



Lotteries Act 1997

Lotteries Rule 1998

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Also see endnotes for information about—

- **when provisions commenced**
- **editorial changes made in earlier reprints.**

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Queensland

Lotteries Rule 1998

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Lotteries Rule 1998

[as amended by all amendments that commenced on or before 16 September 2005]

Part 1 Preliminary

1 Short title

This rule may be cited as the *Lotteries Rule 1998*.

2 Commencement

This rule commences on 1 August 1998.

3 Classification as, conduct of and prizes in, lotteries

- (1) Each schedule relates to a gaming scheme.
- (2) Each gaming scheme is classified as a lottery and has the name given in the schedule relating to it.
- (3) This rule regulates the conduct of, and prizes in, each lottery.
- (4) This rule applies to each lottery that is an approved lottery.
- (5) In this rule a reference to a lottery licensee in association with a reference, whether direct or indirect, to a lottery is a reference to the lottery licensee conducting the lottery.

4 Definitions

In this rule—

advance sale means the sale of a lottery ticket for a drawing of a lottery other than the first drawing after the purchase of the ticket.

agent's payment limit means the amount a lottery licensee and a lottery agent have agreed is the maximum amount the agent may pay.

astropick means a computer generated random selection of numbers, for an entry in a drawing of a lottery, in which a star sign selected by the person entering the drawing, and the time of entry, are used by the computer to generate the random selection of numbers.

casket see schedule 8.

division, for a drawing of a lottery, means a prize level identified as a division in the schedule for the lottery.

Example—

The prize levels for powerball range from division 1 down to division 7.

gaming terminal means a terminal that is—

- (a) part of a computer system; and
- (b) used at a selling point; and
- (c) able to identify a winning ticket by a ticket identifier; and
- (d) able to detect tampering with a security device on a ticket.

gold lotto means Wednesday gold lotto or Saturday gold lotto.

instant scratch-its see schedule 7.

lotto means Wednesday gold lotto, Saturday gold lotto or oz lotto.

major prize, for a lottery or a drawing of a lottery, means a prize of an amount the lottery licensee has decided is a major prize for the lottery or the drawing.

multiweek sale, for a lottery, means—

- (a) for a sale using a registered player's player's card—the sale of a lottery ticket for the next 2 to 52 drawings of the lottery after the purchase of the ticket; or
- (b) for a sale without using a registered player's player's card—the sale of a lottery ticket for the next 2 to 10 drawings of the lottery after the purchase of the ticket.

oz lotto see schedule 6.

player's card number, for a person who becomes a registered player, means the number allocated to the person's player's card.

players register means a register established by a lottery licensee under section 7.

pools see schedule 4.

powerball see schedule 3.

powerpick see schedule 3, section 2.

provisional prize pool, for a drawing of a lottery, means the amount estimated, at the time of the drawing, to be available to pay all winning tickets in the drawing.

quickpick means a computer generated random selection of numbers for an entry in a drawing of a lottery.

registered numbers, for a registered player for a lottery, means numbers registered by the player for the lottery under section 10.

registered player means a person registered with a lottery licensee under section 8.

Saturday gold lotto see schedule 2.

selling fee, for a lottery ticket, means the amount to which a lottery agent is entitled, under the agent's agency agreement, for processing the ticket.

selling point means a place where a person may enter a drawing of a lottery.

subscription means the amount calculated by deducting a lottery agent's selling fee for a lottery ticket from the purchase price for the ticket.

super 66 see schedule 5.

Wednesday gold lotto see schedule 1.

5 Lottery licensee acting as own agent

A reference in this rule to an agent includes a reference to a lottery licensee in the licensee's role as operator of a selling point.

Part 2 Player registration

6 Players register

- (1) A lottery licensee must establish a register containing—
 - (a) the name and address of each registered player; and
 - (b) if a registered player has numbers registered for entering a drawing of a lottery—the registered numbers; and
 - (c) other information the licensee considers appropriate.
- (2) If a registered player asks to be told the details about the player contained in the players register, the licensee must tell the player the details.

7 Application for player registration

- (1) A person may apply to be registered with a lottery licensee by—
 - (a) giving the information required, under section 6, for the players register to the licensee or a lottery agent; or
 - (b) completing a player registration application form and lodging the form with the licensee or at a selling point.
- (2) Two persons (but not more than 2 persons) may apply jointly to be registered in a players register as a registered player.

8 Lottery licensee to issue player's card

- (1) A lottery licensee who registers a person as a registered player must give the person a player's card.
- (2) The card must state the player's card number allocated by the licensee.
- (3) The person's registration is subject to the conditions printed on the card.
- (4) If 2 persons apply jointly to be registered as a registered player, the licensee may issue only 1 card for the registration.

- (5) The first time a person participating in a lottery uses a player's card, the lottery agent activates the card by passing it through a card reader attached to a gaming terminal.
- (6) A lottery licensee may charge—
 - (a) a fee to activate a player's card; and
 - (b) an annual fee for renewal of a player's card.

9 Registered player may have registered numbers

- (1) A registered player may have numbers (or for super 66, a number) for entering a drawing of a lottery registered, for the player, in the players register.
- (2) To have numbers registered, or to change registered numbers, other than for super 66, a registered player must—
 - (a) give an entry form marked with the numbers to a lottery agent; and
 - (b) ask the agent to register the numbers.
- (3) To have a number registered for super 66, or to change a registered number for super 66, a registered player must—
 - (a) give an entry form marked with the numbers to be registered for gold lotto, pools or powerball to a lottery agent; and
 - (b) ask the agent—
 - (i) to use the agent's gaming terminal to randomly generate a 6-digit number for super 66 at the same time as the agent registers numbers or changes the numbers registered for gold lotto, pools or powerball; and
 - (ii) to register the number generated as the person's registered number for super 66.

10 Changes in information for players register

- (1) To change the information contained in the players register about a registered player, the registered player must—

- (a) complete a change of details form supplied by the lottery licensee; and
 - (b) lodge the form with the licensee or at a selling point.
- (2) If the change required is a change in the player's name, the player must show the licensee or agent appropriate documents to explain the change.
- (3) A registered player is not required to complete a change of details form if the change required is a change in the player's address, or the correction of a typographical error.

Part 3 Processing an entry

10A No requirement to check that ticket corresponds with entry

Nothing in this part or in part 4 requires a lottery licensee or a lottery agent to check that the details on a lottery ticket correspond with the details requested by a person for entering a drawing of a lottery.

11 Processing an entry

A lottery agent who processes a person's entry for a drawing of a lottery must use a gaming terminal to print, on a lottery ticket, the following information—

- (a) the number, or if the entry is on the basis of a multiweek sale, the numbers, allocated to identify each drawing of the lottery the person is entering;
- (b) the number of the gaming terminal;
- (c) for an entry in casket—the ticket number;
- (d) the price of the lottery ticket;
- (e) the date and time of entry;
- (f) the control number and bar code generated by the lottery licensee's computer system;

- (g) if the person is a registered player, and enters the drawing using the person's player's card—the card number;
- (h) for a multiweek sale—the number of drawings entered;
- (i) the numbers selected;
- (j) if the person is a registered player and enters the drawing using the person's registered numbers—the numbers;
- (k) whether the entry is by a quickpick, astropick or powerpick, and if so, which;
- (l) if the entry is for powerball—the powerball number clearly identified;
- (m) if the entry is by an astropick—the star sign selected;
- (n) other information the lottery licensee considers appropriate.

12 Cancellation of lottery tickets

- (1) A lottery agent must cancel a lottery ticket if—
 - (a) the agent issued the ticket and a participant asks the agent to cancel the ticket within 10 minutes after the issue; and
 - (b) entries have not closed for the drawing to which the ticket relates; and
 - (c) the agent is able to identify and cancel the computer entry for the ticket.
- (2) A lottery agent must ask a lottery licensee to cancel a lottery ticket if—
 - (a) a participant asks the agent to cancel the ticket more than 10 minutes after the agent issued the ticket; or
 - (b) the agent is not able to identify or cancel the computer entry for the ticket.
- (3) A lottery licensee asked to cancel a lottery ticket under subsection (2), must cancel the ticket if—

- (a) entries have not closed for the drawing to which the ticket relates; and
 - (b) the licensee is able to identify and cancel the computer entry for the ticket; and
 - (c) the licensee considers it is practicable to cancel the computer entry for the ticket under the licensee's approved control system.
- (4) If a lottery ticket is cancelled, the agent must endorse the ticket as cancelled.

13 Refund for a cancelled lottery ticket

- (1) If a lottery licensee or a lottery agent cancels a lottery ticket, the licensee or agent must refund to the person who bought the ticket an amount equal to the amount paid for the ticket.
- (2) However, the licensee or agent may use the amount, or part of the amount, for another entry for a drawing of a lottery for the person if the person asks the licensee or agent to use the amount, or part of the amount, for the other entry.

14 When lottery ticket is void

- (1) A lottery ticket is void if—
 - (a) the lottery ticket is recorded in the lottery licensee's computer system as cancelled; or
 - (b) information forming part of the lottery ticket is changed other than with the authority of the lottery licensee.
- (2) A person does not have a claim against a lottery licensee for a prize based on a void lottery ticket.

Part 4 Entry directly with lottery licensee

15 Entry form may be given or sent directly to lottery licensee

- (1) If a lottery licensee sells or otherwise distributes lottery tickets to the public from a place approved by the chief executive for the purpose, a person may enter a drawing of a lottery by giving or sending a completed entry form directly to the lottery licensee and not through a lottery agent.
- (2) The lottery licensee need not accept an entry form if—
 - (a) it has not been completed in accordance with this rule; or
 - (b) it is not accompanied by the purchase price for the lottery ticket.
- (3) The person may pay the purchase price to the licensee by cheque but the licensee must not process the entry until the licensee receives the proceeds of the cheque.
- (4) After the licensee receives the cheque's proceeds, the entry must be processed for the next available drawing of the lottery for which it is an entry.
- (5) A lottery ticket must be sent by the licensee to the person as soon as practicable after the entry has been processed.
- (6) However, the licensee is not required to send a lottery ticket to a registered player who has asked the licensee not to send the ticket.

16 Application for entry without entry form

A lottery licensee may complete an entry form for a person if—

- (a) without enclosing an entry form, the person sends to the licensee—
 - (i) a written request to enter a drawing of a lottery; and
 - (ii) the purchase price of a lottery ticket; and

- (b) the licensee is satisfied the person has supplied enough information for the licensee to complete an entry form for the person.

16A Cancellation of a lottery ticket bought from a licensee

- (1) A lottery licensee must cancel a lottery ticket if—
 - (a) a person who enters a drawing of a lottery under this part asks the licensee to cancel the ticket and gives the ticket to the licensee; and
 - (b) entries have not closed for the drawing to which the ticket relates; and
 - (c) the licensee is able to identify and cancel the computer entry for the ticket; and
 - (d) the licensee considers it is practicable to cancel the computer entry for the ticket under the licensee's approved control system.
- (2) If the licensee cancels a lottery ticket under subsection (1), the licensee must endorse the ticket as cancelled.

Part 5 Drawing a lottery and publishing results

17 Each drawing to be numbered

Each drawing of a lottery is to be given a number and identified by the number.

18 Announcement of provisional prize pool

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

19 Publication of results

- (1) As soon as practicable after the drawing of a lottery, the lottery licensee must tell all the licensee's lottery agents the winning numbers.
- (2) Each agent must display the numbers at the agent's selling point.
- (3) An agent may also display the following information—
 - (a) the amount of the prize pool in each division;
 - (b) the number of prize winners in each division;
 - (c) the estimated value of a prize in division 1 and the value of a prize in each of the other divisions.

Part 6 Claiming a prize**20 Computer system to identify prize-winning entries**

- (1) The prize-winning entries for a drawing of a lottery are the entries identified by the lottery licensee's computer system.
- (2) If a person has a lottery ticket that, on the face of it, is a prize-winning ticket, but the computer system does not initially identify it as a prize-winning ticket, the licensee must investigate why the computer system did not identify the ticket.
- (3) The licensee—
 - (a) must not pay a prize for the ticket; and
 - (b) must tell the chief executive an investigation is required and the reason for the investigation; and
 - (c) must start the investigation as soon as practicable; and
 - (d) must complete the investigation within 6 months after the drawing.
- (4) When the investigation is complete, the licensee must obtain the chief executive's approval before paying the prize.

- (5) If the chief executive considers it appropriate in all the circumstances to pay the prize, the chief executive may approve the payment and the licensee may make the payment.

21 Registered player as prize winner in division 1

As soon as practicable after the drawing of a lottery, the lottery licensee must use the computer system to find out whether a division 1 prize-winning entry is the entry of a registered player.

22 Division 1—claim and payment

- (1) A person may claim a division 1 prize in a drawing of a lottery by presenting a prize-winning lottery ticket to the lottery licensee.
- (2) The licensee may pay a division 1 prize to a person claiming the prize who—
 - (a) presents a division 1 prize-winning lottery ticket; or
 - (b) is a registered player whom the licensee believes is entitled to the division 1 prize.
- (3) The licensee may wait 14 days after the drawing before paying a division 1 prize but, unless under section 20(3)(a) or 26(5) the prize can not be paid, must pay the prize as soon as practicable after the 14 days.

23 Claim and payment for prizes other than division 1 prizes

- (1) A person (*person A*) may claim a prize in a division for a drawing of a lottery, other than division 1, by presenting a prize-winning lottery ticket to a lottery agent.
- (2) The agent must use a gaming terminal to find out whether the lottery ticket is a prize-winning ticket in the drawing.
- (3) The agent is not required to pay the prize to person A if—
 - (a) the agent reasonably believes person A is not the owner of the lottery ticket; or

- (b) the lottery licensee has entered, on the licensee's computer system, an instruction to stop payment of the prize.
- (4) If the lottery ticket was issued to a registered player, the agent may pay the prize without checking whether the person claiming the prize is the registered player.
- (5) If the computer system does not identify the lottery ticket as a prize-winning ticket—
 - (a) the agent must not pay a prize; and
 - (b) if the person nevertheless wishes to claim a prize—the person must claim the prize directly from the lottery licensee.
- (6) A person must also claim a prize from a lottery licensee rather than the agent if the amount of the prize is more than the agent's payment limit.
- (7) Unless under section 20(3)(a) or 26(5) the prize can not be paid, an agent must pay a prize claimed in a division, other than division 1, as soon as practicable after it is claimed.

24 Lottery licensee may send cheque after agency payment period

- (1) This section applies if—
 - (a) the lottery licensee's computer system indicates that a participant in a drawing of a lottery is a registered player; and
 - (b) the participant's lottery ticket wins a prize (other than a prize in division 1 of the drawing); and
 - (c) the prize is not paid in the agency payment period for the lottery.
- (2) The lottery licensee may send a cheque for the prize to the registered player.
- (3) However, the lottery licensee need not send the cheque under subsection (2) if it appears to the licensee that the name or address in the players register for the registered player is incorrect, or is not adequate for the safe delivery of the cheque.

25 Lottery licensee may ask for statutory declaration and proof of identity

Before a lottery licensee pays a prize, the licensee may ask the person claiming the prize—

- (a) to complete a statutory declaration to the effect that the person is the owner of the prize-winning lottery ticket; and
- (b) to give proof of the person's identity.

