



Lotteries Act 1997

Lotteries Rule 1998

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The reprint includes a reference to the law by which each amendment was made—see list of legislation and list of annotations in endnotes. Also see list of legislation for any uncommenced amendments.

This page is specific to this reprint. See previous reprints for information about earlier changes made under the Reprints Act 1992. A table of reprints is included in the endnotes.

Also see endnotes for information about—

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

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Revised edition indicates further material has affected existing material. For example—

- a correction
- a retrospective provision
- other relevant information.



Queensland

Lotteries Rule 1998

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Lotteries Rule 1998

[as amended by all amendments that commenced on or before 16 November 2006]

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.

agency card see section 8A(1).

agency card number see section 8A(2).

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.

authorised limit means the amount of funds stated in a lottery licensee's approved control system as the maximum amount that may be held in a player account.

casket see schedule 8.

control number, for a lottery ticket, see section 16L(k)(ii).

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.

electronic form, in relation to submitting an entry form, means submitting the entry form by using the Internet in a way that is accepted by a lottery licensee.

gaming terminal means a terminal that—

- (a) is part of a lottery licensee's computer system; and
- (b) is used to issue paper tickets; and
- (c) can be used by a lottery agent or a lottery licensee—
 - (i) to identify whether or not a paper ticket is a winning ticket; or
 - (ii) to access the computer system.

gold lotto means Wednesday gold lotto or Saturday gold lotto.

instant scratch-its see schedule 7.

lottery agents register means the register kept by a lottery licensee under section 6A(1).

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.

mega quickpick, for a drawing of an approved lottery under schedules 1 to 4 or 6, means 24 standard entries in the drawing of the lottery by a quickpick.

multiweek sale, for a lottery, means—

- (a) for a sale that is recorded on a lottery licensee's computer system as a sale to a registered player—the sale of a lottery ticket for the next 2 to 52 drawings of the lottery after the ticket is sold; or
- (b) for a sale other than a sale under paragraph (a)—the sale of a lottery ticket for the next 2 to 10 drawings of the lottery after the ticket is sold.

oz lotto see schedule 6.

panel, for a drawing of an approved lottery under schedules 1 to 4 or 6, see section 2 of the schedule relating to the lottery.

paper ticket means a lottery ticket issued by a lottery agent or a lottery licensee in paper form.

place of operation means—

- (a) for a lottery licensee—the licensee's place of operation under section 125(1)¹ of the Act; or
- (b) for a lottery agent—the agent's place of operation under section 125(2) of the Act.

player account means an account established under part 3.

player card number see section 8(2).

players register means the register kept by a lottery licensee under section 6(1).

pools see schedule 4.

powerball see schedule 3.

powerhit entry see schedule 3, section 2.

powerpick see schedule 3, section 2.

¹ Section 125 (Places of operation) of the Act

prize, for part 6, see section 20AA.

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 lottery agent means a lottery agent registered in the lottery agents register.

registered numbers,—

- (a) for a registered player for a lottery, means the numbers that the player has registered under section 9(1); or
- (b) for a lottery agent, means the numbers that the lottery agent has registered under section 9(4).

registered player means a person registered in the players register.

restricted player means a person registered in the players register as a restricted player under section 11(3).

Saturday gold lotto see schedule 2.

selling fee, for a lottery ticket, means—

- (a) if the ticket is sold by a lottery agent—the amount to which the agent is entitled, under the agent's agency agreement, for selling the ticket; or
- (b) if the ticket is sold by a lottery licensee—an amount that is equal to the amount to which a lottery agent would have been entitled under the agent's agency agreement if the agent had sold the ticket.

standard entry—

- (a) for a drawing of an approved lottery under schedules 1, 2, 4 or 6, see section 2 of the schedule relating to the lottery; or
- (b) for a drawing of an approved lottery under schedule 3, see schedule 3, section 3.

standard quickpick, for a drawing of an approved lottery under schedules 1 to 4 or 6, means 12 standard entries in the drawing of the lottery by a quickpick.

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

super 66 see schedule 5.

super 66 number means a number made up of 6 digits that is used for entering a drawing of super 66.

super quickpick, for a drawing of an approved lottery under schedules 1 to 4 or 6, means 18 standard entries in the drawing of the lottery by a quickpick.

syndicate see section 16HA.

syndicate share see section 16HA.

syndicating entity see section 16HB.

system entry, for a drawing of an approved lottery under schedules 1 to 4 or 6, see section 2 of the schedule relating to the lottery.

system quickpick, for a drawing of an approved lottery under schedules 1 to 4 or 6, means a system entry in the drawing of the lottery by a quickpick.

unrestricted player means a person registered in the players register as an unrestricted player under section 11(3).

Wednesday gold lotto see schedule 1.

5A References to system entries

A system entry in a drawing of an approved lottery may be described by reference to the number of numbers selected for the entry.

Example—

A system entry in a drawing of a lottery for which 7 numbers are selected may be described as a system 7 entry.

Part 2 Registration

6AA Registration of players and lottery agents

A lottery licensee may register players or lottery agents.

6 Players register

- (1) A lottery licensee must keep a players register stating the following information for each registered player—
 - (a) the player's name and address;
 - (b) if the player has registered numbers for a lottery—the registered numbers;
 - (c) if the player has a player account—
 - (i) the information required for the account under the licensee's approved control system; and
 - (ii) whether the player is a restricted player or an unrestricted player;
 - (d) other information (if any) the licensee reasonably considers is appropriate for registration of the player.
- (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.

6A Lottery agents register

- (1) A lottery licensee must keep a lottery agents register stating the following information for each registered lottery agent—
 - (a) the agent's name;
 - (b) each place of operation of the lottery agent, including its—
 - (i) trading name; and
 - (ii) address;
 - (c) if the agent has registered numbers—the registered numbers;

- (d) other information (if any) the licensee reasonably considers is appropriate for registration of the agent.
- (2) If a registered lottery agent asks to be told the details about the agent contained in the lottery agents register, the licensee must tell the agent 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 made available by the licensee and giving the form to the licensee or a lottery agent.
- (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 cards

- (1) A lottery licensee who registers a person as a registered player must give the person a card (a *player card*).
- (2) The player card must state a unique number (a *player card number*) allocated by the lottery licensee.
- (3) If 2 persons apply jointly to be registered as a registered player, the licensee may issue only 1 player card for the registration.

8A Lottery licensee to issue lottery agency cards

- (1) A lottery licensee who registers a lottery agent as a registered lottery agent must give the agent a card (an *agency card*) for each place of operation the agent is registered.
- (2) Each agency card must state a unique number (an *agency card number*) allocated by the lottery licensee.

9 Registered numbers

- (1) A lottery agent or a lottery licensee may, if asked by a registered player—
 - (a) register a group of numbers (*playing numbers*) for the player for entering a drawing of lotto, pools or powerball; or
 - (b) register a super 66 number for the player; or
 - (c) if playing numbers or a super 66 number are registered for the player—change the playing numbers or super 66 number registered for the player.
- (2) For registering or changing a super 66 number under subsection (1), a lottery agent or a lottery licensee must use the licensee's computer system to randomly generate a super 66 number.
- (3) A lottery agent or lottery licensee may register more than 1 super 66 number or group of playing numbers for a registered player.
- (4) A lottery agent or lottery licensee may register playing numbers for the agent.

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 made available by the lottery licensee; and
 - (b) give the form to the licensee or a lottery agent of the licensee.
- (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.

10A Changes in information for agents register

A lottery licensee may change the information contained in the lottery agents register for a registered lottery agent if—

- (a) notified by the agent of a change in information; or
- (b) an agency agreement is amended; or
- (c) the agent's information in the register is no longer correct.

Part 3 Player accounts**Division 1 Establishing player accounts****11 Opening a player account**

- (1) A registered player may apply to a lottery licensee to open a player account with the lottery licensee by giving the lottery licensee the information required for a player account under the licensee's approved control system.
- (2) A player account may be held in the name of only 1 registered player.
- (3) Subject to sections 12 and 13, the lottery licensee may register the person as a restricted player or an unrestricted player.

12 Registration as a restricted player

- (1) A lottery licensee must not register a person as a restricted player unless the lottery licensee—
 - (a) carries out the registration in accordance with the lottery licensee's approved control system; and
 - (b) informs the person of the effect of sections 13, 14, 16B, 16D(2), 16E and 16H(1) and (2).
- (2) If the lottery licensee registers a person as a restricted player, the lottery licensee must, as soon as practicable after registering the person, give the person a notice stating the

effect of sections 13, 14, 16B, 16D(2), 16E and 16H(1) and (2).

- (3) A notice under subsection (2) may be given in electronic form.

13 Registration as an unrestricted player

A lottery licensee must not register a person as an unrestricted player, unless—

- (a) the person's identity has been authenticated under the licensee's approved control system; and
- (b) the person's age has been verified under the licensee's approved control system to be at least 18.

14 End of registration as a restricted player

- (1) A person who is registered as a restricted player may subsequently be registered as an unrestricted player.
- (2) If a restricted player is subsequently registered as an unrestricted player, the person's registration as a restricted player is cancelled.
- (3) If a person's registration as a restricted player is not sooner cancelled under subsection (2), the registration as a restricted player ends 90 days after the day the person was registered as a restricted player.

Division 2 Operating player accounts

15 Player account transactions

- (1) A lottery licensee may credit the following funds to a person's player account—
 - (a) an amount deposited by the person;
 - (b) a prize or refund;
 - (c) an amount debited against the account in error.

- (2) A lottery licensee may debit the following funds against a person's player account—
- (a) an amount payable by the person for buying a lottery ticket;
 - (b) if the person is registered as an unrestricted player—a withdrawal under section 16F;
 - (c) if the balance of the account exceeds the authorised limit—an amount for payment to the person to reduce the balance of the account, calculated in accordance with the licensee's approved control system;
 - (d) an amount credited to the account in error;
 - (e) another amount approved by the chief executive;

Example for paragraph (e)—

a fee payable by the lottery licensee to a financial institution for processing an electronic transfer of funds from the account

- (f) another amount allowed under this division.

16 Access to player account

- (1) This section applies if a person—
- (a) wishes to use the person's player account with a lottery licensee to authorise a transaction on the account; or
 - (b) seeks information about the account from the lottery licensee.
- (2) The person must give the lottery licensee the information required by the licensee to authenticate the person's identity.

