1.00
3 Panel	\$0.25	\$0.65	\$1.30
4 Panel	\$0.30	\$0.75	\$1.50
5 Panel	\$0.35	\$0.90	\$1.80
6 Panel	\$0.40	\$1.00	\$2.00
7 Panel	\$0.45	\$1.15	\$2.30
8 Panel	\$0.50	\$1.25	\$2.50
9 Panel	\$0.55	\$1.40	\$2.80
10 Panel	\$0.60	\$1.50	\$3.00
15 Panel	\$0.65	\$1.85	\$3.30
20 Panel	\$0.70	\$1.75	\$3.50
25 Panel *	\$1.00	\$2.50	\$5.75
5 With 1/2a Field	\$2.40	\$6.30	\$12.00
6 With 1/2a Field	\$10.20	\$10.00	\$22.00
System 7 **	\$0.45	\$1.15	\$2.30
System 8	\$1.70	\$4.25	\$8.50
System 9	\$3.00	\$7.50	\$15.00
System 10	\$8.00	\$15.00	\$30.00
System 11	\$9.00	\$18.00	\$40.00
System 12	\$18.00	\$45.00	\$90.00
System 13	\$13.00	\$22.50	\$45.00
System 14	\$57.00	\$142.50	\$285.00
System 15	\$48.00	\$117.00	\$234.00
System 16	\$151.00	N/A	N/A
System 17	\$203.00	N/A	N/A
System 18	\$249.00	N/A	N/A
System 19	\$5,000.00	N/A	N/A
System 20	\$729.00	N/A	N/A

* Outclick Only
 ** System 7 Outclick Minimum Number of Panels = 2

SCHEDULE 3

ENTRY FEES

sections 15(3), 16(3) and 18(2)

Entry Type	Quickpick	Equivalent Entries	1 Week	5 Week	10 Week
1 Panel	No	1	\$1.10	\$4.26	\$10.40
2 Panel	No	2	\$2.20	\$14.50	\$21.80
3 Panel	No	3	\$3.25	\$15.25	\$31.50
4 Panel	No	4	\$4.30	\$20.75	\$41.50
5 Panel	No	5	\$5.35	\$25.30	\$51.80
5 Panel	Yes	6	\$5.40	\$31.30	\$52.00
7 Panel	No	7	\$7.45	\$36.15	\$72.30
8 Panel	No	8	\$8.50	\$41.25	\$82.50
9 Panel	No	9	\$9.55	\$46.40	\$92.80
10 Panel	No	10	\$10.60	\$51.50	\$103.00
11 Panel	No	11	\$11.65	\$56.55	\$113.30
12 Panel	Yes	12	\$12.70	\$61.75	\$123.50
13 Panel*	Yes	13	\$13.75	\$67.00	\$133.75
2 Week This Field	Yes	40	\$42.40	\$208.00	\$412.00
4 Week This Field	Yes	160	\$169.60	\$832.00	\$1,648.00
System 7**	Yes	7	\$7.46	\$29.16	\$57.90
System 8	Yes	28	\$29.70	\$144.28	\$238.50
System 9	Yes	62	\$67.00	\$327.50	\$536.40
System 10	Yes	210	\$216.00	\$1,004.00	\$2,130.00
System 11	Yes	462	\$471.00	\$2,352.50	\$4,635.00
System 12	Yes	824	\$842.00	\$4,166.00	\$8,332.00
System 13	Yes	1715	\$1,749.00	\$8,662.50	\$17,325.00
System 14	Yes	3563	\$3,660.00	\$18,157.50	\$36,315.00
System 15	Yes	6005	\$6,100.00	\$29,262.50	\$58,525.00
System 16	Yes	8008	\$8,150.00	N/A	N/A
System 17	Yes	12376	\$12,600.00	N/A	N/A
System 18	Yes	18964	\$19,010.00	N/A	N/A
System 19	Yes	27132	\$27,640.00	N/A	N/A
System 20	Yes	30760	\$31,400.00	N/A	N/A

* Quickpick Only
 ** System 7 Quickpick Maximum Number of Panels - 2

ENDNOTES

1. Made by the Golden Casket Art Union Office on 10 February 1994.
2. Approved by the Minister on 10 February 1994.
3. Notified in the Gazette on 14 February 1994.
4. Laid before the Legislative Assembly on . . .
5. The administering agency is the Golden Casket Art Union Office.

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