26 Request to stop payment of prize

- (1) A person may ask a lottery licensee to stop payment of a prize for a prize-winning lottery ticket on the basis that the ticket has been lost, stolen or destroyed.
- (2) The request to stop payment must—
 - (a) be on the form supplied by the licensee; and
 - (b) contain enough information for the licensee to properly identify the lottery ticket; and
 - (c) be accompanied by a search fee of—
 - (i) if the chief executive approves an amount—the approved amount; or
 - (ii) if the chief executive does not approve an amount—\$5.
- (3) The licensee may stop payment of the prize.
- (4) If the prize is paid before the licensee is able to stop payment, the licensee—
 - (a) must tell the person who made the request that the payment has already been made; and
 - (b) if the request was made on the basis that the lottery ticket has been lost or stolen—
 - (i) must help in any police investigation; and
 - (ii) if the licensee knows the name and address of the person to whom the prize was paid—may tell an investigating police officer the name and address.

- (5) If the licensee stops payment of a prize under subsection (3), the licensee must not pay the prize until it investigates the ownership of the prize-winning lottery ticket.

27 Use of security codes and other tests to check lottery tickets and prizes

- (1) A lottery licensee may record security codes on, or put into effect other tests for, lottery tickets—
- (a) for making sure forged or fraudulently altered tickets are not taken to be winning tickets; and
 - (b) for deciding—
 - (i) whether a ticket is a winning ticket; and
 - (ii) if the ticket is a winning ticket—the amount of the prize.
- (2) If the licensee or a lottery agent decides that a ticket does not display a valid security code or satisfy other tests for the ticket, the licensee or agent must not pay a prize for the ticket.
- (3) Subsection (2) has effect even though the ticket appears to be a valid winning ticket.

28 Current multiweek lottery ticket to be returned

- (1) This section applies if a person, for payment of a prize, gives a lottery licensee or a lottery agent a lottery ticket bought on the basis of a multiweek sale and the ticket is still current for at least 1 more drawing of the lottery.
- (2) The licensee or agent must return the ticket to the person as soon as practicable after the prize has been paid.

28A Lottery ticket to be returned if not a winning ticket

- (1) If a person presents a lottery ticket to a lottery agent and the computer system does not identify the lottery ticket as a winning ticket, the lottery agent to whom the ticket is presented must return the ticket to the person.
- (2) However, subsection (1) does not apply if an investigation is required under section 20(2).

29 Payment of prize to 2 persons registered as a registered player

- (1) If an entry from 2 persons registered as a registered player is a prize-winning entry, the prize is paid in the way directed by the 2 persons acting together, but only to 1 or both of the persons.
- (2) If a lottery agent enters a drawing of a lottery on behalf of a group of persons, and the entry wins a prize in division 1 of the lottery, the lottery licensee may pay prize money to individual members of the group in the way directed by the agent.

30 Lottery licensee not bound by agreement between members of group

A lottery licensee is not bound by an agreement made between the members of a group of persons on whose behalf a person is a participant in a lottery.

31 Gaming terminal can not read lottery ticket

- (1) This section applies if—
 - (a) a person presents a lottery ticket at a lottery agent's selling point; and
 - (b) the gaming terminal at the selling point can not read the ticket.
- (2) If the lottery ticket number is not legible, but the person claims a prize—
 - (a) the agent must not pay the prize; and
 - (b) the person must claim the prize directly from the lottery licensee.
- (3) If the entry form number is legible, the agent must use the keyboard attached to the gaming terminal to enter the entry form number on the computer system.
- (4) If the computer system identifies the entry form number as belonging to a prize-winning lottery ticket, the agent may pay the prize only if—

- (a) the agency payment period has not ended; and
- (b) the amount of the prize is not more than the agent's payment limit; and
- (c) the prize is for a division other than division 1.

32 Lottery tickets are property of lottery licensee

A lottery ticket remains the lottery licensee's property at all times.

Part 7 Distribution of prize pools

33 Bonus prize reserve

If this rule provides for a stated part of the total subscriptions for a drawing of a lottery to be put aside to accumulate as part of a bonus prize reserve, the bonus prize reserve must, to the extent that it is not otherwise used for prizes under this rule, be distributed from time to time in payment of a prize or an additional prize in the lottery.

34 Pooling arrangements

- (1) This section applies if—
 - (a) there is an agreement between a lottery licensee and a foreign agency about the operation of a scheme by the licensee and agency; and
 - (b) the scheme is a combination of—
 - (i) a lottery (the *local lottery*); and
 - (ii) a gaming scheme (the *foreign gaming scheme*) conducted by the foreign agency that is equivalent to the local lottery; and
 - (c) for the scheme, the following amounts are pooled—
 - (i) amounts paid as subscriptions for the local lottery;

- (ii) amounts paid by persons to the foreign agency in taking part in the foreign gaming scheme; and
- (d) the scheme has—
 - (i) a single drawing; and
 - (ii) a single set of prizes.
- (2) The local lottery may be conducted as part of the scheme, and the provisions of this rule about the local lottery have effect subject to the operation of the scheme.
- (3) For subsection (1)(b), a reference to equivalent, for a local lottery, includes being equivalent with respect to—
 - (a) the local lottery's prize structure; and
 - (b) the percentage the net prize pool for a drawing of the local lottery bears to the total subscriptions for the drawing.

35 Jackpot and bonus prize reserve funds to be division 1 prize

- (1) This section applies if—
 - (a) a jackpot prize pool is available for a drawing of a lottery; and
 - (b) the lottery licensee is to distribute an amount from the bonus prize reserve for the division 1 prize in the same drawing.
- (2) The jackpot prize pool and the amount from the bonus prize reserve are a single prize pool for the drawing and, for making a claim, must be treated as a division 1 prize.

Part 8 Miscellaneous

36 Withdrawal of unsold lottery tickets

- (1) This section applies to a lottery if a person takes part in the lottery through lottery tickets that are printed to enable the

person to find out immediately whether the person has won a prize.

Example—

A lottery known as instant scratch-its.

- (2) A lottery licensee may withdraw all unsold lottery tickets for a drawing in the lottery—
- (a) if the drawing for the lottery can not proceed in a way that is substantially consistent with the prize structure for the drawing because of the way the tickets have been printed; or
 - (b) if the wording on the tickets is ambiguous or may result in confusion about a person's entitlement to a prize; or
 - (c) if prizes included in the prize structure for the lottery are no longer—
 - (i) available; or
 - (ii) of any value; or
 - (d) on the closure of the lottery; or
 - (e) if the chief executive considers it appropriate in all the circumstances to withdraw the tickets.

Example for subsection (2)(c)(ii)—

Some of the prizes for the drawing are tickets to a sporting event, but the event is held before all lottery tickets have been sold.

- (3) If lottery tickets for a drawing in the lottery are damaged or stolen, the lottery licensee—
- (a) may withdraw the tickets; and
 - (b) must advise the chief executive of the withdrawal.
- (4) The lottery licensee must not withdraw tickets under subsection (2)(a), (b) or (c) without the chief executive's approval.
- (5) Despite subsection (4), the lottery licensee may withdraw tickets under subsection (2)(a), (b) or (c) without the chief executive's approval if it is not practicable to obtain the chief executive's approval before the withdrawal.
- (6) If the licensee withdraws tickets under subsection (2)(a), (b) or (c) without the chief executive's approval, the licensee

must, as soon as practicable after the withdrawal, seek the chief executive's approval.

- (7) As soon as practicable after lottery tickets are withdrawn under subsection (2)(a), (b), (c) or (e), the licensee must advertise the withdrawal in a newspaper circulating generally in the State, and may advertise the withdrawal in any other way.
- (8) If lottery tickets are withdrawn under subsection (2), the withdrawal remains effective until—
 - (a) the chief executive decides the tickets—
 - (i) are available for sale; or
 - (ii) are to be destroyed; or
 - (b) if the chief executive refuses to approve a withdrawal sought under subsection (6)—the chief executive's refusal.

37 Guaranteed minimum prize payout for division 1

- (1) This section applies if—
 - (a) a minimum prize payout in division 1 in a drawing of a lottery has been guaranteed; and
 - (b) there is not enough money in the division 1 share of the prize pool and the bonus prize reserve for the payout.
- (2) The lottery licensee must make available the shortfall for the payout from the licensee's own funds.
- (3) However, if there is no winner in division 1, the amount made available from the bonus prize reserve or by the licensee under subsection (2) must not be used to decide the amount of a jackpot prize pool for a subsequent drawing.
- (4) The licensee may be reimbursed from the bonus prize reserve for money made available by the licensee under subsection (2).

38 Application of provisions of rule to instant scratch-its

- (1) The provisions of this rule (other than the schedules) apply to instant scratch-its only to the extent they can be sensibly applied having regard to the provisions of schedule 7.
- (2) Without limiting subsection (1)—
 - (a) parts 2 to 5 and 7 do not apply; and
 - (b) part 6, other than sections 25 to 27, 30 and 32, does not apply.

39 Application of provisions of rule to casket

- (1) The provisions of this rule (other than the schedules) apply to casket only to the extent they can be sensibly applied having regard to the provisions of schedule 8.
- (2) A reference in this rule to a division in a lottery is taken to be a reference to an equivalent prize level for casket.

Example—

A reference to a division 1 prize is taken to be a reference to a prize in the highest category of prizes in a drawing of casket.

40 Application of provisions of rule to promotional lottery

The provisions of this rule (other than the schedules) apply to promotional lottery only to the extent they can be sensibly applied having regard to the provisions of schedule 9.

Part 9 Repeals and transitional provisions

41 Repeal, and former provisions and rules superseded

- (1) The *Lotteries Rule 1996* is repealed.
- (2) This rule supersedes the *Lotteries Act 1994*, sections 17(2), 18 and 24(1) to (5) and the *Lotteries Rule 1996*.
- (3) Subsection (2) has effect subject to section 42(2).

42 Transitional

- (1) Anything done, or anything in existence, under the repealed rule for a current lottery is taken to have been done, or to be in existence, for the corresponding lottery under this rule.
- (2) However, if a current drawing of golden casket mentioned in section 18¹ of schedule 8 of the repealed rule is not completed before the commencement of this section it must be continued and completed as if that section had not been repealed.
- (3) For subsection (2), the reference in section 18(4) of schedule 8 of the repealed rule to section 13(1)² of the repealed rule is taken to include a reference to section 13(1)³ of this rule.
- (4) In this section—

current lottery means a lottery under the repealed rule for which a drawing was started but not completed before the commencement of this section.

repealed rule means the *Lotteries Rule 1996*.

1 Repealed *Lotteries Rule 1996*, schedule 8, section 18 (Golden casket lottery in progress at commencement of amending rule)

2 Repealed *Lotteries Rule 1996*, section 13 (No cash refund for cancelled subscription receipt)

3 Section 13 (Refund for a cancelled lottery ticket)

Schedule 1 Wednesday gold lotto

section 3

Part 1 Preliminary

1 Gaming scheme known as Wednesday gold lotto

This schedule relates to the gaming scheme known as Wednesday gold lotto.

2 Definitions

In this schedule—

drawing equipment means—

- (a) the regulated lottery equipment known as the Wednesday gold lotto ball drawing device; or
- (b) another electronically operated machine, approved by the chief executive, containing 45 balls numbered from 1 to 45, designed and used—
 - (i) to select, at random and 1 at a time, balls bearing the winning and supplementary numbers in a drawing of Wednesday gold lotto; and
 - (ii) to display the balls in a display section forming part of the equipment.

malfunction, of drawing equipment, means a failure of the equipment to function in the way it is designed to function.

net prize pool, for a drawing of Wednesday gold lotto, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

standard entry means the type of entry explained in section 7.

system entry means the type of entry explained in section 8.

with-the-field entry means the type of entry explained in section 9.

Schedule 1 (continued)**3 Agency payment period**

The agency payment period for a drawing of Wednesday gold lotto is—

- (a) for a registered player who enters the drawing using the player's player's card—the first 13 weeks after the drawing; and
- (b) for any other participant in the drawing—the first year after the drawing.

**Part 2 Entering a drawing of
Wednesday gold lotto****4 How to enter a drawing of Wednesday gold lotto**

A person may enter a drawing of Wednesday gold lotto by—

- (a) using a completed entry form; or
- (b) asking for any type of entry by quickpick; or
- (c) asking for any type of entry, other than a system entry, by astropick; or
- (d) asking for the person's registered numbers to be used.

5 Types of entries

- (1) A person may choose 1 of the following types of entries—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a with-the-field entry.
- (2) A standard, system or with-the-field entry may be made on the basis of an advance or multiweek sale.

Schedule 1 (continued)

6 Completing an entry form

- (1) An entry form is completed by marking—
 - (a) a selection of numbers; and
 - (b) for a system or with-the-field entry—the appropriate square for the entry; and
 - (c) for an entry made on the basis of a multiweek sale—the multiweek square for the number of weeks the person is entering.

- (2) An entry form may be used for more than 1 type of entry.

Example—

A person may mark some panels on an entry form for standard entries and mark other panels on the entry form for system entries.

- (3) Each selected square in a panel should be legibly and clearly marked with an 'X' within the boundaries of the square.
- (4) A mark made on an entry form to enter a drawing—
 - (a) must be made in dark blue or black non-erasable ink; and
 - (b) must not, without the approval of the lottery licensee, be made by mechanical or electronic means; and
 - (c) must not be made for a purpose other than to complete the entry form.
- (5) A lottery agent may refuse to accept—
 - (a) if an entry is a type of entry that may be made only by completing an entry form—an entry that has not been made on an entry form; or
 - (b) an entry form that has not been properly completed.
- (6) If an entry form has not been properly completed, the agent may ask the person submitting it—
 - (a) to properly complete the entry form; or
 - (b) to identify the number or numbers to be added to or removed from the selection; or
 - (c) to complete a new entry form.

Schedule 1 (continued)**7 Standard entry**

- (1) A person completes a standard entry in a drawing of Wednesday gold lotto by selecting 6 numbers from 1 of the panels.
- (2) However, an entry form may be completed only in multiples of 2 standard entries.

8 System entry

- (1) A person completes a system entry in a drawing of Wednesday gold lotto by—
 - (a) selecting between 7 and 20 numbers (the *system numbers*) from at least 1 of the panels; and
 - (b) marking the system square with an 'X'.
- (2) The lottery licensee's computer system forms all possible combinations of 6 numbers from the system numbers selected without the person identifying the individual combinations.
- (3) The equivalent number of standard entries of 6 numbers formed by a system entry is in appendix 1.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

- (4) The number of times a particular type of system entry wins a division if the winning and supplementary numbers are selected is in appendix 1.2.
- (5) The maximum number of system entries with more than 13 numbers for which an entry form may be completed is 4.

9 With-the-field entry

- (1) A person completes a with-the-field entry in a drawing of Wednesday gold lotto by—
 - (a) selecting 4 or 5 numbers from at least 1 of the panels; and
 - (b) marking the with-the-field '4' or '5' square with an 'X'.

Schedule 1 (continued)

- (2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.
- (3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is in appendix 1.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 40 standard entries.

- (4) The number of times a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is in appendix 1.2.

10 Multiweek sale

- (1) To enter a drawing of Wednesday gold lotto by a multiweek sale, a person must—
 - (a) complete a standard, system or with-the-field entry; and
 - (b) mark with an 'X' the multiweek square for the number of weeks the person is entering.
- (2) A multiweek sale can not be used for a system entry with more than 15 numbers.