16A Minimum deposit for player account

For depositing funds in a person's player account, the person must give the lottery licensee at least the minimum deposit amount decided by the licensee.

16B Limits on deposits to player accounts

- (1) A lottery licensee must not allow the total amount of funds deposited by a restricted player to the player's player account to exceed—
 - (a) \$1000; or
 - (b) if an amount less than \$1000 (an *approved amount*) is stated in the lottery licensee's approved control system as the maximum amount of funds that may be deposited to a restricted player's player account—the approved amount.
- (2) A lottery licensee must not allow a person to deposit funds (a *deposit amount*) to the person's player account if, the balance of the account, including the deposit amount, would be more than the authorised limit for the account.

16C Only cleared funds to be used

- (1) A person may use the person's player account to buy a lottery ticket only if the price of the ticket is not more than the cleared funds in the player account.
- (2) If a person attempts to buy a lottery ticket for more than the cleared funds in the person's player account, the lottery licensee must not allow the account to be used to buy the ticket.

16D Refusal to accept a deposit or purchase

- (1) A lottery licensee may refuse to accept a deposit of funds to, or the purchase of a lottery ticket with funds from, a player account, if the licensee reasonably believes the account is being, has been, or is about to be used in contravention of a law of a State or the Commonwealth.
- (2) A lottery licensee must refuse to accept a deposit of funds to, or the purchase of a lottery ticket with funds from, a restricted player's player account, if the licensee reasonably believes it will not be able to authenticate the player's identity or verify the player's age under section 13.

16E Restricted players not to make withdrawals or close accounts

A restricted player may not make a withdrawal from or close the player's player account.

16F Withdrawals by unrestricted players

An unrestricted player may only make the following withdrawals of funds from the player's player account with a lottery licensee—

- (a) a withdrawal of the whole or part of an amount credited by the lottery licensee to the account as payment of a prize or refund;
- (b) a withdrawal of another amount, if the withdrawal is authorised under the lottery licensee's approved control system;
- (c) a withdrawal of the balance of funds in the account to close the account.

16G Closing an unrestricted player's player account

- (1) A lottery licensee may close an unrestricted player's player account at any time.
- (2) Subject to subsection (3), if a lottery licensee closes an unrestricted player's player account, the lottery licensee must send the balance of funds in the account to the player.
- (3) The lottery licensee may deduct an account closing fee, in an amount stated in the licensee's approved control system, from the balance of funds sent to the player.
- (4) This section does not apply to the extent the *Financial Transaction Reports Act 1988* (Cwlth) applies.

16H Accounting for account balances for restricted players

- (1) This section applies if—
 - (a) a person's registration as a restricted player ends under section 14(3); and

- (b) when the registration ends, an amount of funds (the ***account balance***) is standing to the credit of a player account established by a lottery licensee in the name of the person.
- (2) The lottery licensee must close the account and pay the account balance to the chief executive.
- (3) If an amount of the account balance is not paid under subsection (2) by the lottery licensee, the State may recover the amount from the lottery licensee as a debt.
- (4) This section does not apply to the extent the *Financial Transaction Reports Act 1988* (Cwlth) applies.

Part 3A Syndicates

16HA Meaning of *syndicate*

A *syndicate* is an arrangement under which a type of entry, or combination of types of entries, in a drawing of an approved lottery is divided into a number of equal shares (each a *syndicate share*).

16HB Who may form a syndicate

The following (each a *syndicating entity*) may form a syndicate under this part, for lotto, pools or powerball—

- (a) a lottery licensee;
- (b) a lottery agent;
- (c) a group of 2 or more lottery agents.

16HC Forming a syndicate

A syndicating entity forms a syndicate by—

- (a) registering the following for the syndicate on the lottery licensee's computer system—
 - (i) the lottery to which the syndicate relates;

- (ii) for a syndicate formed by a lottery agent or a group of 2 or more lottery agents, each place of operation where the syndicate shares will be available for sale;
 - (iii) for a syndicate formed by a group of 2 or more lottery agents, the number of syndicate shares each lottery agent is responsible to sell; and
- (b) selecting the following for the syndicate from the options available on the lottery licensee's computer system—
 - (i) the type of entry, or combination of types of entries, in the lottery to which the syndicate relates;
 - (ii) the number of syndicate shares in the syndicate.

16HD Sale of syndicate shares

A syndicate share must not be sold at a place other than a place of operation of a lottery agent or licensee registered on the lottery licensee's computer system for the sale of shares in the syndicate.

16HE Unsold shares in a syndicate

- (1) If a syndicate share is not sold 10 minutes before entries close for the drawing of a lottery to which the share relates, the share is automatically issued to—
 - (a) for a syndicate formed by 1 lottery agent—the lottery agent that formed the syndicate; or
 - (b) for a syndicate formed by a group of 2 or more lottery agents—the lottery agent who is responsible for the sale of the share; or
 - (c) for a syndicate formed by a lottery licensee—
 - (i) if the syndicate share was sold and then cancelled by a lottery agent—the lottery agent who cancelled the share; or
 - (ii) otherwise—the lottery licensee.

- (2) If a syndicate share is issued under subsection 1(a), (b) or (c)(i), the lottery licensee must, under the approved control system, collect the amount owing for the share from the lottery agent to whom the share is issued under subsection (1).

16HF Cancellation of a syndicate or syndicate shares

- (1) A syndicate may only be cancelled if all syndicate shares are available for sale.
- (2) A syndicate share may only be cancelled at the place where the share was sold.
- (3) To remove any doubt, it is declared that a syndicate share that is sold but later cancelled, is a share that is for sale.

16HG Entry on behalf of a group prohibited for lottery agents

A lottery agent may not enter a drawing of a lottery on behalf of a group of persons other than under this part.

Part 4 Entering a drawing of a lottery

16I Ways of entering a drawing of a lottery

- (1) A person may only enter a drawing of a lottery in a way stated in the schedule relating to the lottery.
- (2) If a schedule states that a person may use a completed entry form to enter a drawing of a lottery, the person may—
 - (a) give the entry form, in person, to a lottery agent at the agent's place of operation; or
 - (b) subject to subsection (3), submit the entry form to a lottery licensee in electronic form; or
 - (c) give the entry form, in person, to a lottery licensee at the licensee's place of operation; or
 - (d) subject to subsection (4), send the entry form by mail to a lottery licensee.

- (3) A person may enter a drawing of a lottery under subsection (2)(b), only if the person—
 - (a) is a registered player with a player account; and
 - (b) uses the account for buying a lottery ticket for the entry.
- (4) A person may enter a drawing of a lottery under subsection (2)(d), only if—
 - (a) the lottery licensee has agreed to receive the entry form by mail; and
 - (b) the person enters the drawing as a registered player.

16J Completing an entry form

If a person uses an entry form to enter a drawing of a lottery, the person must complete the entry form in accordance with the rules stated in the schedule relating to the lottery.

16K Acceptance of an entry

- (1) A lottery agent or a lottery licensee may accept an entry in a drawing of a lottery only if—
 - (a) the price of a lottery ticket for the entry has been paid; and
 - (b) for an entry for which an entry form has been used, the entry form has been properly completed.
- (2) A lottery licensee is taken to have accepted an entry in a drawing of a lottery only when the entry is recorded in the licensee's computer system as having been accepted.
- (3) Subsection (1) does not apply to a syndicate share automatically issued under section 16HE(1).

16L Lottery ticket

- (1) A lottery agent or lottery licensee who processes a person's entry for a drawing of a lottery must give the person a lottery ticket stating the following information for the entry—
 - (a) the number or numbers to identify each drawing of the lottery the person is entering;

- (b) the price of the lottery ticket;
 - (c) the date and time of the entry;
 - (d) if the person has entered the drawing of the lottery as a registered player—the person's player card number;
 - (e) the numbers selected in the entry, unless paragraph (f) applies;
 - (f) if the person has used the person's registered numbers for the entry—the registered numbers;
 - (g) if the entry is by a quickpick, astropick or powerpick—an indication it is by a quickpick, astropick or powerpick;
 - (h) if the entry is by an astropick—the star sign selected;
 - (i) if the entry is a standard or system entry for powerball—the powerball number;
 - (j) if the entry is a powerhit entry—an indication it is a powerhit entry;
 - (ja) if the entry is a syndicate share—an indication it is a syndicate share and the number of shares;
 - (k) if the lottery ticket is a paper ticket—
 - (i) the number of the agent's or licensee's gaming terminal; and
 - (ii) a unique number (a ***control number***) and bar code for the ticket;
 - (l) other information, if any—
 - (i) required for the lottery ticket under the schedule relating to the lottery; or
 - (ii) that the lottery licensee considers appropriate.
- (2) If a person submits an entry form to a lottery licensee in electronic form, the licensee is taken to have given the person a lottery ticket under subsection (1) if—
- (a) the licensee has issued the ticket in electronic form; and
 - (b) at the time the ticket was issued, it was reasonable for the licensee to expect that the ticket would be readily

accessible by the person so as to be useable for subsequent reference.

- (3) If a person sends an entry form by mail to a lottery licensee, the licensee is taken to have given the person a lottery ticket under subsection (1) if the licensee has sent the ticket by mail to the person's last known address.

16M No requirement to check ticket corresponds with entry

A lottery agent or a lottery licensee is not required to check that the information contained in a lottery ticket corresponds with the information requested by a person for entering a drawing of a lottery.

16N Cancellation of a lottery ticket by a lottery agent

- (1) This section applies if a lottery agent gives a person a lottery ticket and the person asks the agent to cancel the ticket.
- (2) The lottery agent must cancel the lottery ticket only if—
 - (a) 1 of the following applies—
 - (i) for a ticket for a syndicate share—the cancellation can be made at least 10 minutes before entries close for the drawing of the lottery to which the ticket relates;
 - (ii) for a ticket sold by a multiweek sale—entries have not closed for the first drawing to which the ticket relates;
 - (iii) otherwise—entries have not closed for the drawing to which the ticket relates; and
 - (b) the agent, using a gaming terminal, is able to identify and cancel the entry for the ticket on the lottery licensee's computer system.
- (3) If the lottery agent is not able to identify or cancel the entry for the lottery ticket under subsection (2)(b), the agent must ask the lottery licensee to cancel the ticket.
- (4) If the lottery ticket is cancelled under subsection (2) or section 16O(2), the lottery agent must—

- (a) endorse the ticket as cancelled; and
 - (b) refund to the person who bought the ticket an amount equal to the price of the ticket.
- (5) Subsection (3) does not apply to a ticket for a syndicate share that can not be cancelled at least 10 minutes before entries close for the drawing of the lottery to which the ticket relates.