11 Advance sale

- (1) To enter a drawing of Wednesday gold lotto by an advance sale, a person must nominate the number of the drawing for which the entry is required, and must also—
 - (a) complete an entry form; or
 - (b) ask for an entry by quickpick or astropick; or
 - (c) ask for the person's registered numbers to be used for the entry.
- (2) The drawing nominated must not be more than 11 drawings after the purchase of the entry.
- (3) An advance sale and a multiweek sale can not be used for the same entry.

Schedule 1 (continued)**12 Quickpick**

- (1) To enter a drawing of Wednesday gold lotto by a quickpick, a person—
 - (a) must ask for a quickpick; and
 - (b) must state whether the entry required is the equivalent of a standard or system entry; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) Subsections (3) to (6) state the types of quickpick.
- (3) A standard quickpick contains 12 entries.
- (4) A super quickpick contains 18 entries.
- (4A) A mega quickpick contains 24 entries.
- (5) A system quickpick is a system entry by quickpick.
- (6) A twinpick contains an entry in the next drawing of Wednesday gold lotto and the next drawing of Saturday gold lotto.
- (7) The minimum number of entries for which an entry form may be completed for a system 7 entry by quickpick is 2.

13 Astropick

- (1) To enter a drawing of Wednesday gold lotto by astropick, a person—
 - (a) must ask for an astropick; and
 - (b) must select a star sign; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) An astropick for Wednesday gold lotto contains 18 entries.

Schedule 1 (continued)

Part 3 Drawing Wednesday gold lotto**14 Drawing the numbers**

- (1) A person who conducts a drawing of Wednesday gold lotto must cause to be drawn from the drawing equipment 8 numbered balls consisting of—
 - (a) the first 6 balls which are the balls bearing the winning numbers; and
 - (b) the other 2 balls which are the balls bearing the supplementary numbers.
- (2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the display section of the drawing equipment.

14A Malfunction of drawing equipment

- (1) This section applies if—
 - (a) the drawing equipment malfunctions during a drawing of Wednesday gold lotto; and
 - (b) an inspector present at the drawing gives the person conducting the drawing a stop direction for the drawing equipment.
- (2) Any numbered ball drawn under section 14 before the malfunction time is taken to be valid for the drawing.
- (3) The person conducting the drawing must, as soon as practicable, complete the drawing.
- (4) In this section—

malfunction time means the time when the inspector considers the drawing equipment malfunctioned.

15 Winning selections for each prize division

- (1) There are 5 prize divisions in each drawing of Wednesday gold lotto.

Schedule 1 (continued)

- (2) The prize winners in a division are the participants whose selections of numbers match the winning selection for the division.
- (3) The following are the winning selections for each division—
 - (a) division 1—all 6 winning numbers;
 - (b) division 2—any 5 winning numbers and 1 supplementary number;
 - (c) division 3—any 5 winning numbers;
 - (d) division 4—any 4 winning numbers;
 - (e) division 5—any 3 winning numbers and 1 supplementary number.
- (4) Division 1 is the highest division and division 5 is the lowest division.

16 Only 1 prize for each entry

A standard entry in a drawing of Wednesday gold lotto can not win a prize in more than 1 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 needed for a division 3 prize are included in the 6 winning numbers for division 1.

Part 4 Distribution of prize pools**17 Bonus prize reserve**

Not more than 50% of the total subscriptions for a drawing of Wednesday gold lotto may be put aside to accumulate as part of a bonus prize reserve.

Schedule 1 (continued)**18 Distribution of division 1 prizes**

- (1) The lottery licensee must pay from the bonus prize reserve⁴—
 - (a) if there are no more than 3 division 1 winners—\$1000000 to each division 1 winner; or
 - (b) if there are more than 3 division 1 winners—\$3000000 divided equally among the division 1 winners.
- (2) If there is not enough money in the bonus prize reserve to pay the prizes mentioned in subsection (1), the lottery licensee must make available the shortfall in prize money from the licensee's own funds.
- (3) The licensee may be reimbursed from the bonus prize reserve for money made available by the licensee under subsection (2).

19 Distribution of net prize pool

- (1) The net prize pool for a drawing of Wednesday gold lotto must be distributed as follows—
 - division 2—10%
 - division 3—18%
 - division 4—32%
 - division 5—40%.
- (2) The prize pool for a division of a drawing, other than division 1, must be divided in equal shares among the winners in the division.
- (3) Despite subsection (1), the amount of a prize distributed may be rounded to the nearest sum consisting of a multiple of 5c.
- (4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the bonus prize reserve.

⁴ Because the division 1 prize money is paid from the bonus prize reserve and not from the net prize pool, the net prize pool does not contain any money to jackpot if there is no division 1 prize winner.

Schedule 1 (continued)

20 Divisions 2–4 prize pool to be added to pool for next lower division

- (1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.
- (2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

Schedule 1 (continued)

Appendix 1.1 Equivalent number of entries

sections 8(3) and 9(3)

Entry Type	Quickpick	Equivalent Entries
2 Panel	NO	2
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
24 Panel	YES**	24
5 With the Field	YES	40
4 With the Field	YES	820
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		
** 24 Panel available only as Mega Quickpick		

Schedule 1 (continued)

Appendix 1.2 System prize combinations

sections 8(4) and 9(4)

			PRIZES BY DIVISIONS FOR EACH SYSTEM TYPE																	
Winning	Supplementary	Divisions	S Y S T E M S																	
Numbers	Numbers	With the Field	4	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
Six (6)	Two (2)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1		
		2	0	0	0	12	12	12	12	12	12	12	12	12	12	12	12	12		
		3	0	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72		
		4	0	0	0	0	15	45	90	150	225	315	420	540	675	875	990	1170		
		5	0	0	0	0	0	20	80	180	320	500	720	980	1280	1620	2060	2420		
Six (6)	One (1)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1		
		2	0	0	0	6	6	6	6	6	6	6	6	6	6	6	6	6		
		3	0	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72		
		4	0	0	0	0	15	45	90	150	225	315	420	540	675	825	990	1170		
		5	0	0	0	0	0	20	60	120	200	300	420	560	720	900	1100	1360		
Six (6)	Zero (0)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1		
		2	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78		
		3	0	0	0	0	15	45	90	150	225	315	420	540	675	825	990	1170		
		4	0	0	0	0	0	15	45	90	150	225	315	420	540	675	825	990		
Five (5)	Two (2)	2	0	0	2	2	2	2	2	2	2	2	2	2	2	2	2	2		
		3	0	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12		
		4	0	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455		
		5	0	0	0	0	10	30	60	90	160	250	360	490	640	810	1000	1210		
Five (5)	One (1)	2	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1		
		3	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13		
		4	0	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455		
		5	0	0	0	0	10	30	60	100	150	210	280	360	450	550	660	780		
Five (5)	Zero (0)	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	37	2	3	4	5	6	7	8	9	10	11	12	13	14		
		4	0	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455		
Four (4)	Two (2)	4	0	0	0	3	6	10	15	21	28	36	45	55	66	78	91	105		
		5	0	0	0	4	16	36	64	100	144	196	256	324	400	484	576	676		
Four (4)	One (1)	2	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	38	3	10	15	21	28	36	45	55	66	78	91	105	120		
		4	0	0	0	5	12	24	40	60	84	112	144	180	220	264	312	364		
Four (4)	Zero (0)	1	1	0	5	0	0	0	0	0	0	0	0	0	0	0	0	0		
		2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	74	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	741	38	3	6	10	15	21	28	36	45	55	66	78	91	105	120		
Three (3)	Two (2)	4	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	0	37	4	9	16	25	36	49	64	81	100	121	144	169	196	225		
Three (3)	One (1)	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	114	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	705	37	3	6	10	15	21	28	36	45	55	66	78	91	105	120		
Three (3)	Zero (0)	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	114	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	73	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Two (2)	Two (2)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	142	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Two (2)	One (1)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	148	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Two (2)	Zero (0)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
One (1)	Two (2)	5	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
One (1)	One (1)	5	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		

Schedule 2 Saturday gold lotto

section 3

Part 1 Preliminary

1 Gaming scheme known as Saturday gold lotto

This schedule relates to the gaming scheme known as Saturday gold lotto.

2 Definitions

In this schedule—

drawing equipment means an electronically operated machine, containing 45 balls numbered from 1 to 45, designed and used—

- (a) to select, at random and 1 at a time, balls bearing the winning and supplementary numbers in a drawing of Saturday gold lotto; and
- (b) to display the balls in a display section forming part of the equipment.

net prize pool, for a drawing of Saturday gold lotto, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

standard entry means the type of entry explained in section 7.

system entry means the type of entry explained in section 8.

with-the-field entry means the type of entry explained in section 9.

3 Agency payment period

The agency payment period for a drawing of Saturday gold lotto is—

Schedule 2 (continued)

- (a) for a registered player who enters the drawing using the player's card—the first 13 weeks after the drawing; and
- (b) for any other participant in the drawing—the first year after the drawing.

Part 2 Entering a drawing of Saturday gold lotto

4 How to enter a drawing of Saturday gold lotto

A person may enter a drawing of Saturday gold lotto by—

- (a) using a completed entry form; or
- (b) asking for any type of entry by quickpick; or
- (c) asking for any type of entry, other than a system entry, by astropick; or
- (d) asking for the person's registered numbers to be used.

5 Types of entries

- (1) A person may choose 1 of the following types of entries—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a with-the-field entry.
- (2) A standard, system or with-the-field entry may be made on the basis of an advance or multiweek sale.

6 Completing an entry form

- (1) An entry form is completed by marking—
 - (a) a selection of numbers; and

Schedule 2 (continued)

- (b) for a system or with-the-field entry—the appropriate square for the entry; and
 - (c) for an entry made on the basis of a multiweek sale—the multiweek square for the number of weeks the person is entering.
- (2) An entry form may be used for more than 1 type of entry.

Example—

A person may mark some panels on an entry form for standard entries and mark other panels on the entry form for system entries.
- (4) Each selected square in a panel should be legibly and clearly marked with an 'X' within the boundaries of the square.
- (5) A mark made on an entry form to enter a drawing—
 - (a) must be made in dark blue or black non-erasable ink; and
 - (b) must not, without the approval of the lottery licensee, be made by mechanical or electronic means; and
 - (c) must not be made for a purpose other than to complete the entry form.
- (6) A lottery agent may refuse to accept—
 - (a) if an entry is a type of entry that may be made only by completing an entry form—an entry that has not been made on an entry form; or
 - (b) an entry form that has not been properly completed.
- (7) If an entry form has not been properly completed, the agent may ask the person submitting it—
 - (a) to properly complete the entry form; or
 - (b) to identify the number or numbers to be added to or removed from the selection; or
 - (c) to complete a new entry form.

Schedule 2 (continued)**7 Standard entry**

- (1) A person completes a standard entry in a drawing of Saturday gold lotto by selecting 6 numbers from 1 of the panels.
- (2) However, an entry form may be completed only in multiples of 2 standard entries, but with a minimum of 4 standard entries.

8 System entry

- (1) A person completes a system entry in a drawing of Saturday gold lotto by—
 - (a) selecting between 7 and 20 numbers (the *system numbers*) from at least 1 of the panels; and
 - (b) marking the system square with an 'X'.
- (2) The lottery licensee's computer system forms all possible combinations of 6 numbers from the system numbers selected without the person identifying the individual combinations.
- (3) The equivalent number of standard entries of 6 numbers formed by a system entry is in appendix 2.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

- (4) The number of times a particular type of system entry wins a division if the winning and supplementary numbers are selected is in appendix 2.2.
- (5) The maximum number of system entries with more than 13 numbers for which an entry form may be completed is 4.

9 With-the-field entry

- (1) A person completes a with-the-field entry in a drawing of Saturday gold lotto by—
 - (a) selecting 4 or 5 numbers from at least 1 of the panels; and
 - (b) marking the with-the-field '4' or '5' square with an 'X'.

Schedule 2 (continued)

- (2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.
- (3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is in appendix 2.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 40 standard entries.

- (4) The number of times a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is in appendix 2.2.

10 Multiweek sale

- (1) To enter a drawing of Saturday gold lotto by a multiweek sale, a person must—
 - (a) complete a standard, system or with-the-field entry; and
 - (b) mark with an 'X' the multiweek square for the number of weeks the person is entering.
- (2) A multiweek sale can not be used for a system entry with more than 15 numbers.

11 Advance sale

- (1) To enter a drawing of Saturday gold lotto by an advance sale, a person must nominate the number of the drawing for which the entry is required, and must also—
 - (a) complete an entry form; or
 - (b) ask for an entry by quickpick or astropick; or
 - (c) ask for the person's registered numbers to be used for the entry.
- (2) The drawing nominated must not be more than 11 drawings after the purchase of the entry.
- (3) An advance sale and a multiweek sale can not be used for the same entry.

Schedule 2 (continued)**12 Quickpick**

- (1) To enter a drawing of Saturday gold lotto by a quickpick, a person—
 - (a) must ask for a quickpick; and
 - (b) must state whether the entry required is the equivalent of a standard or system entry; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) Subsections (3) to (6) state the types of quickpick.
- (3) A standard quickpick contains 12 entries.
- (4) A super quickpick contains 18 entries.
- (4A) A mega quickpick contains 24 entries.
- (5) A system quickpick is a system entry by quickpick.
- (6) A twinpick contains an entry in the next drawing of Saturday gold lotto and the next drawing of Wednesday gold lotto.
- (7) The minimum number of entries for which an entry form may be completed for a system 7 entry by quickpick is 2.

13 Astropick

- (1) To enter a drawing of Saturday gold lotto by astropick, a person—
 - (a) must ask for an astropick; and
 - (b) must select a star sign; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) An astropick for Saturday gold lotto contains 18 entries.

Schedule 2 (continued)

Part 3 Drawing Saturday gold lotto**14 Drawing the numbers**

- (1) A person who conducts a drawing of Saturday gold lotto must cause to be drawn from the drawing equipment 8 numbered balls consisting of—
 - (a) the first 6 balls which are the balls bearing the winning numbers; and
 - (b) the other 2 balls which are the balls bearing the supplementary numbers.
- (2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the display section of the drawing equipment.

15 Winning selections for each prize division

- (1) There are 5 prize divisions in each drawing of Saturday gold lotto.
- (2) The prize winners in a division are the participants whose selections of numbers match the winning selection for the division.
- (3) The following are the winning selections for each division—
 - (a) division 1—all 6 winning numbers;
 - (b) division 2—any 5 winning numbers and 1 supplementary number;
 - (c) division 3—any 5 winning numbers;
 - (d) division 4—any 4 winning numbers;
 - (e) division 5—any 3 winning numbers and 1 supplementary number.
- (4) Division 1 is the highest division and division 5 is the lowest division.

Schedule 2 (continued)**16 Only 1 prize for each entry**

A standard entry in a drawing of Saturday gold lotto can not win a prize in more than 1 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 needed for a division 3 prize are included in the 6 winning numbers for division 1.

Part 4 Distribution of prize pools**17 Bonus prize reserve**

Not more than 5% of the total subscriptions for a drawing of Saturday gold lotto may be put aside to accumulate as part of a bonus prize reserve.