160 Cancellation of a lottery ticket by a lottery licensee

- (1) This section applies if—
- (a) a lottery agent asks a lottery licensee to cancel a lottery ticket under section 16N(3); or
 - (b) a lottery licensee gives a person a lottery ticket and the person asks the licensee to cancel the ticket.
- (2) The lottery licensee may cancel the lottery ticket only if—
- (a) 1 of the following applies—
 - (i) for a ticket for a syndicate share—the cancellation can be made at least 10 minutes before entries close for the drawing of the lottery to which the ticket relates;
 - (ii) for a ticket sold by a multiweek sale—entries have not closed for the first drawing to which the ticket relates;
 - (iii) otherwise—entries have not closed for the drawing to which the ticket relates; and
 - (b) the licensee is able to identify and cancel the entry for the ticket on the licensee's computer system; and
 - (c) the licensee considers it is practicable to cancel the ticket having regard to the procedures for cancelling tickets stated in the licensee's approved control system.
- (3) If a lottery licensee cancels a lottery ticket issued by the licensee, the licensee must refund to the person who bought the ticket an amount equal to the price of the ticket.

16P Void lottery tickets

- (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 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, a lottery licensee must—
 - (a) inform the licensee's lottery agents of the winning numbers; and
 - (b) make the winning numbers available on the licensee's website.
- (2) Each agent must display the numbers at the agent's place of operation.
- (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

20AA Definition for pt 6

In this part—

prize includes a share of a prize for the holder of a syndicate share.

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 appears to be 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 Payment for division 1 prizes

- (1) A lottery licensee may pay a division 1 prize to a person if—
 - (a) the person gives the licensee a paper ticket that is a division 1 prize-winning ticket; or
 - (b) the person has entered the drawing as a registered player.
- (2) The lottery licensee may wait 14 days after the drawing of the lottery before paying a division 1 prize but must pay the prize as soon as practicable after the 14 days.
- (3) This section is subject to sections 20(2) to (5) and 26.

23 Payment for prizes other than division 1 prizes—paper tickets

- (1) This section applies if a person has a paper ticket for an entry in a drawing of a lottery and claims a prize, other than a division 1 prize, in the drawing.
- (2) A lottery agent or lottery licensee to whom the person gives the ticket, must use a gaming terminal to find out whether the ticket is a prize-winning ticket in the drawing.
- (3) Subject to sections 20(2) to (5) and 26, the lottery agent or lottery licensee must pay the prize as soon as practicable after it is claimed.
- (4) However, if the person gives the lottery ticket to a lottery agent, the lottery agent must not pay the prize to the person if—
 - (a) the agent reasonably believes the person is not the owner of the ticket; or

- (b) the lottery licensee has entered, on the licensee's computer system, an instruction to stop payment of the prize; or
 - (c) the lottery licensee's computer system—
 - (i) indicates the prize has already been paid; or
 - (ii) does not identify the ticket as a prize-winning ticket in the drawing; or
 - (d) the prize is more than the agent's payment limit.
- (5) If the agent can not pay the prize under subsection (4), and the person still wishes to claim a prize—
- (a) the person may claim the prize directly from the lottery licensee; or
 - (b) the agent may, with the person's agreement, refer the claim to the licensee.
- (6) 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.

24 Lottery licensee may send a cheque for a prize to a registered player

- (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).
- (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 a prize

(1) This section applies if a person (a *claimant*)—

- (a) claims that—
 - (i) a paper ticket for an entry in a drawing of a lottery has been lost or stolen; or
 - (ii) another person, who may otherwise receive payment of a prize for an entry in a drawing of a lottery, is not lawfully entitled to receive payment of the prize; and
- (b) makes a request to a lottery licensee to stop payment of the prize.

(2) For subsection (1)(a)(ii), it is not necessary that the claimant knows the identity of the other person.

(3) The request to stop payment of the prize must be—

- (a) completed on a form made available by the lottery licensee for the request; and
- (b) accompanied by a search fee in the amount stated under the licensee's approved control system.

(4) The lottery licensee may stop payment of the prize.

(5) If the lottery licensee stops payment of the prize under subsection (4), the licensee must not pay the prize until the licensee—

- (a) has investigated the claim under subsection (1)(a); and
- (b) is satisfied about the lawful entitlement to receive payment of the prize.

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 or twinpick 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 paper ticket bought on the basis of a multiweek or twinpick 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 Paper ticket to be returned if not a winning ticket

- (1) If a person claiming a prize gives a paper ticket to a lottery agent or a lottery licensee, the agent or licensee must return the ticket if it can not be identified as a winning ticket using a gaming terminal.
- (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

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.

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 paper ticket

- (1) This section applies if—
 - (a) a person gives a paper ticket to a lottery agent at the agent's place of operation; and
 - (b) the gaming terminal at the agent's place of operation can not read the ticket.
- (2) If the control number on the ticket is not legible and the person claims a prize—
 - (a) the lottery agent must not pay the prize; and
 - (b) either—
 - (i) the person may claim the prize directly from the lottery licensee; or
 - (ii) the agent may, with the person's agreement, refer the claim to the lottery licensee.
- (3) If the control number on the ticket is legible and the person claims a prize, the lottery agent must use the keyboard attached to the gaming terminal to enter the control number on the lottery licensee's computer system.
- (4) If the computer system identifies the control number as the number of a prize-winning lottery ticket, the lottery agent may deal with the ticket as a prize-winning ticket.

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**

- (1) 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.
- (2) However, if a lottery licensee stops conducting a lottery (the *former lottery*) for which there is a bonus prize reserve, the licensee must, with the chief executive's approval, distribute the bonus prize reserve for the former lottery in payment of a prize or an additional prize in another approved 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

35A Marking paper entry forms

If a person uses a paper entry form to enter a drawing of a lottery, the person must not, without the approval of the lottery licensee, mark the entry form for a purpose other than completing the entry form under this rule.

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, 3, 5 and 7 do not apply; and
 - (b) part 4, other than sections 16I(1) and 16K(1)(a), does not apply; and
 - (c) 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 18² 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)³ of the repealed rule is taken to include a reference to section 13(1) 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*.

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

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

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.

panel, for a drawing of Wednesday gold lotto, means a grouping of the numbers 1 to 45.

standard entry, for a drawing of Wednesday gold lotto, means a selection of 6 numbers from a panel.

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

Schedule 1 (continued)

system numbers see section 8(1).

twinpick means an entry in the next drawing of Wednesday gold lotto by a quickpick that is made with an entry in the next drawing of Saturday gold lotto by a quickpick.

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

Part 2 Entering a drawing of Wednesday gold lotto

3 Ways of entering Wednesday gold lotto

- (1) A person may enter a drawing of Wednesday gold lotto by—
 - (a) for a type of entry mentioned in subsection (2)(b), (c) or (f) or, if available, (g)—asking at a lottery agent's or lottery licensee's place of operation for the entry; or
 - (b) otherwise—using a completed entry form.
- (2) The following are types of entry for a drawing of Wednesday gold lotto—
 - (a) a standard entry made by a person;
 - (b) a type of quickpick mentioned in section 12(1);
 - (c) an astropick;
 - (d) a system entry;
 - (e) a with-the-field entry;
 - (f) an entry using the person's registered numbers;
 - (g) a syndicate share.

Schedule 1 (continued)

4 Minimum standard entries

A lottery ticket issued for a drawing of Wednesday gold lotto must be issued for an even number of, and not less than 4, standard entries.

6 Completing an entry form

- (1) A person completes an entry form for an entry by showing on the form—
 - (a) for an entry other than an entry mentioned in paragraph (f) or (g)—the numbers selected for the entry under this part; and
 - (b) for a system entry—the indicator for a system entry; and
 - (c) for a with-the-field entry—
 - (i) the indicator for a with-the-field entry; and
 - (ii) the 4 or 5 numbers selected for the entry; and
 - (d) for an entry made by a multiweek sale—the indicator for the number of consecutive drawings the person is entering; and
 - (e) for an entry submitted in electronic form by an advance sale—the number identifying the drawing the person is entering; and
 - (f) for an entry by a quickpick submitted in electronic form—
 - (i) the indicator for a quickpick; and
 - (ii) the indicator for the type of quickpick; and
 - (g) for an entry submitted in electronic form using the person's registered numbers—the indicator for an entry using the registered numbers.
- (2) An entry form may be used for more than 1 entry or more than 1 type of entry, if allowed by a lottery licensee.

Example of an entry form being used for more than 1 type of entry—

An entry form may show that some panels are for standard entries and other panels are for system entries.

Schedule 1 (continued)

8 System entry

- (1) For a system entry in a drawing of Wednesday gold lotto, a person selects between 7 and 20 numbers (the *system numbers*) from a panel.
- (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.
- (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) A lottery ticket issued for a system entry must not be issued for more than 4 system entries with more than 13 system numbers.

9 With-the-field entry

- (1) For a with-the-field entry in a drawing of Wednesday gold lotto, a person selects 4 or 5 numbers from a panel.
- (2) The lottery licensee's computer system forms all possible combinations of 6 numbers out of the 4 or 5 selected numbers with the remaining numbers in the panel.
- (3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is in appendix 1.1.
- (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

Only the following entries may be made by a multiweek sale—

- (a) a standard entry;

Schedule 1 (continued)

- (b) a system entry with not more than 15 numbers selected as the system numbers;
- (c) a with-the-field entry.

11 Advance sale

- (1) A standard, system or with-the-field entry may be made by an advance sale.
- (2) A person may enter a drawing of Wednesday gold lotto by an advance sale, but only if the drawing is not more than 11 drawings after the person buys a lottery ticket for the entry.
- (3) If a person enters a drawing of the lottery by an advance sale, at a lottery agent's or lottery licensee's place of operation, the person must tell the agent or licensee the day of the drawing the person is entering.
- (4) An advance sale and a multiweek sale must not be used for the same entry.

12 Quickpick

- (1) The types of quickpick for Wednesday gold lotto are as follows—
 - (a) a standard quickpick;
 - (b) a super quickpick;
 - (c) a mega quickpick;
 - (d) a system quickpick;
 - (e) a twinpick.
- (2) If a person enters a drawing of the lottery by a quickpick at a lottery agent's or lottery licensee's place of operation, the person must state the following to the agent or licensee—
 - (a) that the entry is by way of a quickpick;
 - (b) the type of quickpick;

Schedule 1 (continued)

- (c) if the entry is for an advance sale or a multiweek sale—that the entry is for an advance sale or a multiweek sale.
- (3) A lottery ticket issued for a system 7 entry by a quickpick must be issued for at least 2 system 7 entries.

13 Astropick

- (1) To enter a drawing of Wednesday gold lotto by astropick, a person—
 - (a) must ask for an astropick; and
 - (b) must nominate 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 standard entries.

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.

Schedule 1 (continued)

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.
- (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 1 (continued)

16 Only 1 prize for a standard 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.

18 Distribution of division 1 prizes

- (1) The lottery licensee must pay from the bonus prize reserve⁴—
 - (a) if there are no more than 4 division 1 winners—\$1000000 to each division 1 winner; or
 - (b) if there are more than 4 division 1 winners—\$4000000 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).

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)**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.

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.

21 Distribution of prizes for syndicate shares

For sections 18 and 19, the members of a syndicate that has the selection of numbers matching the winning selection for a division, are collectively, and not individually, a prize winner for the division.

Schedule 1 (continued)

Appendix 1.1 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	1 716
System 14	Yes	3 003
System 15	Yes	5 005
System 16	Yes	8 008
System 17	Yes	12 376
System 18	Yes	18 564
System 19	Yes	27 132
System 20	Yes	38 760
* 18 Panel available only as Super Quickpick		
** 24 Panel available only as Mega Quickpick		

Appendix 1.2 System prize combinations

			PRIZES BY DIVISIONS FOR EACH SYSTEM TYPE																		
Winning	Supplementary	Divisions	With the Field		SYSTEMS																
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	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	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			
		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	1	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	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	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	40	90	160	250	360	490	640	810	1000	1210	1440			
Five (5)	One (1)	2	0	0	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			
		4	0	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455			
		5	0	0	0	10	30	60	100	150	210	280	360	450	550	660	780	910			
Five (5)	Zero (0)	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
		2	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			
		4	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525			
Four (4)	Two (2)	4	0	0	3	6	10	15	21	28	36	45	55	66	78	91	105	120			
		5	0	0	0	16	36	64	100	144	196	256	324	400	484	576	676	784			
Four (4)	One (1)	2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
		3	0	38	3	6	10	1													

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.

panel, for a drawing of Saturday gold lotto, means a grouping of the numbers 1 to 45.

standard entry, for a drawing of Saturday gold lotto, means a selection of 6 numbers from a panel.

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

system numbers see section 8(1).

twinpick means an entry in the next drawing of Saturday gold lotto by a quickpick that is made with an entry in the next drawing of Wednesday gold lotto by a quickpick.

Schedule 2 (continued)

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

Part 2 Entering a drawing of Saturday gold lotto

3 Ways of entering Saturday gold lotto

- (1) A person may enter a drawing of Saturday gold lotto by—
 - (a) for a type of entry mentioned in subsection (2)(b), (c), (f) or, if available, (g)—asking at a lottery agent's or lottery licensee's place of operation for the entry.
 - (b) otherwise—using a completed entry form.
- (2) The following are types of entry for a drawing of Saturday gold lotto—
 - (a) a standard entry made by a person;
 - (b) a type of quickpick mentioned in section 12(1);
 - (c) an astropick;
 - (d) a system entry;
 - (e) a with-the-field entry;
 - (f) an entry using the person's registered numbers;
 - (g) a syndicate share.

4 Minimum standard entries

A lottery ticket issued for a drawing of Saturday gold lotto must be issued for an even number of, and not less than 4, standard entries.

Schedule 2 (continued)

6 Completing an entry form

- (1) A person completes an entry form for an entry by showing on the form—
 - (a) for an entry other than an entry mentioned in paragraph (f) or (g)—the numbers selected for the entry under this part; and
 - (b) for a system entry—the indicator for a system entry; and
 - (c) for a with-the-field entry—
 - (i) the indicator for a with-the-field entry; and
 - (ii) the 4 or 5 numbers selected for the entry; and
 - (d) for an entry made by a multiweek sale—the indicator for the number of consecutive drawings the person is entering; and
 - (e) for an entry submitted in electronic form by an advance sale—the number identifying the drawing the person is entering; and
 - (f) for an entry by a quickpick submitted in electronic form—
 - (i) the indicator for a quickpick; and
 - (ii) the indicator for the type of quickpick; and
 - (g) for an entry submitted in electronic form using the person's registered numbers—the indicator for an entry using the registered numbers.
- (2) An entry form may be used for more than 1 entry or more than 1 type of entry, if allowed by a lottery licensee.

Example of an entry form being used for more than 1 type of entry—

An entry form may show that some panels are for standard entries and other panels are for system entries.

8 System entry

- (1) For a system entry in a drawing of Saturday gold lotto, a person selects between 7 and 20 numbers (the **system numbers**) from a panel.

Schedule 2 (continued)

- (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.
- (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) A lottery ticket issued for a system entry must not be issued for more than 4 system entries with more than 13 system numbers.

9 With-the-field entry

- (1) For a with-the-field entry in a drawing of Saturday gold lotto, a person selects 4 or 5 numbers from a panel.
- (2) The lottery licensee's computer system forms all possible combinations of 6 numbers out of the 4 or 5 selected numbers with the remaining numbers in the panel.
- (3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is in appendix 2.1.
- (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

Only the following entries may be made by a multiweek sale—

- (a) a standard entry;
- (b) a system entry with not more than 15 numbers selected as the system numbers;
- (c) a with-the-field entry.

Schedule 2 (continued)**11 Advance sale**

- (1) A standard, system or with-the-field entry may be made by an advance sale.
- (2) A person may enter a drawing of Saturday gold lotto by an advance sale, but only if the drawing is not more than 11 drawings after the person buys a lottery ticket for the entry.
- (3) If a person enters a drawing of the lottery by an advance sale at a lottery agent's or lottery licensee's place of operation, the person must tell the agent or licensee the day of the drawing the person is entering.
- (4) An advance sale and a multiweek sale must not be used for the same entry.

12 Quickpick

- (1) The types of quickpick for Saturday gold lotto are as follows—
 - (a) a standard quickpick;
 - (b) a super quickpick;
 - (c) a mega quickpick;
 - (d) a system quickpick;
 - (e) a twinpick.
- (2) If a person enters a drawing of the lottery by a quickpick at a lottery agent's or lottery licensee's place of operation, the person must state the following to the agent or licensee—
 - (a) that the entry is by way of a quickpick;
 - (b) the type of quickpick;
 - (c) if the entry is for an advance sale or a multiweek sale—that the entry is for an advance sale or a multiweek sale.
- (3) A lottery ticket issued for a system 7 entry by a quickpick must be issued for at least 2 system 7 entries.

Schedule 2 (continued)**13 Astropick**

- (1) To enter a drawing of Saturday gold lotto by astropick, a person—
 - (a) must ask for an astropick; and
 - (b) must nominate 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 standard entries.

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.

Schedule 2 (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 a standard 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.

Schedule 2 (continued)**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—27.2%
 - division 2—6.45%
 - division 3—12.15%
 - division 4—20.85%
 - division 5—33.35%.
- (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.

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.

Schedule 2 (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.

21 Distribution of prizes for syndicate shares

For section 18, the members of a syndicate that has the selection of numbers matching the winning selection for a division, are collectively, and not individually, a prize winner for the division.

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	1 716
System 14	Yes	3 003
System 15	Yes	5 005
System 16	Yes	8 008
System 17	Yes	12 376
System 18	Yes	18 564
System 19	Yes	27 132
System 20	Yes	38 760
* 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				SYSTEMS															
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	12	12	12	12	12	12	12	12	12	12	12	12	12				
		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	30	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				
		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	30	60	120	200	300	420	560	720	900	1100	1320	1560					
Six (6)	Zero (0)	1	0	0	1	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	15	45	90	150	225	315	420	540	675	825	990	1170	1365				
		4	0	0	0	30	60	120	200	300	420	560	720	900	1100	1320	1560					
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	1	2	3	4	5	6	7	8	9	10	11	12	13				
		4	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525				
		5	0	0	10	40	90	160	250	360	490	640	810	1000	1210	1440	1690					
Five (5)	One (1)	2	0	0	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				
		4	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525				
		5	0	0	10	30	60	100	150	210	280	360	450	550	660	780	910					
Five (5)	Zero (0)	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
		2	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				
		4	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525				
Four (4)	Two (2)	4	0	0	3	6	10	15	21	28	36	45	55	66	78	91	105	120				
		5	0	0	4	16	36	64	100	144	196	256	324	400	484	576	676	784				
Four (4)	One (1)	2	0	2	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				
		5	0	0	4	12	24	40	60	84	112	144	180	220	264	312	364	420				
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				
		3	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	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 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.

first panel, for an entry, see section 3.

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.

panel, for a drawing of powerball, means a grouping of the numbers 1 to 45.

powerball number see section 14(1)(b).

powerhit entry means a standard powerhit entry or a system powerhit entry.

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

second panel, for an entry, see section 3.

standard entry see section 3.

Schedule 3 (continued)

standard powerhit entry means the type of entry explained in section 8A.

standard powerhit quickpick means a standard powerhit entry by a quickpick.

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

system numbers see section 8(1)(a).

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

system powerhit numbers see section 8B(1).

system powerhit quickpick means a system powerhit entry by a quickpick.

3 Meaning of *standard entry*

A *standard entry*, for a drawing of powerball, is a selection of—

- (a) 5 numbers from 1 panel (the *first panel*); and
- (b) 1 number, as the powerball number, from the next panel (the *second panel*).