18 Distribution of net prize pool

- (1) The net prize pool for a drawing of Saturday gold lotto must be distributed as follows—
 - division 1—26.2%
 - division 2—6.7%
 - division 3—12.4%
 - division 4—21.1%
 - division 5—33.6%.
- (2) The prize pool for a division of a drawing must be divided in equal shares among the winners in the division.
- (3) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5c.
- (4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the division 1 prize pool.

Schedule 2 (continued)**19 Jackpot of division 1 prize pool**

- (1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.
- (2) The division 1 prize pool in a drawing may jackpot under subsection (1) 4 times.
- (3) If there is no division 1 prize winner in the fifth drawing, the total of the jackpot prize pool and the division 1 prize payable for the fifth drawing must be added to the prize pool available for distribution to winners in division 2 in the fifth drawing.
- (4) If subsection (3) applies, the prize pool must be treated as division 1 prize money for making a claim.

20 Divisions 2–4 prize pool to be added to pool for next lower division

- (1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.
- (2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

Schedule 2 (continued)

Appendix 2.1 Equivalent number of entries

sections 8(3) and 9(3)

Entry Type	Quickpick	Equivalent Entries
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
24 Panel	YES**	24
5 With the Field	YES	40
4 With the Field	YES	820
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		
** 24 Panel available only as Mega Quickpick		

Schedule 2 (continued)

Appendix 2.2 System prize combinations

sections 8(4) and 9(4)

		PRIZES BY DIVISIONS FOR EACH SYSTEM TYPE																				
Winning	Supplementary	Divisions	With the Field				S Y S T E M S															
Numbers	Numbers		4	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20				
Six (6)	Two (2)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1				
		2	0	0	0	0	12	12	12	12	12	12	12	12	12	12	12	12				
		3	0	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72				
		4	0	0	0	0	15	45	90	150	225	315	420	540	675	875	990	1170				
		5	0	0	0	0	20	80	180	320	500	720	980	1280	1620	2000	2420	2880				
Six (6)	One (1)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1				
		2	0	0	0	6	6	6	6	6	6	6	6	6	6	6	6	6				
		3	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78				
		4	0	0	0	15	45	90	150	225	315	420	540	675	825	990	1170	1365				
		5	0	0	0	0	20	60	120	200	300	420	560	720	900	1100	1320	1560				
Six (6)	Zero (0)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1				
		3	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78				
		4	0	0	0	0	15	45	90	150	225	315	420	540	675	825	990	1170				
Five (5)	Two (2)	2	0	0	2	2	2	2	2	2	2	2	2	2	2	2	2	2				
		3	0	0	0	9	9	1	2	3	4	5	6	7	8	9	10	11				
		4	0	0	0	5	15	30	45	75	105	140	180	225	275	330	390	455				
		5	0	0	0	0	10	40	90	160	250	360	490	640	810	1000	1210	1440				
Five (5)	One (1)	2	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1				
		3	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13				
		4	0	0	0	5	15	30	45	75	105	140	180	225	275	330	390	455				
		5	0	0	0	0	10	30	60	100	150	210	280	360	450	550	660	780				
Five (5)	Zero (0)	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0				
		2	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0				
		3	0	0	37	2	3	4	5	6	7	8	9	10	11	12	13	14				
		4	0	0	0	5	15	30	45	75	105	140	180	225	275	330	390	455				
Four (4)	Two (2)	4	0	0	0	3	6	10	15	21	28	36	45	55	66	78	91	105				
		5	0	0	0	4	16	36	64	100	144	196	256	324	400	484	576	676				
Four (4)	One (1)	2	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0				
		3	0	0	38	3	6	10	15	21	28	36	45	55	66	78	91	105				
		5	0	0	0	4	12	24	40	60	84	112	144	180	220	264	312	364				
Four (4)	Zero (0)	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		3	74	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		4	741	38	3	6	10	15	21	28	36	45	55	66	78	91	105	120				
Three (3)	Two (2)	4	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		5	0	37	4	9	16	25	36	49	64	81	100	121	144	169	196	225				
Three (3)	One (1)	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		4	114	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		5	703	37	3	6	10	15	21	28	36	45	55	66	78	91	105	120				
Three (3)	Zero (0)	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		4	114	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		5	73	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Two (2)	Two (2)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		5	148	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Two (2)	One (1)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		5	148	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Two (2)	Zero (0)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		5	8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
One (1)	Two (2)	5	19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
One (1)	One (1)	5	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				

Schedule 3 Powerball

section 3

Part 1 Preliminary

1 Gaming scheme known as powerball

This schedule relates to the gaming scheme known as powerball.

2 Definitions

In this schedule—

drawing equipment means 2 electronically operated machines—

- (a) used to select, at random and 1 at a time, balls bearing the winning numbers and powerball number in a drawing of powerball; and
- (b) each containing 45 balls numbered from 1 to 45.

net prize pool, for a drawing of powerball, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

powerball number see section 7.

powerpick means the way of entering powerball described in section 12.

standard entry means the type of entry explained in section 7.

system entry means the type of entry explained in section 8.

3 Agency payment period

The agency payment period for a drawing of powerball is—

- (a) for a registered player who enters the drawing using the player's player's card—the first 13 weeks after the drawing; and

Schedule 3 (continued)

- (b) for any other participant in the drawing—the first year after the drawing.

Part 2 Entering a drawing of powerball

4 How to enter a drawing of powerball

A person may enter a drawing of powerball by—

- (a) using a completed entry form; or
- (b) asking for any type of entry by quickpick; or
- (c) asking for any type of entry, other than a system entry, by astropick; or
- (d) asking for the person's registered numbers to be used; or
- (e) asking for a powerpick.

5 Types of entries

- (1) A person may choose 1 of the following types of entries—
 - (a) a standard entry;
 - (b) a system entry.
- (2) A standard entry or a system entry with not more than 15 numbers may be made on the basis of a multiweek sale.
- (3) A standard or system entry may be made on the basis of an advance sale.

6 Completing an entry form

- (1) An entry form is completed by marking—
 - (a) a selection of numbers; and

Schedule 3 (continued)

- (b) for a system entry—the appropriate square for the entry; and
 - (c) for an entry made on the basis of a multiweek sale—the multiweek square for the number of weeks the person is entering.
- (2) An entry form may be used for more than 1 type of entry.
- Example—*
- A person may mark some panels on an entry form for standard entries and mark other panels on the entry form for system entries.
- (3) Each selected square in a panel should be legibly and clearly marked with an 'X' within the boundaries of the square.
- (4) A mark made on an entry form to enter a drawing—
- (a) must be made in dark blue or black non-erasable ink; and
 - (b) must not, without the approval of the lottery licensee, be made by mechanical or electronic means; and
 - (c) must not be made for a purpose other than to complete the entry form.
- (5) A lottery agent may refuse to accept—
- (a) if an entry is a type of entry that may be made only by completing an entry form—an entry that has not been made on an entry form; or
 - (b) an entry form that has not been properly completed.
- (6) If an entry form has not been properly completed, the agent may ask the person submitting it—
- (a) to properly complete the entry form; or
 - (b) to identify the number or numbers to be added to or removed from the selection; or
 - (c) to complete a new entry form.

Schedule 3 (continued)

7 Standard entry

- (1) A person completes a standard entry in a drawing of powerball by selecting 5 numbers from the first panel for the entry and 1 number (the ***powerball number***) from the second panel for the entry.
- (2) However, an entry form may be completed only in multiples of 2 standard entries.

8 System entry

- (1) A person completes a system entry in a drawing of powerball by—
 - (a) selecting between 7 and 20 numbers (the ***system numbers***) from the first panel for the entry and 1 number (again, the ***powerball number***) from the second panel for the entry; and
 - (b) marking the system square with an 'X'.
- (2) The computer system forms all possible combinations of 5 numbers from the system numbers selected for the first panel without the person identifying the individual combinations.
- (3) The equivalent number of standard entries of 5 numbers formed by a system entry is in appendix 3.1.

Example—

If a person selects 8 numbers in the first panel for an entry, a powerball number and the system square, the person has the equivalent of 56 standard entries.

- (4) The number of times a particular type of system entry wins a division if the winning numbers and powerball number are selected is in appendix 3.2.
- (5) The maximum number of system entries with more than 13 numbers for which an entry form may be completed is 4.

9 Multiweek sale

- (1) To enter a drawing of powerball by a multiweek sale, a person must—

Schedule 3 (continued)

- (a) complete a standard or system entry; and
 - (b) mark with an 'X' the multiweek square for the number of weeks the person is entering.
- (2) A multiweek sale can not be used for a system entry with more than 15 numbers.

10 Advance sale

- (1) To enter a drawing of powerball by an advance sale, a person must nominate the number of the drawing for which the entry is required, and must also—
- (a) complete an entry form; or
 - (b) ask for an entry by quickpick, astropick or powerpick; or
 - (c) ask for the person's registered numbers to be used for the entry.
- (2) The drawing nominated must not be more than 11 drawings after the purchase of the entry.
- (3) An advance sale and a multiweek sale can not be used for the same entry.

11 Quickpick

- (1) To enter a drawing of powerball by a quickpick, a person—
- (a) must ask for a quickpick; and
 - (b) must state whether the entry required is the equivalent of a standard or system entry; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) Subsections (3) to (5) state the types of quickpick.
- (3) A standard quickpick contains 12 entries.
- (4) A super quickpick contains 18 entries.

Schedule 3 (continued)

- (4A) A mega quickpick contains 24 entries.
- (5) A system quickpick is a system entry by quickpick.

12 Powerpick

- (1) To enter a drawing of powerball by a powerpick, a person must—
 - (a) ask for an entry by powerpick; and
 - (b) state whether the entry required is the equivalent of a standard or system entry; and
 - (c) state if the entry is required on the basis of a multiweek sale; and
 - (d) mark with an 'X' the powerpick square on a gold lotto entry form, or ask for the person's numbers registered for lotto to be used for the entry.
- (2) For a standard entry by powerpick, the lottery licensee's computer system, from the person's numbers registered for lotto or numbers marked on the gold lotto entry form—
 - (a) randomly chooses 1 number as the powerball number for the second panel for the entry; and
 - (b) uses the remaining 5 numbers for the first panel.
- (3) For a system entry by powerpick, the computer system—
 - (a) uses the person's numbers registered for a system entry for lotto, or numbers marked on the gold lotto entry form, for the first panel for the entry; and
 - (b) randomly chooses 1 number between 1 and 45 as the powerball number for the second panel for the entry.
- (4) A powerpick may be used for a multiweek sale.

13 Astropick

- (1) To enter a drawing of powerball by astropick, a person—
 - (a) must ask for an astropick; and

Schedule 3 (continued)

- (b) must select a star sign; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) An astropick for powerball contains 18 entries.

Part 3 Drawing powerball**14 Drawing the numbers**

- (1) A person who conducts a drawing of powerball must, in 2 draws, cause to be drawn from the drawing equipment—
 - (a) in the first draw—5 winning numbers from 1 of the 2 drawing equipment machines; and
 - (b) in the second draw—1 winning number (that is, the powerball number) from the other of the 2 machines.
- (2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the display section of the drawing equipment.

15 Winning selections for each prize division

- (1) There are 7 prize divisions in each drawing of powerball.
- (2) The prize winners in a division are the participants whose selections of numbers match the winning selection for the division.
- (3) The following are the winning selections for each division—
 - (a) division 1—all 5 numbers in the first draw and the powerball number;
 - (b) division 2—all 5 numbers in the first draw and no powerball number;

Schedule 3 (continued)

- (c) division 3—any 4 numbers in the first draw and the powerball number;
 - (d) division 4—any 3 numbers in the first draw and the powerball number;
 - (e) division 5—any 4 numbers in the first draw and no powerball number;
 - (f) division 6—any 2 numbers in the first draw and the powerball number;
 - (g) division 7—any 3 numbers in the first draw and no powerball number.
- (4) Division 1 is the highest division and division 7 is the lowest division.

16 Only 1 prize for each entry

A standard entry in a drawing of powerball can not win a prize in more than 1 division.

Example—

If a person has the 6 (ie 5 + 1) winning numbers for division 1, the person has not won division 2 merely because 5 winning numbers needed for a division 2 prize are included in the 6 winning numbers for division 1.

Part 4 Distribution of prize pools**17 Bonus prize reserve**

Not more than 2.5% of the total subscriptions for a drawing of powerball may be put aside to accumulate as part of a bonus prize reserve.

Schedule 3 (continued)**18 Distribution of net prize pool**

- (1) The net prize pool for a drawing of powerball must be distributed as follows—
 - division 1—37.5%
 - division 2—14%
 - division 3—6.4%
 - division 4—5%
 - division 5—2.8%
 - division 6—12.5%
 - division 7—21.8%.
- (2) The prize pool for a division for a drawing must be divided in equal shares among the winners in the division.
- (3) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5c.
- (4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the division 1 prize pool.
- (5) Despite subsection (1), the lottery licensee may guarantee a minimum prize payout for division 1 in a drawing.

19 Jackpot of division 1 prize pool

- (1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.
- (2) The division 1 prize pool for a drawing may jackpot under subsection (1) 25 times.
- (3) If there is no division 1 prize winner in the 26th drawing, the total of the jackpot prize pool and the division 1 prize payable for the 26th drawing must be added to the prize pool available for distribution to winners in division 2 in the 26th drawing.

Schedule 3 (continued)

- (4) If subsection (3) applies, the prize pool must be treated as division 1 prize money for making a claim.

20 Divisions 2–6 prize pool to be added to pool for next lower division

- (1) If there is no winner in division 2, 3, 4, 5 or 6 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.
- (2) If there is no winner in division 7 in a drawing, the prize pool available for distribution to winners of division 7 must be added to the bonus prize reserve.

Schedule 3 (continued)

Appendix 3.1 Equivalent number of entries

section 8(3)

Entry Type	Quickpick	Equivalent Entries
2 Panel	NO	2
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
24 Panel	YES**	24
System 7	YES	21
System 8	YES	56
System 9	YES	126
System 10	YES	252
System 11	YES	462
System 12	YES	792
System 13	YES	1287
System 14	YES	2002
System 15	YES	3003
System 16	YES	4368
System 17	YES	6188
System 18	YES	8568
System 19	YES	11628
System 20	YES	15504
* 18 Panel available only as Super Quickpick		
** 24 Panel available only as Mega Quickpick		

Schedule 3 (continued)

Appendix 3.2 System prize combinations

section 8(4)

			Prizes by Division for Each System Type																
Winning	Powerball	Divisions	Systems																
Numbers	Numbers		7	8	9	10	11	12	13	14	15	16	17	18	19	20			
Five	One	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		
(5)	(1)	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	10	15	20	25	30	35	40	45	50	55	60	65	70	75			
		4	10	30	60	100	150	210	280	360	450	550	660	780	910	1050			
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550			
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Five	Zero	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
(5)	(0)	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	10	15	20	25	30	35	40	45	50	55	60	65	70	75			
		6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		7	10	30	60	100	150	210	280	360	450	550	660	780	910	1050			
Four	One	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
(4)	(1)	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	3	4	5	6	7	8	9	10	11	12	13	14	15	16			
		4	12	24	40	60	84	112	144	180	220	264	312	364	420	480			
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	6	24	60	120	210	336	504	720	990	1320	1716	2184	2730	3360			
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Three	One	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
(3)	(1)	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	6	10	15	21	28	36	45	55	66	78	91	105	120	136			
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	12	30	60	105	168	252	360	495	660	858	1092	1365	1680	2040			
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Four	Zero	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
(4)	(0)	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	3	4	5	6	7	8	9	10	11	12	13	14	15	16			
		6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		7	12	24	40	60	84	112	144	180	220	264	312	364	420	480			
Two	One	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
(2)	(1)	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	10	20	35	56	84	120	165	220	286	364	455	560	680	816			
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Three	Zero	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
(3)	(0)	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
		7	6	10	15	21	28	36	45	55	66	78	91	105	120	136			

Schedule 4 Pools

section 3

Part 1 Preliminary

1 Gaming scheme known as pools

This schedule relates to the gaming scheme known as pools.