Part 2 Entering a drawing of powerball

4 Ways of entering powerball

- (1) A person may enter a drawing of powerball by—
 - (a) for a type of entry mentioned in subsection (2)(b), (c), (d), (h) or, if available, (i)—asking at a lottery agent's or lottery licensee's place of operation for the entry; or
 - (b) otherwise—using a completed entry form.
- (2) The following are types of entry for a drawing of powerball—

Schedule 3 (continued)

- (a) a standard entry made by a person;
- (b) a type of quickpick mentioned in section 11(1);
- (c) an astropick;
- (d) a powerpick;
- (e) a system entry;
- (f) a standard powerhit;
- (g) a system powerhit;
- (h) an entry using the person's registered numbers;
- (i) a syndicate share.

5 Minimum standard entries

A lottery ticket issued for a drawing of powerball must be issued for an even number of standard entries.

6 Completing an entry form

- (1) A person completes an entry form for an entry by showing on the form—
 - (a) for an entry other than an entry mentioned in paragraph (e), (f) or (g)—the numbers selected for the entry under this part; and
 - (b) for a system or powerhit entry—the indicator for a system or powerhit entry; and
 - (c) for an entry made by a multiweek sale—the indicator for the number of consecutive drawings the person is entering; and
 - (d) for an entry submitted in electronic form by an advance sale—the number identifying the drawing the person is entering; and
 - (e) for an entry by a quickpick submitted in electronic form—
 - (i) the indicator for a quickpick; and

Schedule 3 (continued)

- (ii) the indicator for the type of quickpick; and
 - (f) for an entry by a powerpick—
 - (i) the indicator for a powerpick; and
 - (ii) whether the powerpick is for a standard or systems entry; and
 - (g) for an entry submitted in electronic form using the person's registered numbers—the indicator for an entry using the registered numbers.
- (2) An entry form may be used for more than 1 entry or more than 1 type of entry, if allowed by a lottery licensee.

Example of an entry form being used for more than 1 type of entry—

An entry form may show that some entries are standard entries and other entries are system entries.

8 System entry

- (1) For a system entry in a drawing of powerball, a person selects—
 - (a) between 7 and 20 numbers (the **system numbers**) from the first panel for the entry; and
 - (b) 1 number, as the powerball number, from the second panel for the entry.
- (2) The computer system forms all possible combinations of 5 numbers from the system numbers with the number selected as the powerball number.
- (3) The equivalent number of standard entries of 5 numbers formed by a system entry is in appendix 3.1.
- (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) A lottery ticket issued for a system entry must not be issued for more than 4 system entries with more than 13 system numbers.

Schedule 3 (continued)

8A Standard powerhit entry

- (1) For a standard powerhit entry in a drawing of powerball, a person selects 5 numbers (the ***standard powerhit numbers***) from the first panel for the entry.
- (2) The lottery licensee's computer system forms all possible combinations of the standard powerhit numbers with each number from the second panel for the entry.
- (3) The equivalent number of standard entries formed by a standard powerhit entry is in appendix 3.1.
- (4) The number of times a standard powerhit entry wins a division if the winning numbers are selected is in appendix 3.3.

8B System powerhit entry

- (1) For a system powerhit entry in a drawing of powerball, a person selects between 6 and 15 numbers (the ***system powerhit numbers***) from the first panel for the entry.
- (2) The lottery licensee's computer system forms—
 - (a) all possible combinations of 5 numbers from the system powerhit numbers (the ***5-number combinations***); and
 - (b) separate combinations of each 5-number combination with each number from the second panel for the entry.
- (3) The equivalent number of standard entries formed by a system powerhit entry is in appendix 3.1.
- (4) The number of times a particular type of system powerhit entry wins a division if the winning numbers are selected is in appendix 3.3.
- (5) A lottery ticket issued for a system powerhit entry must not be issued for more than 4 system powerhit entries with more than 13 system powerhit numbers.

Schedule 3 (continued)**9 Multiweek sale**

Only the following entries may be made by a multiweek sale—

- (a) a standard entry;
- (b) a system entry with not more than 15 numbers selected as the system numbers;
- (c) a standard powerhit entry;
- (d) a system powerhit entry with not more than 10 numbers selected as the system powerhit numbers.

10 Advance sale

- (1) A standard, system or powerhit entry may be made by an advance sale.
- (2) A person may enter a drawing of powerball by an advance sale, but only if the drawing is not more than 11 drawings after the person buys a lottery ticket for the entry.
- (3) If a person enters a drawing of the lottery by an advance sale at a lottery agent's or lottery licensee's place of operation, the person must tell the agent or licensee the day of the drawing the person is entering.
- (4) An advance sale and a multiweek sale must not be used for the same entry.

11 Quickpick

- (1) The types of quickpick for powerball are as follows—
 - (a) a standard quickpick;
 - (b) a super quickpick;
 - (c) a mega quickpick;
 - (d) a system quickpick;
 - (e) a standard powerhit quickpick;
 - (f) a system powerhit quickpick.

Schedule 3 (continued)

- (2) If a person enters a drawing of the lottery by a quickpick at a lottery agent's or lottery licensee's place of operation, the person must state the following to the agent or licensee—
 - (a) that the entry is by way of a quickpick;
 - (b) the type of quickpick;
 - (c) if the entry is for an advance sale or a multiweek sale—that the entry is for an advance sale or a multiweek sale.

12 Powerpick

- (1) A person may use a powerpick for a standard entry or a systems entry.
- (2) If a person uses a powerpick for a standard entry, the lottery licensee's computer system—
 - (a) randomly selects 1 of the person's standard powerpick numbers as the powerball number for the second panel for the entry; and
 - (b) uses the remaining standard powerpick numbers as the numbers selected for the first panel for the entry.
- (3) If a person uses a powerpick for a system entry, the lottery licensee's computer system—
 - (a) uses the person's system powerpick numbers as the numbers selected for the first panel for the entry; and
 - (b) randomly selects 1 number from the second panel for the entry as the powerball number.
- (4) If a person enters a drawing of powerball by a powerpick at a lottery agent's or lottery licensee's place of operation, the person must state the following to the agent or licensee—
 - (a) that the entry is by way of a powerpick;
 - (b) whether the entry required is a standard entry or system entry;

Schedule 3 (continued)

- (c) if the entry is for an advance sale or a multiweek sale—that the entry is for an advance sale or a multiweek sale.
- (5) In this section—
 - standard powerpick numbers*, for a person, means the numbers selected by or registered for the person, for a standard entry in gold lotto.
 - system powerpick numbers*, for a person, means the numbers selected by or registered for the person, for a system entry in gold lotto.

13 Astropick

- (1) To enter a drawing of powerball by astropick, a person—
 - (a) must ask for an astropick; and
 - (b) must nominate 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 standard 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 (the *powerball number*) from the other of the 2 machines.

Schedule 3 (continued)

- (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;
 - (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 a standard entry

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

Schedule 3 (continued)*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 5% of the total subscriptions for a drawing of powerball 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 powerball must be distributed as follows—
 - division 1—40%
 - division 2—12.9%
 - division 3—5.9%
 - division 4—4.6%
 - division 5—2.6%
 - division 6—11.7%
 - division 7—22.3%.
- (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.

Schedule 3 (continued)

- (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.
- (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.

21 Distribution of prizes for syndicate shares

For section 18, the members of a syndicate that has the selection of numbers matching the winning selection for a division, are collectively, and not individually, a prize winner for the division.

Schedule 3 (continued)

Appendix 3.1 Equivalent number of standard entries

sections 8(3), 8A(3) and 8B(3)

Entry type	Quickpick	Equivalent standard 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 ^a	18
24 Panel	Yes ^b	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	1 287
System 14	Yes	2 002
System 15	Yes	3 003
System 16	Yes	4 368
System 17	Yes	6 188
System 18	Yes	8 568
System 19	Yes	11 628
System 20	Yes	15 504
Standard Powerhit	Yes	45
System Powerhit 6	Yes	270
System Powerhit 7	Yes	945
System Powerhit 8	Yes	2 520
System Powerhit 9	Yes	5 670

Schedule 3 (continued)

Entry type	Quickpick	Equivalent standard entries
System Powerhit 10	Yes	11 340
System Powerhit 11	Yes	20 790
System Powerhit 12	Yes	35 640
System Powerhit 13	Yes	57 915
System Powerhit 14	Yes	90 090
System Powerhit 15	Yes	135 135

a An 18 panel is available only as a Super Quickpick.

b A 24 panel is available only as a 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	1		
(5)	(1)	2	0	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	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	0		
Five	Zero	1	0	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	1		
		3	0	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	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	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	0		
(4)	(1)	2	0	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	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	0		
Three	One	1	0	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	0		
		3	0	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	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	0		
Four	Zero	1	0	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	0		
		3	0	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	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	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	0		
(2)	(1)	2	0	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	0		
		4	0	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	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	0		
Three	Zero	1	0	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	0		
		3	0	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	0		
		5	0	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	0		
		7	6	10	15	21	28	36	45	55	66	78	91	105	120	136				

Appendix 3.3 Powerhit prize combinations

			Prizes by division for each system powerhit type									
Combinations of winning numbers	Divisions	Standard powerhit	System powerhit									
			6	7	8	9	10	11	12	13	14	15
5 numbers plus the powerball	1	1	1	1	1	1	1	1	1	1	1	1
	2	44	44	44	44	44	44	44	44	44	44	44
	3	0	5	10	15	20	25	30	35	40	45	50
	4	0	0	10	30	60	100	150	210	280	360	450
	5	0	220	440	660	880	1100	1320	1540	1760	1980	2200
	6	0	0	0	10	40	100	200	350	560	840	1200
	7	0	0	440	1320	2640	4400	6600	9240	12320	15840	19800
5 numbers and no powerball	not applicable - powerhit guarantees the powerball number (see prizes relating to 5 winning numbers plus powerball above)											
4 numbers plus the powerball	1 and 2	0	0	0	0	0	0	0	0	0	0	0
	3	1	2	3	4	5	6	7	8	9	10	11
	4	0	4	12	24	40	60	84	112	144	180	220
	5	44	88	132	176	220	264	308	352	396	440	484
	6	0	0	6	24	60	120	210	336	504	720	990
	7	0	176	528	1056	1760	2640	3696	4928	6336	7920	9680
3 numbers plus the powerball	1 to 3	0	0	0	0	0	0	0	0	0	0	0
	4	1	3	6	10	15	21	28	36	45	55	66
	5	0	0	0	0	0	0	0	0	0	0	0
	6	0	3	12	30	60	105	168	252	360	495	660
	7	44	132	264	440	660	924	1232	1584	1980	2420	2904
4 numbers and no powerball	not applicable - powerhit guarantees the powerball number (see prizes relating to 4 winning numbers plus powerball above)											
2 numbers plus the powerball	1 to 5	0	0	0	0	0	0	0	0	0	0	0
	6	1	4	10	20	35	56	84	120	165	220	286
	7	0	0	0	0	0	0	0	0	0	0	0
3 numbers and no powerball	not applicable - powerhit guarantees the powerball number (see prizes relating to 3 winning numbers plus powerball above)											

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.

panel, for a drawing of pools, means a grouping of the numbers 1 to 38.