2 Definitions

In this schedule—

away win means the result for a match in which the team whose name is printed in the right hand column on the match list scores, or is taken to score, more goals than the team whose name is printed opposite in the left hand column.

drawing of pools means the publication of the 6 winning numbers and the supplementary number.

drawing equipment means an electronically operated machine that can—

- (a) contain up to 38 balls numbered from 1 to 38; and
- (b) be used to—
 - (i) select, at random and 1 at a time, the ball bearing the supplementary number and, if required, up to 6 balls bearing the winning numbers, for a drawing of pools; and
 - (ii) display the selected balls in a display section forming part of the equipment.

home win means the result for a match in which the team whose name is printed in the left hand column on the match list scores, or is taken to score, more goals than the team whose name is printed opposite in the right hand column.

match means a soccer match.

Schedule 4 (continued)

match list, for a drawing of pools, means the list of at least 38 sequentially numbered matches, used for the drawing by the lottery licensee and the foreign agencies who have agreed to conduct the drawing.

match number means the number of the match on the match list.

net prize pool, for a drawing of pools, means 50% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

nil score draw means a score draw in which no goals are scored.

score draw means the result for a match in which the teams score, or are taken to score, the same number of goals.

standard entry means the type of entry explained in section 7.

system entry means the type of entry explained in section 8.

total number of goals means the total number of goals scored by both teams.

void match is a match declared void, for the match list, by the lottery licensee and the foreign agencies conducting the drawing.

with-the-field entry means the type of entry explained in section 9.

3 Agency payment period

The agency payment period for a drawing of pools is—

- (a) for a registered player who enters the drawing using the player's player's card—the first 13 weeks after the drawing; and
- (b) for any other participant in the drawing—the first year after the drawing.

Schedule 4 (continued)

Part 2 Entering a drawing of pools**4 How to enter a drawing of pools**

A person may enter a drawing of pools by—

- (a) using a completed entry form; or
- (b) asking for any type of entry by quickpick; or
- (c) asking for any type of entry, other than a system entry, by astropick; or
- (d) asking for the person's registered numbers to be used.

5 Types of entries

(1) A person may choose 1 of the following types of entries—

- (a) a standard entry;
- (b) a system entry;
- (c) a with-the-field entry.

(2) A standard, system or with-the-field entry may be made on the basis of an advance or multiweek sale.

6 Completing an entry form

(1) An entry form is completed by marking—

- (a) a selection of numbers; and
- (b) for a system or with-the-field entry—the appropriate square for the entry; and
- (c) for an entry made on the basis of a multiweek sale—the multiweek square for the number of weeks the person is entering.

(2) An entry form may be used for more than 1 type of entry.

Example—

A person may mark some panels on an entry form for standard entries and mark other panels on the entry form for system entries.

Schedule 4 (continued)

- (3) Each selected square in a panel should be legibly and clearly marked with an 'X' within the boundaries of the square.
- (4) A mark made on an entry form to enter a drawing—
 - (a) must be made in dark blue or black non-erasable ink; and
 - (b) must not, without the approval of the lottery licensee, be made by mechanical or electronic means; and
 - (c) must not be made for a purpose other than to complete the entry form.
- (5) A lottery agent may refuse to accept—
 - (a) if an entry is a type of entry that may be made only by completing an entry form—an entry that has not been made on an entry form; or
 - (b) an entry form that has not been properly completed.
- (6) If an entry form has not been properly completed, the agent may ask the person submitting it—
 - (a) to properly complete the entry form; or
 - (b) to identify the number or numbers to be added to or removed from the selection; or
 - (c) to complete a new entry form.

7 Standard entry

- (1) A person completes a standard entry in a drawing of pools by selecting 6 numbers from 1 of the panels.
- (2) However, an entry form may be completed only in multiples of 2 standard entries.

8 System entry

- (1) A person completes a system entry in a drawing of pools by—

Schedule 4 (continued)

- (a) selecting between 7 and 20 numbers (the ***system numbers***) from at least 1 of the panels; and
- (b) marking the system square with an 'X'.
- (2) The lottery licensee's computer system forms all possible combinations of 6 numbers from the system numbers selected without the person identifying the individual combinations.
- (3) The equivalent number of standard entries of 6 numbers formed by a system entry is in appendix 4.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

- (4) The number of times a particular type of system entry wins a division if the winning and supplementary numbers are selected is in appendix 4.2.
- (5) The maximum number of system entries with more than 13 numbers for which an entry form may be completed is 4.

9 With-the-field entry

- (1) A person completes a with-the-field entry in a drawing of pools by—
 - (a) selecting 4 or 5 numbers from at least 1 of the panels; and
 - (b) marking the with-the-field '4' or '5' square with an 'X'.
- (2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.
- (3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is in appendix 4.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 33 standard entries.

- (4) The number of times a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is in appendix 4.2.

Schedule 4 (continued)**10 Multiweek sale**

- (1) To enter a drawing of pools by a multiweek sale, a person must—
 - (a) complete a standard, system or with-the-field entry; and
 - (b) mark with an 'X' the multiweek square for the number of weeks the person is entering.
- (2) A multiweek sale can not be used for a system entry with more than 15 numbers.

11 Advance sale

- (1) To enter a drawing of pools by an advance sale, a person must nominate the number of the drawing for which the entry is required, and must also—
 - (a) complete an entry form; or
 - (b) ask for an entry by quickpick or astropick; or
 - (c) ask for the person's registered numbers to be used for the entry.
- (2) The drawing nominated must not be more than 11 drawings after the purchase of the entry.
- (3) An advance sale and a multiweek sale can not be used for the same entry.

12 Quickpick

- (1) To enter a drawing of pools by a quickpick, a person—
 - (a) must ask for a quickpick; and
 - (b) must state whether the entry required is the equivalent of a standard or system entry; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) Subsections (3) to (5) state the types of quickpick.

Schedule 4 (continued)

- (3) A standard quickpick contains 12 entries.
- (4) A super quickpick contains 18 entries.
- (4A) A mega quickpick contains 24 entries.
- (5) A system quickpick is a system entry by quickpick.
- (6) The minimum number of entries for which an entry form may be completed for a system 7 entry by quickpick is 2.

13 Astropick

- (1) To enter a drawing of pools by astropick, a person—
 - (a) must ask for an astropick; and
 - (b) must select a star sign; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) An astropick for pools contains 18 entries.

Part 3 Drawing pools**Division 1 Deciding numbers and ranking matches****15 Deciding the numbers**

- (1) Six winning numbers and a supplementary number must be decided by ranking the matches numbered between 1 and 38 on the match list in order of their results from the highest ranked match to the lowest ranked match.
- (2) The match numbers for the 6 highest ranked matches are the 6 winning numbers.

Schedule 4 (continued)

- (3) The match number for the seventh highest ranked match is the supplementary number.
- (4) This section is subject to division 2.

17 Ranking of matches

- (1) Results of matches are ranked into categories in the following descending order—
 - (a) score draws;
 - (b) nil score draws;
 - (c) away wins;
 - (d) home wins.
- (2) A score draw with a greater total number of goals ranks higher than a score draw with a smaller total number of goals.
- (3) All nil score draws are ranked equally.
- (4) For away wins—
 - (a) an away win with the smallest goal difference ranks highest; and
 - (b) if 2 or more away wins have the same goal difference—an away win with a greater total number of goals ranks higher than an away win with a smaller total number of goals.
- (5) For home wins—
 - (a) a home win with the smallest goal difference ranks highest; and
 - (b) if 2 or more home wins have the same goal difference—a home win with a greater total number of goals ranks higher than a home win with a smaller total number of goals.
- (6) If 2 or more matches are ranked equally under subsection (2), (3), (4) or (5), the match with the highest match number is ranked highest.

Schedule 4 (continued)*Example—*

If match number 12 and match number 16 each have a score of 2–2, they would rank equally under subsection (2). However, under subsection (6), match number 16 is ranked higher than match number 12.

Division 2 Void matches**17A Result of eligible reserve match taken to be result of void match**

- (1) This section applies if a match numbered from 1 to 38 on the match list is a void match.
- (2) Subject to subsection (3), the result of the eligible reserve match with the lowest match number on the match list must be taken to be the result of the void match.

Examples of operation of subsection (2)—

- 1 Match 33 is a void match. The eligible reserve match with the lowest match number on the match list is match 39. The result of match 39 is taken to be the result of match 33.
 - 2 Match 27 is a void match. Reserve match 39 is also a void match. The next eligible reserve match with the lowest match number on the match list is match 40. The result of match 40 is taken to be the result of match 27.
- (3) If there is more than 1 void match numbered from 1 to 38 on the match list, subsection (2) must be applied to each of the void matches in increasing numerical order.

Example of operation of subsections (2) and (3)—

Matches 19 and 26 are void matches. The eligible reserve match with the lowest match number on the match list is match 39. The result of match 39 is taken to be the result of match 19. The next eligible reserve match with the lowest match number on the match list is match 40. The result of match 40 is taken to be the result of match 26.

- (4) Subsection (2) must be applied to each void match numbered from 1 to 38 on the match list until 1 of the following happens—
 - (a) there is a result for each of the void matches under the subsection;

Schedule 4 (continued)

- (b) the result of each eligible reserve match on the match list has been taken to be the result of a void match under the subsection.
- (5) In this section—

eligible reserve match means a reserve match—

- (a) that is not a void match; and
- (b) the result of which has not already been taken to be the result of a void match under subsection (2).

reserve match means a numbered match on the match list after match number 38.

17B Deciding numbers—results for 38 matches

If, after applying section 17A, there is a result for each of the matches numbered from 1 to 38 on the match list, the winning numbers and the supplementary number must be decided under section 15.

17C Deciding numbers—results for between 7 and 37 matches

If, after applying section 17A, there are results for at least 7 matches but fewer than 38 matches numbered from 1 to 38 on the match list—

- (a) the matches for which there are results must be ranked in order of their results from the highest ranked match to the lowest ranked match; and
- (b) 6 winning numbers and the supplementary number must be decided under section 15(2) and (3) for the matches ranked under paragraph (a).

17D Deciding numbers—results for fewer than 7 matches

- (1) This section applies if, after applying section 17A, there are results for fewer than 7 matches numbered from 1 to 38 on the match list.

Schedule 4 (continued)

- (2) The match number of a match for which there is a result, if any, is a winning number.
- (3) A person who conducts a drawing of pools must—
 - (a) for each winning number, if any, under subsection (2)—remove the ball bearing the number from the drawing equipment; and
 - (b) cause to be drawn from the drawing equipment—
 - (i) if there are no winning numbers or fewer than 6 winning numbers under subsection (2)—the number of balls bearing the winning numbers that is required to make up 6 winning numbers; and
 - (ii) the ball bearing the supplementary number.
- (4) For subsection (3)—
 - (a) if there is more than 1 ball drawn from the drawing equipment, the last ball drawn is the ball bearing the supplementary number; and
 - (b) a numbered ball is taken to be drawn when the ball rests in the display section of the drawing equipment.

Division 3 Prize divisions**18 Winning selections for each prize division**

- (1) There are 5 prize divisions in each drawing of pools.
- (2) The prize winners in a division are the participants whose selections of numbers match the winning selection for the division.
- (3) The following are the winning selections for each division—
 - (a) division 1—all 6 winning numbers;
 - (b) division 2—any 5 winning numbers and the supplementary number;
 - (c) division 3—any 5 winning numbers;
 - (d) division 4—any 4 winning numbers;

Schedule 4 (continued)

- (e) division 5—any 3 winning numbers and the supplementary number.
- (4) Division 1 is the highest division and division 5 is the lowest division.

19 Only 1 prize for each entry

A standard entry in a drawing of pools can not win a prize in more than 1 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 needed for a division 3 prize are included in the 6 winning numbers for division 1.

Part 4 Distribution of prize pools**20 Bonus prize reserve**

Not more than 2% of the total subscriptions for a drawing of pools may be put aside to accumulate as part of a bonus prize reserve.

21 Distribution of net prize pool

- (1) The net prize pool for a drawing of pools must be distributed as follows—
 - division 1—65%
 - division 2—2%
 - division 3—6%
 - division 4—15%
 - division 5—12%.
- (2) The prize pool for a division for a drawing must be divided in equal shares among the winners in the division.

Schedule 4 (continued)

- (3) However, if the amount payable to a winner in a division (***division A***) is less than the amount payable to a winner in a lower division, the amount of the prize pool available for distribution to winners of division A and all lower divisions is to be combined and divided in equal shares among the winners of division A and all lower divisions.
- (4) If the amount payable to a winner under subsections (1) to (3) is less than \$1, the lottery licensee must make available the shortfall from the bonus prize reserve for a payout of at least \$1 to each winner.
- (5) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5c.
- (6) Amounts deducted from, or added to, prizes in rounding under subsection (5) must be added to, or deducted from, the division 1 prize pool.

22 Jackpot of division 1 prize pool

- (1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.
- (2) There is no limit to the number of times the division 1 prize pool may jackpot under subsection (1).

23 Divisions 2–4 prize pool to be added to pool for next lower division

- (1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.
- (2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

Schedule 4 (continued)

Appendix 4.1 Equivalent number of entries

sections 8(3) and 9(3)

Entry Type	Quickpick	Equivalent Entries
2 Panel	NO	2
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
24 Panel	YES**	24
4 With The Field	YES	561
5 With The Field	YES	33
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		
** 24 Panel available only as Mega Quickpick		

Appendix 4.2 System prize combinations

sections 8(4) and 9(4)

[illegible]

Schedule 5 Super 66

section 3

Part 1 Preliminary

1 Gaming scheme known as super 66

This schedule relates to the gaming scheme known as super 66.

2 Definitions

In this schedule—

drawing equipment means an electronically operated machine designed and used—

- (a) to select, at random, the winning number in a drawing of super 66; and
- (b) to display the winning number in a display section forming part of the equipment.

multiple entry means between 2 and 12 entries, on a single entry form, in a drawing.

net prize pool, for a drawing of super 66, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

single entry means a single entry in a drawing.

3 Agency payment period

The agency payment period for a drawing of super 66 is—

- (a) for a registered player who enters the drawing using the player's card—the first 13 weeks after the drawing; and
- (b) for any other participant in the drawing—the first year after the drawing.

Schedule 5 (continued)

4 Super 66 only in conjunction with another lottery

A person may enter a drawing of super 66 only in conjunction with an entry for a drawing of gold lotto, pools or powerball.

Part 2 Entering a drawing of super 66**5 How to enter a drawing of super 66**

- (1) A person may enter a drawing of super 66 by—
 - (a) entering a drawing of gold lotto, pools or powerball (the *other lottery*); and
 - (b) doing either of the following—
 - (i) if the person has completed an entry form—marking with an ‘X’ the super 66 square for either a single entry or a multiple entry;
 - (ii) if the person has not completed an entry form—asking for a super 66 entry.
- (2) The number used for the person’s entry of the drawing of super 66 is a 6-digit number randomly generated by an agent’s gaming terminal if—
 - (a) the person does not enter the other lottery using registered numbers for the other lottery; or
 - (b) the person enters the other lottery using the player’s registered numbers for the other lottery, but the player did not obtain a registered number for super 66 when obtaining the registered numbers for the other lottery.
- (3) However, if the person enters the other lottery using the player’s registered numbers for the other lottery, and the player obtained a registered number for super 66 when obtaining the registered numbers for the other lottery, the player’s registered number for super 66 is used for the persons’s entry of the drawing of super 66.

Schedule 5 (continued)**6 Processing an entry**

- (1) If an entry form has the super 66 square for a single entry marked, the lottery agent must use the gaming terminal to randomly generate and print a 6-digit number on the entry form.
- (2) If the square for a multiple entry is marked—
 - (a) the person must tell the agent the number of entries the person requires; and
 - (b) the agent must use the gaming terminal to randomly generate and print a 6-digit number for each entry.
- (3) A multiple entry may not consist of more than 12 entries.

Part 3 Drawing super 66**7 Drawing the numbers**

- (1) A person who conducts a drawing of super 66 must cause to be drawn from the drawing equipment, at random, 6 single-digit numbered balls.
- (2) The number formed by the numbers on the balls, in the display section, is the winning number for the drawing.
- (3) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the display section of the drawing equipment.

8 Winning selections for each prize division

- (1) There are 5 prize divisions in each drawing of super 66.
- (2) The prize winners in a division are the participants whose selections of numbers form a number that matches the winning number for the division.
- (3) The following are the winning numbers for each division—

Schedule 5 (continued)

- division 1—NNNNNN
 - division 2—NNNNNn or nNNNNN
 - division 3—NNNNnn or nnNNNN
 - division 4—NNNnnn or nnnNNN
 - division 5—NNnnnn or nnnnNN.
- (4) In subsection (3)—
- N* means a winning number.
- n* means a number other than a winning number.
- Example for subsections (3) and (4)—*
- If the winning number is 436297, a person is a winner in division 3 if the person's number is 436266 or 896297.
- (5) Division 1 is the highest division and division 5 is the lowest division.

Part 4 Distribution of prize pools

9 Bonus prize reserve

Not more than 5% of the total subscriptions for a drawing of super 66 may be put aside to accumulate as part of a bonus prize reserve.

10 Distribution of net prize pool

- (1) The net prize pool for a drawing of super 66 must be distributed to winners in the divisions as follows—
- division 5—\$6.60 for each winning entry
 - division 4—\$66 for each winning entry
 - division 3—\$666 for each winning entry
 - division 2—\$6666 for each winning entry

Schedule 5 (continued)

- division 1—the balance of the prize pool divided in equal shares among the winners.
- (2) The lottery licensee must pay the shortfall from the bonus prize reserve if the amount in the net prize pool for a drawing is not enough to pay—
 - (a) the amounts stated in subsection (1) for divisions 2 to 5; and
 - (b) \$16666 to each winner of division 1.

11 Jackpot of division 1 prize pool

- (1) If there is no division 1 prize winner in a drawing of super 66, the amount of the prize pool available for distribution to division 1 winners in the drawing jackpots by the addition of the amount to the division 1 prize pool in the next drawing.
- (2) The division 1 prize pool may jackpot under subsection (1) 4 times.
- (3) If there is no division 1 prize winner in the fifth drawing, the total of the jackpot prize pool and the division 1 prize payable for the fifth drawing is available for distribution as additional prize money for winners in division 2 in the fifth drawing.
- (4) If subsection (3) applies, the additional prize money must be—
 - (a) divided equally among the winners in division 2; and
 - (b) for making a claim—treated as division 1 prize money.
- (5) However, if there is no winner in division 2, 3 or 4 in the fifth drawing, the additional prize money otherwise available under subsection (3) for distribution to winners in division 2 is available for distribution, in equal shares, to winners in the highest division in which there is a winner.
- (6) If prize money is available for distribution under subsection (5) but there is no prize winner in any division, the additional prize money must be added to the bonus prize reserve.

Schedule 6 Oz lotto

section 3

Part 1 Preliminary

1 Gaming scheme known as oz lotto

This schedule relates to the gaming scheme known as oz lotto.

2 Definitions

In this schedule—

drawing equipment means an electronically operated machine, containing 45 balls numbered from 1 to 45, designed and used—

- (a) to select, at random and 1 at a time, balls bearing the winning numbers in a drawing of oz lotto; and
- (b) to display the balls in a display section forming part of the equipment.

net prize pool, for a drawing of oz lotto, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

standard entry means the type of entry explained in section 7.

system entry means the type of entry explained in section 8.

with-the-field entry means the type of entry explained in section 9.

3 Agency payment period

The agency payment period for a drawing of oz lotto is—

- (a) for a registered player who enters the drawing using the player's card—the first 13 weeks after the drawing; and

Schedule 6 (continued)

- (b) for any other participant in the drawing—the first year after the drawing.

Part 2 Entering a drawing of oz lotto

4 How to enter a drawing of oz lotto

A person may enter a drawing of oz lotto by—

- (a) using a completed entry form; or
- (b) asking for any type of entry by quickpick; or
- (c) asking for any type of entry, other than a system entry, by astropick; or
- (d) asking for the person's registered numbers to be used.

5 Types of entries

- (1) A person may choose 1 of the following types of entries—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a with-the-field entry.
- (2) A standard, system or with-the-field entry may be made on the basis of an advance or multiweek sale.

6 Completing an entry form

- (1) An entry form is completed by marking—
 - (a) a selection of numbers; and
 - (b) for a system or with-the-field entry—the appropriate square for the entry; and
 - (c) for an entry made on the basis of a multiweek sale—the multiweek square for the number of weeks the person is entering.

Schedule 6 (continued)

- (2) An entry form may be used for more than 1 type of entry.

Example—

A person may mark some panels on an entry form for standard entries and mark other panels on the entry form for system entries.

- (3) Each selected square in a panel should be legibly and clearly marked with an 'X' within the boundaries of the square.
- (4) A mark made on an entry form to enter a drawing—
- (a) must be made in dark blue or black non-erasable ink; and
 - (b) must not, without the approval of the lottery licensee, be made by mechanical or electronic means; and
 - (c) must not be made for a purpose other than to complete the entry form.
- (5) A lottery agent may refuse to accept—
- (a) if an entry is a type of entry that may be made only by completing an entry form—an entry that has not been made on an entry form; or
 - (b) an entry form that has not been properly completed.
- (6) If an entry form has not been properly completed, the agent may ask the person submitting it—
- (a) to properly complete the entry form; or
 - (b) to identify the number or numbers to be added to or removed from the selection; or
 - (c) to complete a new entry form.

7 Standard entry

A person completes a standard entry in a drawing of oz lotto by selecting 6 numbers from 1 of the panels.

Schedule 6 (continued)

8 System entry

- (1) A person completes a system entry in a drawing of oz lotto by—
 - (a) selecting between 7 and 20 numbers (the ***system numbers***) from at least 1 of the panels; and
 - (b) marking the system square with an 'X'.
- (2) The lottery licensee's computer system forms all possible combinations of 6 numbers from the system numbers selected without the person identifying the individual combinations.
- (3) The equivalent number of standard entries of 6 numbers formed by a system entry is in appendix 6.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

- (4) The number of times a particular type of system entry wins a division if the winning and supplementary numbers are selected is in appendix 6.2.
- (5) The maximum number of system entries with more than 13 numbers for which an entry form may be completed is 4.

9 With-the-field entry

- (1) A person completes a with-the-field entry in a drawing of oz lotto by—
 - (a) selecting 4 or 5 numbers from at least 1 of the panels; and
 - (b) marking the with-the-field '4' or '5' square with an 'X'.
- (2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.
- (3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is in appendix 6.1.

Schedule 6 (continued)*Example—*

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 40 standard entries.

- (4) The number of times a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is in appendix 6.2.

10 Multiweek sale

- (1) To enter a drawing of oz lotto by a multiweek sale, a person must
 - (a) complete a standard, system or with-the-field entry; and
 - (b) mark with an 'X' the multiweek square for the number of weeks the person is entering.
- (2) A multiweek sale can not be used for a system entry with more than 15 numbers.

11 Advance sale

- (1) To enter a drawing of oz lotto by an advance sale, a person must nominate the number of the drawing for which the entry is required, and must also—
 - (a) complete an entry form; or
 - (b) ask for an entry by quickpick or astropick; or
 - (c) ask for the person's registered numbers to be used for the entry.
- (2) The drawing nominated must not be more than 11 drawings after the purchase of the entry.
- (3) An advance sale and a multiweek sale can not be used for the same entry.

12 Quickpick

- (1) To enter a drawing of oz lotto by a quickpick, a person—

Schedule 6 (continued)

- (a) must ask for a quickpick; and
 - (b) must state whether the entry required is the equivalent of a standard or system entry; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) Subsections (3) to (6) state the types of quickpick.
 - (3) A mini quickpick contains 6 entries.
 - (4) A standard quickpick contains 12 entries.
 - (5) A super quickpick contains 18 entries.
 - (5A) A mega quickpick contains 24 entries.
 - (6) A system quickpick is a system entry by quickpick.
 - (7) The minimum number of entries for which an entry form may be completed for a system 7 entry by quickpick is 2.

13 Astropick

- (1) To enter a drawing of oz lotto by astropick, a person—
 - (a) must ask for an astropick; and
 - (b) must select a star sign; and
 - (c) must state if the entry is required on the basis of a multiweek sale; and
 - (d) need not complete an entry form.
- (2) An astropick for oz lotto may contain 12 or 18 entries.

Schedule 6 (continued)

Part 3 Drawing oz lotto**14 Drawing the numbers**

- (1) A person who conducts a drawing of oz lotto must cause to be drawn from the drawing equipment 8 numbered balls consisting of—
 - (a) the first 6 balls which are the balls bearing the winning numbers; and
 - (b) the other 2 balls which are the balls bearing the supplementary numbers.
- (2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the display section of the drawing equipment.

15 Winning selections for each prize division

- (1) There are 5 prize divisions in each drawing of oz lotto.
- (2) The prize winners in a division are the participants whose selections of numbers match the winning selection for the division.
- (3) The following are the winning selections for each division—
 - (a) division 1—all 6 winning numbers;
 - (b) division 2—any 5 winning numbers and 1 supplementary number;
 - (c) division 3—any 5 winning numbers;
 - (d) division 4—any 4 winning numbers;
 - (e) division 5—any 3 winning numbers and 1 supplementary number.
- (4) Division 1 is the highest division and division 5 is the lowest division.

Schedule 6 (continued)**16 Only 1 prize for each entry**

A standard entry in a drawing of oz lotto can not win a prize in more than 1 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 needed for a division 3 prize are included in the 6 winning numbers for division 1.

Part 4 Distribution of prize pools**17 Bonus prize reserve**

Not more than 3.5% of the total subscriptions for a drawing of oz lotto may be put aside to accumulate as part of a bonus prize reserve.

18 Distribution of net prize pool

- (1) The net prize pool for a drawing of oz lotto must be distributed as follows—
 - division 1—40%
 - division 2—6%
 - division 3—11%
 - division 4—19%
 - division 5—24%.
- (2) The prize pool for a division of a drawing must be divided in equal shares among the winners in the division.
- (3) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5c.
- (4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the division 1 prize pool.

Schedule 6 (continued)

- (5) Despite subsection (1), a lottery licensee may guarantee a minimum prize payout for division 1 in a drawing.

19 Jackpot of division 1 prize pool

- (1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.
- (2) The division 1 prize pool in a drawing may jackpot under subsection (1) 25 times.
- (3) If there is no division 1 prize winner in the 26th drawing, the total of the jackpot prize pool and the division 1 prize payable for the 26th drawing must be added to the prize pool available for distribution to winners in division 2 in the 26th drawing.
- (4) If subsection (3) applies, the prize pool must be treated as division 1 prize money for making a claim.

20 Divisions 2–4 prize pool to be added to pool for next lower division

- (1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.
- (2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

Schedule 6 (continued)

Appendix 6.1 Equivalent number of entries

sections 8(3) and 9(3)

Entry Type	Quickpick	Equivalent Entries
1 Panel	NO	1
2 Panel	NO	2
3 Panel	NO	3
4 Panel	NO	4
5 Panel	NO	5
6 Panel	YES	6
7 Panel	NO	7
8 Panel	NO	8
9 Panel	NO	9
10 Panel	NO	10
11 Panel	NO	11
12 Panel	YES	12
18 Panel	YES*	18
24 Panel	YES**	24
5 With the Field	YES	40
4 With the Field	YES	820
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		
** 24 Panel available only as Mega Quickpick		

Schedule 6 (continued)

Appendix 6.2 System prize combinations

sections 8(4) and 9(4)

				PRIZES BY DIVISIONS FOR EACH SYSTEM TYPE																
Winning	Supplementary	Divisions	S Y S T E M S																	
Numbers	Numbers		With the Field	4	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Six (6)	Two (2)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	0	12	12	12	12	12	12	12	12	12	12	12	12	12	12	
		3	0	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78	
		4	0	0	0	0	15	45	90	150	225	315	420	540	675	875	990	1170	1365	
		5	0	0	0	0	6	20	80	180	320	500	720	980	1280	1620	2000	2420	2880	
Six (6)	One (1)	1	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	
		3	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78	78	
		4	0	0	0	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1365	
		5	0	0	0	0	20	60	120	200	300	420	560	720	900	1100	1320	1560	1560	
Six (6)	Zero (0)	1	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78	84	84	
		3	0	0	0	12	45	90	150	225	315	420	540	675	825	990	1170	1365	1365	
Five (5)	Two (2)	2	0	0	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
		3	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	13	
		4	0	0	5	15	50	50	75	105	140	180	225	275	330	390	455	525	525	
		5	0	0	0	10	40	90	160	250	360	490	640	810	1000	1210	1440	1690	1690	
Five (5)	One (1)	2	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		3	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	14	
		4	0	0	5	13	30	50	75	105	140	180	225	275	330	390	455	525	525	
		5	0	0	0	10	30	60	100	150	210	280	360	450	550	660	780	910	910	
Five (5)	Zero (0)	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		2	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		3	0	37	2	3	4	5	6	7	8	9	10	11	12	13	14	15	15	
		4	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525	525	525	
Four (4)	Two (2)	4	0	0	3	6	10	15	21	28	36	45	55	66	78	91	105	120	120	
		5	0	0	4	16	36	64	100	144	196	256	324	400	484	576	676	784	784	
Four (4)	One (1)	2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		3	0	38	3	6	10	15	21	28	36	45	55	66	78	91	105	120	120	
		4	0	0	4	12	34	60	60	84	112	144	180	220	264	312	364	420	420	
Four (4)	Zero (0)	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		2	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		3	74	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		4	741	38	3	6	10	15	21	28	36	45	55	66	78	91	105	120	120	
Three (3)	Two (2)	4	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		5	0	37	4	9	16	25	36	49	64	81	100	121	144	169	196	225	225	
Three (3)	One (1)	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		3	114	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		4	703	37	3	6	10	15	21	28	36	45	55	66	78	91	105	120	120	
Three (3)	Zero (0)	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		4	114	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		5	73	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Two (2)	Two (2)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		5	148	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Two (2)	One (1)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		5	158	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Two (2)	Zero (0)	4	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		5	8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
One (1)	Two (2)	5	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
One (1)	One (1)	5	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

Schedule 7 Instant scratch-its

section 3

Part 1 Preliminary

1 Gaming scheme known as instant scratch-its

This schedule relates to the gaming scheme known as instant scratch-its.