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, for a drawing of pools, means the selection of 6 numbers from a panel.

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

system numbers see section 8(1).

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.

Part 2 Entering a drawing of pools

3 Ways of entering pools

- (1) A person may enter a drawing of pools by—

Schedule 4 (continued)

- (a) for a type of entry mentioned in subsection (2)(b), (c) or (f) or, if available, (g)—asking at a lottery agent's or lottery licensee's place of operation for the entry; or
 - (b) otherwise—using a completed entry form.
- (2) The following are types of entry for a drawing of pools—
- (a) a standard entry made by a person;
 - (b) a type of quickpick mentioned in section 12(1);
 - (c) an astropick;
 - (d) a system entry;
 - (e) a with-the-field entry;
 - (f) an entry using the person's registered numbers;
 - (g) a syndicate share.

4 Minimum standard entries

A lottery ticket issued for a drawing of pools must be issued for an even number of standard entries.

6 Completing an entry form

- (1) A person completes an entry form for an entry by showing on the form—
- (a) for an entry other than an entry mentioned in paragraph (f) or (g)—the numbers selected for the entry under this part; and
 - (b) for a system entry—the indicator for a system entry; and
 - (c) for a with-the-field entry—
 - (i) the indicator for a with-the-field entry; and
 - (ii) the 4 or 5 numbers selected for the entry; and
 - (d) for an entry made by a multiweek sale—the indicator for the number of consecutive drawings the person is entering; and

Schedule 4 (continued)

- (e) for an entry submitted in electronic form by an advance sale—the number identifying the drawing the person is entering; and
 - (f) for an entry by a quickpick submitted in electronic form—
 - (i) the indicator for a quickpick; and
 - (ii) the indicator for the type of quickpick; and
 - (g) for an entry submitted in electronic form using the person's registered numbers—the indicator for an entry using the registered numbers.
- (2) An entry form may be used for more than 1 entry or more than 1 type of entry, if allowed by a lottery licensee.

Example of an entry form being used for more than 1 type of entry—

An entry form may show that some panels are for standard entries and other panels are for system entries.

7 Standard entry

- (1) For a standard entry in a drawing of pools, a person selects 6 numbers from a panel.
- (2) A lottery ticket issued for a standard entry must be issued for an even number of standard entries.

8 System entry

- (1) For a system entry in a drawing of pools, a person selects between 7 and 20 numbers (the ***system numbers***) from a panel.
- (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.

Schedule 4 (continued)

- (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) A lottery ticket issued for a system entry must not be issued for more than 4 system entries with more than 13 system numbers.

9 With-the-field entry

- (1) For a with-the-field entry in a drawing of pools, a person selects 4 or 5 numbers from a panel.
- (2) The lottery licensee's computer system forms all possible combinations of 6 numbers out of the 4 or 5 selected numbers with the remaining numbers in the panel.
- (3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is in appendix 4.1.
- (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.

10 Multiweek sale

Only the following entries may be made by a multiweek sale—

- (a) a standard entry;
- (b) a system entry with not more than 15 numbers selected as the system numbers;
- (c) a with-the-field entry.

11 Advance sale

- (1) A standard, system or with-the-field entry may be made by an advance sale.
- (2) A person may enter a drawing of pools by an advance sale, but only if the drawing is not more than 11 drawings after the person buys a lottery ticket for the entry.

Schedule 4 (continued)

- (3) If a person enters a drawing of the lottery by an advance sale at a lottery agent's or lottery licensee's place of operation, the person must tell the agent or licensee the day of the drawing the person is entering.
- (4) An advance sale and a multiweek sale must not be used for the same entry.

12 Quickpick

- (1) The types of quickpick for pools are as follows—
 - (a) a standard quickpick;
 - (b) a super quickpick;
 - (c) a mega quickpick;
 - (d) a system quickpick.
- (2) If a persons enters a drawing of the lottery by a quickpick at a lottery agent's or lottery licensee's place of operation, the person must state the following to the agent or licensee—
 - (a) that the entry is by way of a quickpick;
 - (b) the type of quickpick;
 - (c) if the entry is for an advance sale or a multiweek sale—that the entry is for an advance sale or a multiweek sale.
- (3) A lottery ticket issued for a system 7 entry by a quickpick must be issued for at least 2 system 7 entries.

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

Schedule 4 (continued)

- (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.
- (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.

Schedule 4 (continued)

- (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.

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.

Schedule 4 (continued)

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;
 - (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.

Schedule 4 (continued)**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.
- (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.

Schedule 4 (continued)

- (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;
 - (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 a standard 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.

Schedule 4 (continued)

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

Not more than 5% 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.
- (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.

Schedule 4 (continued)**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.

24 Distribution of prizes for syndicate shares

For section 21, the members of a syndicate that has the selection of numbers matching the winning selection for a division, are collectively, and not individually, a prize winner for the division.

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	1 716
System 14	Yes	3 003
System 15	Yes	5 005
System 16	Yes	8 008
System 17	Yes	12 376
System 18	Yes	18 564
System 19	Yes	27 132
System 20	Yes	38 760
* 18 Panel available only as Super Quickpick		
** 24 Panel available only as Mega Quickpick		

Schedule 4 (continued)

Appendix 4.2 System prize combinations

sections 8(4) and 9(4)

			PRIZES BY DIVISIONS FOR EACH SYSTEM TYPE																
Winning Numbers	Supplementary Number	DIVISIONS	With the Field		SYSTEMS														
			4	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
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	84
		4	0	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	1800
SIX (6)	ZERO (0)	1	0	0	1	1	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	84
		4	0	0	0	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1560
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	15
		4	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525	595
		5	0	0	0	10	30	60	100	150	210	280	360	450	550	660	780	910	1050
FIVE (5)	ZERO (0)	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		2	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		3	0	11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
		4	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525	595
FOUR (4)	ONE (1)	2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		4	0	11	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135
		5	0	0	4	12	24	40	60	84	112	144	180	220	264	312	364	420	480
FOUR (4)	ZERO (0)	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		3	62	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		4	496	31	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135
THREE (3)	ONE (1)	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		4	93	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		5	465	30	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135
THREE (3)	ZERO (0)	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		4	93	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		5	30	1	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	120	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	4	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 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, for which a single ticket may be issued for a drawing of super 66.

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.

primary lottery means gold lotto, pools or powerball.

registered super 66 number means a super 66 number registered under section 9(1)(b) of the rule.

single entry means a single entry in a drawing.

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 a primary lottery.

Schedule 5 (continued)

Part 2 Entering a drawing of super 66**5 Ways of entering super 66**

- (1) A person entering a drawing of a primary lottery may enter a drawing of super 66 by—
 - (a) using a completed entry form; or
 - (b) asking at a lottery agent's or lottery licensee's place of operation for—
 - (i) an entry for super 66; or
 - (ii) the person's registered super 66 number to be used for an entry for super 66.
- (2) A person entering a drawing of super 66 under subsection (1)(b) must tell the lottery agent or lottery licensee the number of entries required.

5A Completing an entry form

A person completes an entry form for super 66 by showing on an entry form for a primary lottery—

- (a) the indicator for super 66; and
- (b) whether a single entry or a multiple entry is required; and
- (c) for an entry submitted in electronic form using the person's registered super 66 number—the indicator for the entry using the registered super 66 number.

6 Processing an entry

- (1) A lottery agent or lottery licensee must ensure there is a super 66 number for each entry in a drawing of super 66.
- (2) The super 66 number for a person's entry is either—
 - (a) if the person has a registered super 66 number and uses the number for the entry—the registered super 66 number; or

Schedule 5 (continued)

- (b) otherwise—a 6-digit number randomly generated for the entry by the lottery licensee's computer system.
- (3) A lottery ticket issued for an entry in a drawing of super 66 must show—
 - (a) if the ticket is issued for a single entry—the super 66 number for the entry; and
 - (b) if the ticket is issued for multiple entries—the super 66 number for each entry.
- (4) A lottery ticket issued for an entry in a drawing of the lottery must not be issued for 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.

8A Only 1 prize for an entry

An entry in a drawing of super 66 can not win more than 1 prize.

Examples—

- 1 If the winning number for a drawing of super 66 is 436297 and a person's super 66 number for the drawing is 438097, the person wins only 1 division 5 prize.
- 2 If the winning number for a drawing of super 66 is 436297 and a person's super 66 number for the drawing is 436297, the person wins division 1 but does not win any other divisions merely because the winning numbers needed for a prize in the other divisions are included in the person's super 66 number.

Schedule 5 (continued)

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
 - 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

Schedule 5 (continued)

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.

mini quickpick means 6 standard entries by a quickpick.

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.

panel, for a drawing of Oz lotto, means a grouping of the numbers 1 to 45.

standard entry, for a drawing of Oz lotto, means the selection of 7 numbers from a panel.

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

system numbers see section 8(1).

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

Schedule 6 (continued)

Part 2 Entering a drawing of oz lotto**3 Ways of entering Oz lotto**

- (1) A person may enter a drawing of Oz lotto by—
 - (a) for a type of entry mentioned in subsection (2)(b), (c), (f), or, if available, (g)—asking at a lottery agent's or lottery licensee's place of operation for the entry; or
 - (b) otherwise—using a completed entry form.
- (2) The following are types of entry for a drawing of Oz lotto—
 - (a) a standard entry made by a person;
 - (b) a type of quickpick mentioned in section 12(1);
 - (c) an astropick;
 - (d) a system entry;
 - (e) a with-the-field entry;
 - (f) an entry using the person's registered numbers;
 - (g) a syndicate share.