2 Definitions

In this schedule—

advertised means advertised by notice published in a newspaper circulating generally in the State.

closure date see section 5.

game specifications, for a game, means matters approved by the Minister under section 5(2) and the security codes decided by the lottery licensee under section 5(3).

instant drawing means a drawing described in section 10(1).

instant prize means a prize that is known to be won when—

- (a) the matter printed in a game panel or panels on a ticket is exposed under the instructions printed on the ticket; and
- (b) the ticket has been identified as a winning ticket by a gaming terminal.

secondary drawing, for a game, means a drawing—

- (a) that uses tickets or parts of tickets from the instant drawing for the game; and
- (b) for which a ticket holder in the instant drawing becomes eligible.

ticket identifier, for a ticket, means—

- (a) the VIR number on the ticket; or

Schedule 7 (continued)

- (b) information, capable of being produced by a security device built into the ticket, that identifies the ticket.

VIR number is the number exposed on a ticket when the panel marked 'VOID IF REMOVED' is scratched.

winning ticket is a ticket that discloses an instant prize.

3 Computer system

The lottery licensee's computer system may be used to confirm that the ticket identifier for a ticket that appears to be a winning ticket is the ticket identifier for a winning ticket for the prize claimed.

4 Agency payment period

The agency payment period for a game of instant scratch-its is the first year after closure.

Part 2 Printing of tickets

5 Approval of game or type of game of instant scratch-its

- (1) The Minister may approve a game or type of game of instant scratch-its.
- (2) The Minister's approval may include the following—
 - (a) the number of tickets to be printed;
 - (b) the layout and wording of the tickets;
 - (c) the number of winning tickets to be printed;
 - (d) the selling price of the tickets;
 - (e) the number and value of cash prizes that may be won;
 - (f) the number and type of other prizes that may be won;

Schedule 7 (continued)

- (g) whether the game or type of game includes a secondary drawing;
 - (h) for a game based on a particular event—the day after which all unsold tickets for the game may be withdrawn from sale (the *closure date*).
- (3) Additionally, the lottery licensee may decide the security codes for the tickets.

6 Game specifications

The lottery licensee may enter into an agreement with a ticket printer for the printing of tickets for a game according to the game specifications.

7 Information to be printed on tickets

- (1) The following information must be included on each ticket—
- (a) the ticket identifier for the ticket;
 - (b) the selling price of the ticket;
 - (c) the way in which a ticket holder may decide whether an instant prize has been won.
- (2) Additionally, the following information may be printed on each ticket—
- (a) the procedure for claiming an instant prize;
 - (b) the value of instant prizes that may be paid by a lottery agent;
 - (c) if the game includes a secondary drawing—the way in which the ticket holder becomes eligible for the secondary drawing;
 - (d) the circumstances under which a ticket is void and no prize is payable.
- (3) A ticket must be printed so that it is not possible to decide whether a prize has been won until the matter printed in a game panel or panels on the ticket is exposed under the instructions printed on the ticket.

Schedule 7 (continued)**8 Inspection of tickets**

A lottery licensee must make sure that every contract for printing tickets for instant scratch-its provides that the licensee and the chief executive may, at any reasonable time—

- (a) inspect any tickets printed; or
- (b) inspect and test procedures, including security procedures, devices or aids used for printing tickets.

Part 3 Entering and drawing instant scratch-its**9 Entering instant scratch-its**

A person enters instant scratch-its by asking for a ticket.

10 Drawings

- (1) An instant drawing for a game of instant scratch-its happens when the tickets for the game are printed in accordance with the game specifications.
- (2) If there is a secondary drawing for the game, the drawing takes place after the instant drawing and in accordance with the game specifications.

Part 4 Claim and payment of an instant prize**11 Claiming an instant prize**

- (1) A person claims an instant prize by—

Schedule 7 (continued)

- (a) writing the person's name and address and any other information required and signing in the space provided on the back of a winning ticket; and
 - (b) presenting the ticket to a lottery agent.
- (2) A person claiming an instant prize must not write more than 1 name on the ticket.
- (3) If there is no name and address on a ticket presented to an agent to claim an instant prize, the person who presented the ticket can not become eligible to be considered for a prize other than the instant prize.

12 Captions are taken to be part of symbols

For deciding whether a ticket is a winning ticket, a caption to a symbol is taken to be part of the symbol and not a separate symbol.

Example of winning ticket—

- 1 Statement on ticket—

SCRATCH THE PANEL. FIND 3 IDENTICAL NUMERICAL SYMBOLS AND WIN THE PRIZE.

- 2 Panel on ticket—

7	1
SEVEN	ONE
3	7
THREE	SEVEN
4	7
FOUR	SEVEN

The ticket is a winning ticket because, and only because, the numerical symbol '7' appears on the panel 3 times, and not because the caption 'SEVEN' appears on the panel.

Example of non-winning ticket—

- 1 Statement on ticket—

SCRATCH THE PANEL. FIND 3 IDENTICAL NUMERICAL SYMBOLS AND WIN THE PRIZE.

Schedule 7 (continued)

2 Panel on ticket—

7	1
SEVEN	ONE
3	6
THREE	SIX
4	6
FOUR	SIX

The caption 'SIX' merely provides confirmation of the numerical symbol appearing immediately above it. The caption is taken to be part of the representation of the numerical symbol '6'. The ticket is not a winning ticket because '6' appears only twice, rather than the 3 times necessary to make the ticket a winning ticket.

13 Payment by lottery agent

- (1) A lottery agent may pay a prize for a winning ticket only if the amount of the prize is—
 - (a) not more than the agent's payment limit; and
 - (b) if the amount payable at an agency is stated on the back of the ticket—not more than the amount stated.
- (2) If, despite the requirements of this rule, there is more than 1 name on a lottery ticket, the agent must pay the prize to the person whose name appears first on the ticket.

14 Lottery agent to confirm major prize

A lottery agent must not pay a major prize unless the agent has confirmed with the lottery licensee—

- (a) that the ticket is a winning ticket; and
- (b) the value of the prize won.

15 Ticket identifier

- (1) The lottery licensee may use the ticket identifier to find out if a ticket is a winning ticket and the value of the prize won.

Schedule 7 (continued)

- (2) The licensee must use the ticket identifier to find out if a ticket is a winning ticket for a major prize.

16 Winning ticket not recognised

- (1) If a person claiming a prize has a ticket that, on the face of it, is a winning ticket but the computer system does not initially recognise its ticket identifier as the ticket identifier of a winning ticket, the lottery licensee must investigate why the computer system did not recognise the ticket identifier.
- (2) The licensee must start the investigation as soon as practicable and must complete it within 6 months after the claim.

17 Void tickets

- (1) A ticket is void and no prize is payable if—
 - (a) the ticket is stolen, unissued, defective, altered, damaged produced in error, tampered with in any way or marked 'void'; or
 - (aa) the game is played using a method other than chance; or
 - (b) the ticket is a duplicate of a ticket already produced; or
 - (c) for a ticket with a VIR number—any part of the matter printed in the 'VOID IF REMOVED' panel on the ticket is exposed; or
 - (ca) for a ticket with a security device—the security device has been tampered with; or
 - (d) circumstances exist that are circumstances printed on the ticket or otherwise advertised by the lottery licensee as circumstances under which a ticket is void and no prize is payable.
- (2) Despite subsection (1), a prize may be paid if the licensee, having regard to all the circumstances, is satisfied it is reasonable and appropriate to pay.

Schedule 7 (continued)

18 Instant prizes

- (1) An instant prize may be 1 or more of the following—
 - (a) cash;
 - (b) a thing of value awarded as a prize;
 - (c) an instant scratch-its ticket;
 - (d) an entry in another lottery;
 - (e) the right to be considered for another cash prize or thing of value awarded as a prize.
- (2) A person with the right mentioned in subsection (1)(e) may be included in a secondary drawing.

Part 5 Secondary drawing

19 Selecting the winning tickets in a secondary drawing

- (1) A person who conducts a secondary drawing must select the winning tickets at random.
- (2) The selection method may consist of or include the use of mechanical, electronic or other types of devices or aids.

Part 6 Payment of prizes in a secondary drawing

20 Notice to prize winners

- (1) For a secondary drawing, the lottery licensee must give written notice to the person whose name and address are written on a winning ticket.

Schedule 7 (continued)

- (2) If, despite the requirements of this rule, there is more than 1 name on the ticket, the notice must be given to the person whose name appears first on the ticket.
- (3) The notice may require the person to complete a claim form to claim the prize.

21 Payment of prizes in a secondary drawing

- (1) The lottery licensee may send a cheque for a prize in a secondary drawing to the address shown on the winning ticket or the claim form for the winning ticket.
- (2) A cheque drawn in payment of a prize may be made payable only to the person whose name is written on the ticket.
- (3) If, despite the requirements of this rule, there is more than 1 name on the ticket, the cheque must be made payable to the person whose name appears first on the ticket.
- (4) The licensee may wait 14 days after the secondary drawing before paying prizes but must pay the prizes as soon as practicable after the 14 days.

Schedule 8 Casket

section 3

Part 1 Preliminary

1 Gaming scheme known as casket

This schedule relates to the gaming scheme known as casket.

2 Definitions

In this schedule—

approved schedule, for a drawing of casket, means the schedule approved for the drawing by the Minister under section 16.

drawing equipment means—

- (a) the regulated lottery equipment known as the lottery random number generator; or
- (b) a mechanical, electronic or other type of device or aid approved by the chief executive.

gift coupon means a ticket that allows for a prize to be claimed by a person other than the person who entered the drawing.

multidraw entry means an entry for 2 or more consecutive drawings starting with the next drawing after the purchase of the entry.

standard entry means the type of entry explained in section 6.

ticket number means the number generated and printed under section 11(1)(b).

3 Agency payment period

The agency payment period for a drawing of casket is—

Schedule 8 (continued)

- (a) for a registered player who enters the drawing using the player's card—the first 13 weeks after the drawing; and
- (b) for any other participant in the drawing—the first year after the drawing.

Part 2 Entering a drawing of casket

4 Objective in entering

The objective in entering a drawing of casket is to match the ticket number on the person's ticket with a winning number generated by the drawing equipment.

5 Completing an entry form

A mark made on an entry form to enter a drawing must be made in dark blue or black non-erasable ink.

6 Standard entry

A person completes a standard entry in a drawing of casket by asking for an entry.

7 Multidraw entry

A person completes a multidraw entry in a drawing of casket by asking for a multidraw entry for a stated number of drawings.

8 Advance sale

- (1) To enter a drawing of casket by an advance sale, a person must nominate the number of the drawing for which the entry is required.

Schedule 8 (continued)

- (2) The drawing nominated must not be more than 11 drawings after the purchase of the ticket.
- (3) An advance sale can not be used for a multidraw entry.

9 Gift coupon

- (1) If a lottery licensee makes gift coupons available for entry in a drawing of casket, a person obtains a gift coupon by marking the gift purchase square on an entry form with an 'X' and paying the gift coupon fee decided by the lottery licensee.
- (2) A player's card can not be used for obtaining a gift coupon.

10 Shares

- (1) A lottery licensee may decide the number of shares into which a ticket may be divided.
- (2) A person may enter a drawing of casket by purchasing a full ticket or a share in a ticket.

Part 3 Processing an entry

11 Processing an entry

- (1) A lottery agent who processes a participant's entry in a drawing of casket must use a gaming terminal to—
 - (a) print, on a lottery ticket, the following information—
 - (i) the prize structure for the drawing;
 - (ii) if the entry is not for a full ticket—the share; and
 - (b) generate and print a number on the ticket.
- (2) A person who enters a drawing of casket may choose whether the ticket number generated under subsection (1)(b) is—
 - (a) the next available ticket number for the drawing; or

Schedule 8 (continued)

- (b) a number chosen by the person from the numbers still available for the drawing.
- (3) The information required under subsection (1) is in addition to the information required under this rule to be printed on the ticket.

12 Same ticket number generated for more than 1 entry

- (1) If a particular ticket number is generated for more than 1 entry in a drawing, the lottery licensee must—
 - (a) cancel the ticket number for each entry other than the first entry processed; and
 - (b) generate, by using a gaming terminal, a replacement ticket number, for the same drawing or a future drawing, for each entry for which the ticket number has been cancelled.
- (2) If the licensee can not advise the ticket holder of the cancellation and replacement ticket number, the licensee must still generate the replacement ticket number and hold it for the ticket holder.

Part 4 Drawing casket

13 Drawing the numbers

A person who conducts a drawing of casket must cause the drawing equipment used for the drawing to generate the winning numbers required for the approved schedule for the drawing.

14 Time for drawing

A drawing of casket must be conducted—

Schedule 8 (continued)

- (a) on the day stated for the drawing stated in the approved schedule for the drawing; or
- (b) on a day that accords with the timing for the drawing stated in the approved schedule for the drawing.

Part 5 Payment of prizes

15 Payout guaranteed

If the proceeds from the sale of tickets for a drawing of casket are not enough to pay the prizes stated in the approved schedule for the drawing, the lottery licensee must make available the shortfall from the licensee's own funds.

Part 6 Approved schedule

16 Approval of schedule

The Minister may approve a schedule for a drawing of casket.

17 Contents of schedule

The approved schedule for a drawing must contain details of the following—

- (a) the prize structure for the drawing, including details of—
 - (i) the number of tickets available for sale for the drawing; and
 - (ii) the selling price of the tickets;
- (b) the timing of the drawing.

Schedule 9 Promotional lottery

section 3

Part 1 Preliminary

1 Gaming scheme known as promotional lottery

This schedule relates to the gaming scheme known as promotional lottery.

2 Definitions

In this schedule—

approved schedule, for a drawing of promotional lottery, means the schedule approved for the drawing by the Minister under section 8.

foreign gaming scheme means a gaming scheme conducted by a foreign agency.

promotional game see *Charitable and Non-Profit Gaming Act 1999*, section 13.

3 Agency payment period

Unless a condition of entry in a drawing of promotional lottery is that a claim for a prize must be made in a stated way, at a stated place or within a stated period, the agency payment period for a drawing of promotional lottery is—

- (a) for a registered player who enters the drawing using the player's player's card—the first 13 weeks after the drawing; and
- (b) for any other participant in the drawing—the first year after the drawing.

Schedule 9 (continued)**4 Advertising**

- (1) Before a lottery licensee conducts a drawing of promotional lottery, the licensee must advertise the following information—
 - (a) how to enter the drawing;
 - (b) when and how the drawing is to be conducted;
 - (c) the prize structure for the drawing.
- (2) Advertising under subsection (1) must be carried out in the way the licensee considers most appropriate for the particular drawing but may include any of the following—
 - (a) television, radio, or newspaper advertising;
 - (b) advertising by mail;
 - (c) notices displayed at selling points;
 - (d) information on the entry forms for the drawing.

**Part 2 Entering a drawing of
promotional lottery****5 How to enter a drawing of promotional lottery**

- (1) A person enters a drawing of promotional lottery in the way—
 - (a) stated in the approved schedule for the drawing; and
 - (b) advertised for the drawing.
- (2) The following ways, and reasonable variations of the ways, of entering a drawing of promotional lottery may be approved—
 - (a) entering a drawing of another lottery, including entering a stated number of drawings of the other lottery;
 - (b) spending a stated amount on entries in a drawing of another lottery;

Schedule 9 (continued)

- (c) entering a drawing of another lottery for a stated number of weeks;
 - (d) entering drawings of a stated number or type of lotteries in 1 week;
 - (e) entering a drawing of instant scratch-its;
 - (f) completing and returning to the lottery licensee an entry form that has been sent to a registered player;
 - (g) being, or becoming, a registered player and entering another lottery;
 - (h) asking a lottery agent about a stated lottery;
 - (i) entering a drawing of another lottery, watching a stated television channel or listening to a stated radio station and ringing a stated telephone number after a stated event happens, for example, the gold lotto jingle is played on the television channel or radio station;
 - (j) entering a drawing of another lottery, watching the television channel on which the drawing is shown, having the extra number drawn for promotional lottery by the drawing equipment and ringing a stated telephone number within a stated time;
 - (k) ringing a stated telephone number and giving stated information, including, for example, name, age, address and telephone number;
 - (ka) participating in a stated way in a foreign gaming scheme;
 - (kb) participating in a stated way in a promotional game, including, for example, being selected as the winner of a promotional game;
 - (l) a combination of 2 or more of the ways mentioned in paragraphs (a) to (kb).
- (3) If entry to a promotional lottery involves—
- (a) sending an entry form or other document stated in the conditions of entry for the lottery, the cost of sending the

Schedule 9 (continued)

entry must not be more than the price of a standard local postage stamp; or

- (b) telephoning a stated number, the cost of telephoning must not be more than 55c.

Part 3 Drawing promotional lottery

6 Drawing promotional lottery

- (1) A drawing of promotional lottery must be conducted in the way—
 - (a) stated in the approved schedule for the drawing; and
 - (b) advertised for the drawing.
- (2) The following ways, and reasonable variations of the ways, of drawing promotional lottery may be approved—
 - (a) causing lottery equipment to produce a random selection for an entry into a drawing of a lottery;
 - (b) revealing a prize when printed matter is exposed in a bonus game panel on an instant scratch-its ticket;
 - (c) revealing a prize when printed matter is exposed in a panel on a special scratch-its ticket;
 - (d) being the first person to ring a stated telephone number after a stated event happens, for example, the gold lotto jingle is played on a television channel or radio station;
 - (e) being the first person with a winning number to ring a stated telephone number if an extra number is drawn before or after the numbers are drawn for another lottery;
 - (f) ringing a stated telephone number within a stated time and giving certain information;

Schedule 9 (continued)

- (g) drawing a set of winning numbers for promotional lottery before or after the winning numbers are drawn in another lottery;
 - (h) a combination of 2 or more of the ways mentioned in paragraphs (a) to (g).
- (3) If drawing a promotional lottery involves telephoning a stated number, the cost of telephoning must not be more than 55c.

7 Time for drawing

A drawing of promotional lottery must be conducted within 1 year after the drawing is first advertised.

Part 4 Approved schedule

8 Approved schedule

- (1) The Minister may approve a schedule for a drawing of promotional lottery.
- (2) The approved schedule must contain—
 - (a) how to enter the drawing; and
 - (b) when and how the drawing is to be conducted; and
 - (c) for the drawing—
 - (i) the prize structure; or
 - (ii) how the value of the prize is calculated.

Endnotes

1 Index to endnotes

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2 Date to which amendments incorporated

This is the reprint date mentioned in the Reprints Act 1992, section 5(c). Accordingly, this reprint includes all amendments that commenced operation on or before 16 September 2005. Future amendments of the Lotteries Rule 1998 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

3 Key

Key to abbreviations in list of legislation and annotations

Key	Explanation	Key	Explanation
AIA	= Acts Interpretation Act 1954	(prev)	= previously
amd	= amended	proc	= proclamation
amdt	= amendment	prov	= provision
ch	= chapter	pt	= part
def	= definition	pubd	= published
div	= division	R[X]	= Reprint No.[X]
exp	= expires/expired	RA	= Reprints Act 1992
gaz	= gazette	reloc	= relocated
hdg	= heading	renum	= renumbered
ins	= inserted	rep	= repealed
lap	= lapsed	(retro)	= retrospectively
notfdd	= notified	rv	= revised edition
o in c	= order in council	s	= section
om	= omitted	sch	= schedule
orig	= original	sdiv	= subdivision
p	= page	SIA	= Statutory Instruments Act 1992
para	= paragraph	SIR	= Statutory Instruments Regulation 2002
prec	= preceding	SL	= subordinate legislation
pres	= present	sub	= substituted
prev	= previous	unnum	= unnumbered

4 Table of reprints

Reprints are issued for both future and past effective dates. For the most up-to-date table of reprints, see the reprint with the latest effective date.

If a reprint number includes a letter of the alphabet, the reprint was released in unauthorised, electronic form only.

Reprint No.	Amendments to	Effective	Reprint date
1	none	1 August 1998	5 August 1998
1A	1999 SL No. 157	2 July 1999	17 September 1999
1B	1999 SL No. 347	24 December 1999	4 January 2000
1C	2000 SL No. 39	10 March 2000	20 March 2000
1D	2000 SL No. 183	30 June 2000	21 July 2000
1E	2000 SL No. 230	1 September 2000	12 September 2000
2	2000 SL No. 230	1 September 2000	6 October 2000
2A	2001 SL No. 32	12 April 2001	20 April 2001
2B	2002 SL No. 102	10 May 2002	24 May 2002

Reprint No.	Amendments included	Effective	Notes
2C	2005 SL No. 230	16 September 2005	

5 Tables in earlier reprints

Name of table	Reprint No.
Corrected minor errors	1

6 List of legislation

Lotteries Rule 1998 SL No. 221

made by the Treasurer on 29 July 1998

notfd gaz 31 July 1998 pp 1606–7

ss 1–2 commenced on date of notification

remaining provisions commenced 1 August 1998 (see s 2)

exp 1 September 2008 (see SIA s 54)

Note—The expiry date may have changed since this reprint was published. See the latest reprint of the SIR for any change.

amending legislation—

Lotteries Amendment Rule (No. 1) 1999 SL No. 157

notfd gaz 2 July 1999 pp 1223–4

commenced on date of notification

Lotteries Amendment Rule (No. 2) 1999 SL No. 347

notfd gaz 24 December 1999 pp 1648–9

commenced on date of notification

Lotteries Amendment Rule (No. 1) 2000 SL No. 39

notfd gaz 10 March 2000 pp 971–2

commenced on date of notification

Lotteries Amendment Rule (No. 2) 2000 SL No. 183

notfd gaz 30 June 2000 pp 736–48

commenced on date of notification

Lotteries Amendment Rule (No. 3) 2000 SL No. 230

notfd gaz 1 September 2000 pp 58–60

commenced on date of notification

Lotteries Amendment Rule (No. 1) 2001 SL No. 32

notfd gaz 12 April 2001 pp 1540–1

commenced on date of notification

Lotteries Amendment Rule (No. 1) 2002 SL No. 102

notfd gaz 10 May 2002 pp 157–8

commenced on date of notification

Lotteries Amendment Rule (No. 1) 2005 SL No. 230

notfd gaz 16 September 2005 pp 226–7

commenced on date of notification

7 List of annotations

Definitions

- s 4** def “**gaming terminal**” amd 1999 SL No. 347 s 3
 def “**multiweek entry**” om 1999 SL No. 157 s 3
 def “**multiweek sale**” ins 1999 SL No. 157 s 3

No requirement to check that ticket corresponds with entry

- s 10A** ins 2002 SL No. 102 s 3

Processing an entry

- s 11** amd 1999 SL No. 157 s 4

Cancellation of lottery tickets

- s 12** sub 2002 SL No. 102 s 4

Refund for a cancelled lottery ticket

- s 13** sub 2002 SL No. 102 s 5

Entry form may be given or sent directly to lottery licensee

- s 15** amd 1999 SL No. 157 s 5

Cancellation of a lottery ticket bought from a licensee

- s 16A** ins 2002 SL No. 102 s 6

Current multiweek lottery ticket to be returned

- prov hdg** sub 1999 SL No. 157 s 6(1)

- s 28** amd 1999 SL No. 157 s 6(2)–(4)

sub 2002 SL No. 102 s 7

Lottery ticket to be returned if not a winning ticket

s 28A ins 1999 SL No. 157 s 7

Gaming terminal can not read lottery ticket

s 31 amd 1999 SL No. 157 s 8; 2002 SL No. 102 s 8

SCHEDULE 1—WEDNESDAY GOLD LOTTO**Definitions**

s 2 def “malfunction” ins 2002 SL No. 102 s 9(1)

Agency payment period

s 3 sub 1999 SL No. 157 s 9(1)

Types of entries

s 5 amd 1999 SL No. 157 s 9(2)–(3)

Completing an entry form

s 6 amd 1999 SL No. 157 s 9(4)

Multiweek sale

s 10 sub 1999 SL No. 157 s 9(5)

Advance sale

s 11 amd 1999 SL No. 157 s 9(6)

Quickpick

s 12 amd 1999 SL No. 157 s 9(7); 2001 SL No. 32 s 3(1)

Astropick

s 13 amd 1999 SL No. 157 s 9(8)

Malfunction of drawing equipment

s 14A ins 2002 SL No. 102 s 9(2)

Appendix 1.1

amd 2001 SL No. 32 s 3(2)–(3)

SCHEDULE 2—SATURDAY GOLD LOTTO**Agency payment period**

s 3 sub 1999 SL No. 157 s 10(1)

Types of entries

s 5 amd 1999 SL No. 157 s 10(2)–(3)

Completing an entry form

s 6 amd 1999 SL No. 157 s 10(4)

Multiweek sale

s 10 sub 1999 SL No. 157 s 10(5)

Advance sale

s 11 amd 1999 SL No. 157 s 10(6)

Quickpick

s 12 amd 1999 SL No. 157 s 10(7); 2001 SL No. 32 s 4(1)

Astropick

s 13 amd 1999 SL No. 157 s 10(8)

Appendix 2.1

amd 2001 SL No. 32 s 4(2)–(3)

SCHEDULE 3—POWERBALL**Agency payment period**

s 3 sub 1999 SL No. 157 s 11(1)

Types of entries

s 5 amd 1999 SL No. 157 s 11(2)–(3)

Completing an entry form

s 6 amd 1999 SL No. 157 s 11(4)

Multiweek sale

s 9 sub 1999 SL No. 157 s 11(5)

Advance sale

s 10 amd 1999 SL No. 157 s 11(6)

Quickpick

s 11 amd 1999 SL No. 157 s 11(7); 2001 SL No. 32 s 5(1)

Powerpick

s 12 amd 1999 SL No. 157 s 11(8)–(9)

Astropick

s 13 amd 1999 SL No. 157 s 11(10)

Appendix 3.1

amd 2001 SL No. 32 s 5(2)–(3)

SCHEDULE 4—POOLS**Definitions**

s 2 def “drawing equipment” ins 2005 SL No. 230 s 3(1)

Agency payment period

s 3 sub 1999 SL No. 157 s 12(1)

Types of entries

s 5 amd 1999 SL No. 157 s 12(2)–(3)

Completing an entry form

s 6 amd 1999 SL No. 157 s 12(4)

Multiweek sale

s 10 sub 1999 SL No. 157 s 12(5)

Advance sale

s 11 amd 1999 SL No. 157 s 12(6)

Quickpick

s 12 amd 1999 SL No. 157 s 12(7); 2001 SL No. 32 s 6(1)

Astropick

s 13 amd 1999 SL No. 157 s 12(8)

Cancellation of a drawing of pools

s 14 om 2005 SL No. 230 s 3(2)

PART 3—DRAWING POOLS**Division 1—Deciding numbers and ranking matches**

div hdg ins 2005 SL No. 230 s 3(3)

Deciding the numbers

s 15 amd 2005 SL No. 230 s 3(4)–(5)

Void match

s 16 om 2005 SL No. 230 s 3(6)

Division 2—Void matches

div hdg ins 2005 SL No. 230 s 3(7)

Result of eligible reserve match taken to be result of void match

s 17A ins 2005 SL No. 230 s 3(7)

Deciding numbers—results for 38 matches

s 17B ins 2005 SL No. 230 s 3(7)

Deciding numbers—results for between 7 and 37 matches

s 17C ins 2005 SL No. 230 s 3(7)

Deciding numbers—results for fewer than 7 matches

s 17D ins 2005 SL No. 230 s 3(7)

Division 3—Prize divisions

div hdg ins 2005 SL No. 230 s 3(7)

Appendix 4.1

amd 2001 SL No. 32 s 6(2)–(3)

SCHEDULE 5—SUPER 66**Agency payment period**

s 3 sub 1999 SL No. 157 s 13

SCHEDULE 6—OZ LOTTO**Agency payment period**

s 3 sub 1999 SL No. 157 s 14(1)

Types of entries

s 5 amd 1999 SL No. 157 s 14(2)–(3)

Completing an entry form

s 6 amd 1999 SL No. 157 s 14(4)

Multiweek sale

s 10 sub 1999 SL No. 157 s 14(5)

Advance sale

s 11 amd 1999 SL No. 157 s 14(6)

Quickpick

s 12 amd 1999 SL No. 157 s 14(7); 2001 SL No. 32 s 7(1)

Astropick

s 13 amd 1999 SL No. 157 s 14(8)

Appendix 6.1

amd 2001 SL No. 32 s 7(2)–(3)

SCHEDULE 7—INSTANT SCRATCH-ITS**Definitions**

- s 2** def “**instant prize**” sub 1999 SL No. 347 s 4
 def “**ticket identifier**” ins 1999 SL No. 157 s 15(1)

Computer system

- s 3** amd 1999 SL No. 157 s 15(2)–(3)

Information to be printed on tickets

- s 7** amd 1999 SL No. 157 s 15(4); 1999 SL No. 347 s 5

Ticket identifier

- s 15** sub 1999 SL No. 157 s 15(5)

Winning ticket not recognised

- s 16** amd 1999 SL No. 157 s 15(6)

Void tickets

- s 17** amd 1999 SL No. 157 s 15(7); 1999 SL No. 347 s 6

SCHEDULE 8—CASKET**Definitions**

- s 2** def “**drawing equipment**” amd 2000 SL No. 39 s 3

Agency payment period

- s 3** sub 1999 SL No. 157 s 16

SCHEDULE 9—PROMOTIONAL LOTTERY**Definitions**

- s 2** def “**foreign gaming scheme**” ins 2000 SL No. 183 s 3(1)
 def “**promotional game**” ins 2000 SL No. 183 s 3(1)

Agency payment period

- s 3** sub 1999 SL No. 157 s 17

How to enter a drawing of promotional lottery

- s 5** amd 2000 SL No. 39 s 4(1); 2000 SL No. 183 s 3(2)–(3); 2000 SL No. 230 s 3(1)

Drawing promotional lottery

- s 6** amd 2000 SL No. 39 s 4(2); 2000 SL No. 230 s 3(2)

Approved schedule

- s 8** amd 2000 SL No. 39 s 4(3)