6 Completing an entry form

- (1) A person completes an entry form for an entry by showing on the form—
 - (a) for an entry other than an entry mentioned in paragraph (f) or (g)—the numbers selected for the entry under this part; and
 - (b) for a system entry—the indicator for a system entry; and
 - (c) for a with-the-field entry—
 - (i) the indicator for a with-the-field entry; and
 - (ii) the 5 or 6 numbers selected for the entry; and
 - (d) for an entry made by a multiweek sale—the indicator for the number of consecutive drawings the person is entering; and

Schedule 6 (continued)

- (e) for an entry submitted in electronic form by an advance sale—the number identifying the drawing the person is entering; and
 - (f) for an entry by a quickpick submitted in electronic form—
 - (i) the indicator for a quickpick; and
 - (ii) the indicator for the type of quickpick; and
 - (g) for an entry submitted in electronic form using the person's registered numbers—the indicator for the entry using the registered numbers.
- (2) An entry form may be used for more than 1 entry or more than 1 type of entry, if allowed by a lottery licensee.

Example of an entry form being used for more than 1 type of entry—

An entry form may show that some panels are for standard entries and other panels are for system entries.

8 System entry

- (1) For a system entry in a drawing of oz lotto, a person selects between 8 and 20 numbers (the ***system numbers***) from a panel.
- (2) The lottery licensee's computer system forms all possible combinations of 7 numbers from the system numbers selected without the person identifying the individual combinations.
- (3) The equivalent number of standard entries of 7 numbers formed by a system entry is in appendix 6.1.
- (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) A lottery ticket issued for a system entry must not be issued for more than 4 system entries with more than 13 system numbers.

Schedule 6 (continued)**9 With-the-field entry**

- (1) For a with-the-field entry in a drawing of oz lotto, a person selects 5 or 6 numbers from a panel.
- (2) The lottery licensee's computer system forms all possible combinations of 7 numbers out of the 5 or 6 selected numbers with the remaining numbers in the panel.
- (3) The equivalent number of standard entries of 7 numbers formed by a with-the-field entry is in appendix 6.1.
- (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

Only the following entries may be made by a multiweek sale—

- (a) a standard entry;
- (b) a system entry with not more than 15 numbers selected as the system numbers;
- (c) a with-the-field entry.

11 Advance sale

- (1) A standard, system or with-the-field entry may be made by an advance sale.
- (2) A person may enter a drawing of oz lotto by an advance sale, but only if the drawing is not more than 11 drawings after the person buys a lottery ticket for the entry.
- (3) If a person enters a drawing of the lottery by an advance sale at a lottery agent's or lottery licensee's place of operation, the person must tell the agent or licensee the day of the drawing the person is entering.
- (4) An advance sale and a multiweek sale must not be used for the same entry.

Schedule 6 (continued)**12 Quickpick**

- (1) The types of quickpick for oz lotto are as follows—
 - (a) a mini quickpick;
 - (b) a standard quickpick;
 - (c) a super quickpick;
 - (d) a mega quickpick;
 - (e) a system quickpick.
- (2) If a persons enters a drawing of the lottery by a quickpick at a lottery agent's or lottery licensee's place of operation, the person must state the following to the agent or licensee—
 - (a) that the entry is by way of a quickpick;
 - (b) the type of quickpick;
 - (c) if the entry is for an advance sale or a multiweek sale—that the entry is for an advance sale or a multiweek sale.
- (3) A lottery ticket issued for a system 8 entry by a quickpick must be issued for at least 2 system 8 entries.

13 Astropick

- (1) To enter a drawing of oz lotto by astropick, a person—
 - (a) must ask for an astropick; and
 - (b) must nominate 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 standard 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 9 numbered balls consisting of—
 - (a) the first 7 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 7 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 7 winning numbers;
 - (b) division 2—any 6 winning numbers and 1 supplementary number;
 - (c) division 3—any 6 winning numbers;
 - (d) division 4—any 5 winning numbers and 1 supplementary number;
 - (e) division 5—any 5 winning numbers;
 - (f) division 6—any 4 winning numbers;
 - (g) division 7—any 3 winning numbers and 1 supplementary number.
- (4) Division 1 is the highest division and division 7 is the lowest division.

Schedule 6 (continued)

16 Only 1 prize for a standard 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 7 winning numbers for division 1, the person has not won division 3 merely because 6 winning numbers needed for a division 3 prize are included in the 7 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 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—1.7%
 - division 3—3.5%
 - division 4—1.8%
 - division 5—2.1%
 - division 6—24%
 - division 7—26.9%.
- (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.

Schedule 6 (continued)

- (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), 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 2–6 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.

21 Distribution of prizes for syndicate shares

For section 18, the members of a syndicate that has the selection of numbers matching the winning selection for a division, are collectively, and not individually, a prize winner for the division.

Schedule 6 (continued)

Appendix 6.1 **Equivalent number of standard entries**

sections 8(3) and 9(3)

Entry type	Quickpick	Equivalent panel
1 Game	No	1
2 Panel	No	2
3 Panel	No	3
4 Panel	No	4
5 Panel	No	5
6 Panel	No	6
12 Panel	Yes	12
18 Panel	Yes	18
24 Panel	Yes	24
System 8	Yes	8
System 9	Yes	36
System 10	Yes	120
System 11	Yes	330
System 12	Yes	792
System 13	Yes	1 716
System 14	Yes	3 432
System 15	Yes	6 435
System 16	Yes	11 440
System 17	Yes	19 448
System 18	Yes	31 824
System 19	Yes	50 388
System 20	Yes	77 520
6 With the Field	Yes	39
5 With the Field	Yes	780

Schedule 6 (continued)

Appendix 6.2 System prize combinations

sections 8(4) and 9(4)

			PRIZES BY DIVISION FOR EACH SYSTEM TYPE																
Winning numbers	Supple- mentary numbers	Division	With the Field		Systems														
			5	6	8	9	10	11	12	13	14	15	16	17	18	19	20		
Seven (7)	Two (2)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	0	14	14	14	14	14	14	14	14	14	14	14	14	14	
		3	0	0	0	0	7	14	21	28	35	42	49	56	63	70	77	77	
		4	0	0	0	21	63	105	147	189	231	273	315	357	399	441	483	483	
		5	0	0	0	0	0	21	63	126	210	315	441	588	756	945	1155	1155	
		6	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	10010	10010	
7	0	0	0	0	0	0	35	175	490	1050	1925	3185	4900	7140	9975	13475	13475		
Seven (7)	One (1)	1	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	7	7	7	7	7	7	7	7	7	7	7	7	7	7	
		3	0	0	0	7	14	21	28	35	42	49	56	63	70	77	84	84	
		4	0	0	0	21	42	63	84	105	126	147	168	189	210	231	252	252	
		5	0	0	0	0	21	63	126	210	315	441	588	756	945	1155	1386	1386	
		6	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	10010	10010	
7	0	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	7700			
Seven (7)	Zero (0)	1	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		3	0	0	7	14	21	28	35	42	49	56	63	70	77	84	91	91	
		5	0	0	0	21	63	126	210	315	441	588	756	945	1155	1386	1638	1638	
		6	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	10010	10010	
Six (6)	Two (2)	2	0	0	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	12	
		4	0	0	6	18	30	42	54	66	78	90	102	114	126	138	150	150	
		5	0	0	0	0	6	18	36	60	90	126	168	216	270	330	396	396	
		6	0	0	0	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460	5460	
7	0	0	0	0	20	100	280	600	1100	1820	2800	4080	5700	7700	10010	10120			
Six (6)	One (1)	2	0	0	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	13	
		4	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78	78	
		5	0	0	0	6	18	36	60	90	126	168	216	270	330	396	468	468	
		6	0	0	0	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460	5460	
7	0	0	0	0	20	80	200	400	700	1120	1680	2400	3300	4400	5720	7520			
Six (6)	Zero (0)	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		3	0	36	2	3	4	5	6	7	8	9	10	11	12	13	14	14	
		5	0	0	6	18	36	60	90	126	168	216	270	330	396	468	546	546	
6	0	0	0	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460	5460			
Five (5)	Two (2)	4	0	0	3	5	7	9	11	13	15	17	19	21	23	25	27	27	
		5	0	0	0	1	3	6	10	15	21	28	36	45	55	66	78	78	
		6	0	0	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275	2275	
		7	0	0	0	10	50	140	300	550	910	1400	2040	2850	3850	5060	6500	6500	
Five (5)	One (1)	2	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		4	0	37	2	3	4	5	6	7	8	9	10	11	12	13	14	14	
		5	0	0	1	3	6	10	15	21	28	36	45	55	66	78	91	91	
		6	0	0	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275	2275	
7	0	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	3640			
Five (5)	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	72	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		4	73	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		5	630	35	3	6	10	15	21	28	36	45	55	66	78	91	105	105	
6	0	0	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275	2275			
Four (4)	Two (2)	4	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		6	0	36	4	10	20	35	56	84	120	165	220	286	364	455	560	560	
		7	0	0	4	20	56	120	220	364	560	816	1140	1540	2024	2600	3276	3276	

Schedule 6 (continued)

[illegible]

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.

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.

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;
 - (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.

Schedule 7 (continued)

- (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.

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—

Schedule 7 (continued)

- (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—
 - (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) giving the ticket to a lottery agent or a lottery licensee.

Schedule 7 (continued)

- (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 given to a lottery agent or lottery licensee to claim an instant prize, the person who gave the ticket to the agent or licensee 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.

- 2 Panel on ticket—

7	1
SEVEN	ONE
3	6

Schedule 7 (continued)

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) A lottery agent must not pay a major prize for a winning ticket unless the agent has confirmed with a lottery licensee—
 - (a) that the ticket is a winning ticket; and
 - (b) the value of the prize won.

14 Payment of prize to be made to only 1 person

- (1) A lottery agent or a lottery licensee must pay a prize for a winning ticket only to the person whose name is on the ticket.
- (2) If, despite section 11(2), there is more than 1 name on a winning ticket, the prize must be paid to the person whose name appears first on the ticket.

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

Schedule 7 (continued)**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.

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;

Schedule 7 (continued)

- (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.
- (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.

Schedule 7 (continued)**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.

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

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.

Schedule 8 (continued)**6 Entering a drawing of casket**

A person enters a drawing of casket by asking at a lottery agent's or a lottery licensee's place of operation for a ticket for casket.

8 Advance sale

- (1) A person may enter, by an advance sale, the second drawing of casket after the purchase of the person's ticket for the entry.
- (2) The person must tell a lottery agent or lottery licensee the number of the drawing for which the entry is required when buying the ticket for the entry.

Part 3 Processing an entry**11 Processing an entry**

- (1) A lottery agent or a lottery licensee who processes an entry in a drawing of casket must use a gaming terminal to—
 - (a) print, on a lottery ticket, the prize structure for the drawing; and
 - (b) generate and print a number on the ticket for the entry.
- (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
 - (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.

Schedule 8 (continued)**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—

- (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.

Schedule 8 (continued)

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.

4 Advertising

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.

Schedule 9 (continued)

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;
 - (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

Schedule 9 (continued)

- 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 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;

Schedule 9 (continued)

- (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;
 - (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—

Schedule 9 (continued)

- (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 November 2006. 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.

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

Lotteries Amendment Rule (No. 2) 2005 SL No. 251

notfd gaz 7 October 2005 pp 507–9
ss 1–2 commenced on date of notification
remaining provisions commenced 12 October 2005 (see s 2)

Lotteries Amendment Rule (No. 3) 2005 SL No. 266

notfd gaz 4 November 2005 pp 869–70
commenced on date of notification

Lotteries Amendment Rule (No. 1) 2006 SL No. 35

notfd gaz 10 March 2006 pp 981–2
commenced on date of notification

Lotteries Amendment Rule (No. 2) 2006 SL No. 272

notfd gaz 6 November 2006 pp 1117–8
ss 1–2 commenced on date of notification
s 22(10) commenced 16 November 2006 (see s 2(2))
s 24 commences 27 January 2007 (see s 2(3))
remaining provisions commenced on date of notification

7 List of annotations

Definitions**s 4**

def “**agency card**” ins 2006 SL No. 272 s 4(2)
def “**agency card number**” ins 2006 SL No. 272 s 4(2)
def “**authorised limit**” ins 2005 SL No. 266 s 3(2)
def “**control number**” ins 2005 SL No. 266 s 3(2)
def “**electronic form**” ins 2005 SL No. 266 s 3(2)
def “**gaming terminal**” amd 1999 SL No. 347 s 3
sub 2005 SL No. 266 s 3(1)–(2)
def “**lottery agents register**” ins 2006 SL No. 272 s 4(2)
def “**mega quickpick**” ins 2005 SL No. 266 s 3(2)
def “**multiweek entry**” om 1999 SL No. 157 s 3
def “**multiweek sale**” ins 1999 SL No. 157 s 3
sub 2005 SL No. 266 s 3(1)–(2)
def “**panel**” ins 2005 SL No. 266 s 3(2)
sub 2006 SL No. 272 s 4
def “**paper ticket**” ins 2005 SL No. 266 s 3(2)
def “**place of operation**” ins 2005 SL No. 266 s 3(2)
def “**player account**” ins 2005 SL No. 266 s 3(2)
def “**player card number**” ins 2005 SL No. 266 s 3(2)
def “**player’s card number**” om 2005 SL No. 266 s 3(1)

def **“players register”** sub 2005 SL No. 266 s 3(1)–(2)
 def **“powerhit entry”** ins 2005 SL No. 266 s 3(2)
 def **“prize”** ins 2006 SL No. 272 s 4(2)
 def **“registered lottery agent”** ins 2006 SL No. 272 s 4(2)
 def **“registered numbers”** sub 2005 SL No. 266 s 3(1)–(2); 2006 SL No. 272 s 4
 def **“registered player”** sub 2005 SL No. 266 s 3(1)–(2)
 def **“restricted player”** ins 2005 SL No. 266 s 3(2)
 def **“selling fee”** sub 2005 SL No. 266 s 3(1)–(2)
 def **“selling point”** om 2005 SL No. 266 s 3(1)
 def **“standard entry”** ins 2005 SL No. 266 s 3(2)
 sub 2006 SL No. 272 s 4
 def **“standard quickpick”** ins 2005 SL No. 266 s 3(2)
 def **“subscription”** amd 2005 SL No. 266 s 3(3)
 def **“super 66 number”** ins 2005 SL No. 266 s 3(2)
 def **“super quickpick”** ins 2005 SL No. 266 s 3(2)
 def **“syndicate”** ins 2006 SL No. 272 s 4(2)
 def **“syndicate share”** ins 2006 SL No. 272 s 4(2)
 def **“syndicating entity”** ins 2006 SL No. 272 s 4(2)
 def **“system entry”** ins 2005 SL No. 266 s 3(2)
 def **“system quickpick”** ins 2005 SL No. 266 s 3(2)
 def **“unrestricted player”** ins 2005 SL No. 266 s 3(2)

Meaning of “panel”

s 5 sub 2005 SL No. 266 s 4
 om 2006 SL No. 272 s 5

References to system entries

s 5A ins 2005 SL No. 266 s 4

PART 2—REGISTRATION

pt hdg sub 2006 SL No. 272 s 6

Registration of players and lottery agents

s 6AA ins 2006 SL No. 272 s 7

Players register

s 6 amd 2005 SL No. 266 s 5

Lottery agents register

s 6A ins 2006 SL No. 272 s 8

Application for player registration

s 7 amd 2005 SL No. 266 s 6

Lottery licensee to issue player cards

prov hdg amd 2005 SL No. 266 s 7(1)

s 8 amd 2005 SL No. 266 s 7(2)–(6)

Lottery licensee to issue lottery agency cards

s 8A ins 2006 SL No. 272 s 9

Registered numbers

prov hdg amd 2005 SL No. 272 s 10(1)

s 9 sub 2005 SL No. 266 s 8
amd 2006 SL No. 272 s 10(2)

Changes in information for players register

s 10 amd 2005 SL No. 266 s 9

Changes in information for agents register

s 10A ins 2006 SL No. 272 s 11

PART 3—PLAYER ACCOUNTS

pt hdg sub 2005 SL No. 266 s 10

Division 1—Establishing player accounts

div hdg ins 2005 SL No. 266 s 10

No requirement to check that ticket corresponds with entry

s 10A ins 2002 SL No. 102 s 3
om 2005 SL No. 266 s 10

Opening a player account

s 11 amd 1999 SL No. 157 s 4
sub 2005 SL No. 266 s 10

Registration as a restricted player

s 12 sub 2002 SL No. 102 s 4; 2005 SL No. 266 s 10

Registration as an unrestricted player

s 13 sub 2002 SL No. 102 s 5; 2005 SL No. 266 s 10

End of registration as a restricted player

s 14 sub 2005 SL No. 266 s 10

Division 2—Operating player accounts

div hdg ins 2005 SL No. 266 s 10

Player account transactions

s 15 amd 1999 SL No. 157 s 5
sub 2005 SL No. 266 s 10

Access to player account

s 16 sub 2005 SL No. 266 s 10

Minimum deposit for player account

s 16A ins 2002 SL No. 102 s 6
sub 2005 SL No. 266 s 10

Limits on deposits to player accounts

s 16B ins 2005 SL No. 266 s 10

Only cleared funds to be used

s 16C ins 2005 SL No. 266 s 10

Refusal to accept a deposit or purchase

s 16D ins 2005 SL No. 266 s 10

Restricted players not to make withdrawals or close accounts

s 16E ins 2005 SL No. 266 s 10

Withdrawals by unrestricted players

s 16F ins 2005 SL No. 266 s 10

Closing an unrestricted player's player account

s 16G ins 2005 SL No. 266 s 10

Accounting for account balances for restricted players

s 16H ins 2005 SL No. 266 s 10

PART 3A—SYNDICATES

pt 3A (ss 16HA–16HG) ins 2006 SL No. 272 s 12

PART 4—ENTERING A DRAWING OF A LOTTERY

pt hdg sub 2005 SL No. 266 s 10

Ways of entering a drawing of a lottery

s 16I ins 2005 SL No. 266 s 10

Completing an entry form

s 16J ins 2005 SL No. 266 s 10

Acceptance of an entry

s 16K ins 2005 SL No. 266 s 10
amd 2006 SL No. 272 s 13

Lottery ticket

s 16L ins 2005 SL No. 266 s 10
amd 2006 SL No. 272 s 14

No requirement to check ticket corresponds with entry

s 16M ins 2005 SL No. 266 s 10

Cancellation of a lottery ticket by a lottery agent

s 16N ins 2005 SL No. 266 s 10
amd 2006 SL No. 272 s 15

Cancellation of a lottery ticket by a lottery licensee

s 16O ins 2005 SL No. 266 s 10
amd 2006 SL No. 272 s 16

Void lottery tickets

s 16P ins 2005 SL No. 266 s 10

Publication of results

s 19 amd 2005 SL No. 266 s 11

Definition for pt 6

s 20AA ins 2006 SL No. 272 s 17

Computer system to identify prize-winning entries

s 20 amd 2005 SL No. 266 s s 12

Payment for division 1 prizes

s 22 sub 2005 SL No. 266 s 13

Payment for prizes other than division 1 prizes—paper tickets

s 23 sub 2005 SL No. 266 s 13

Lottery licensee may send a cheque for a prize to a registered player

prov hdg sub 2005 SL No. 266 s 14(1)

s 24 amd 2005 SL No. 266 s 14(2)

Request to stop payment of a prize

s 26 sub 2005 SL No. 266 s 15

Current multiweek or twinpick lottery ticket to be returned

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

amd 2006 SL No. 272 s 18

s 28 amd 1999 SL No. 157 s 6(2)–(4)

sub 2002 SL No. 102 s 7

amd 2005 SL No. 266 s 16; 2006 SL No. 272 s 18

Paper ticket to be returned if not a winning ticket

prov hdg amd 2005 SL No. 266 s 17(1)

s 28A ins 1999 SL No. 157 s 7

amd 2005 SL No. 266 s 17(2)

Payment of prize to 2 persons registered as a registered player

s 29 amd 2006 SL No. 272 s 19

Gaming terminal can not read paper ticket

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

sub 2005 SL No. 266 s 18

Bonus prize reserve

s 33 amd 2005 SL No. 266 s 19

Marking paper entry forms

s 35A ins 2005 SL No. 266 s 20

Application of provisions of rule to instant scratch-its

s 38 amd 2005 SL No. 266 s 21

SCHEDULE 1—WEDNESDAY GOLD LOTTO**Definitions**

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

def “panel” ins 2006 SL No. 272 s 20(2)

def “standard entry” sub 2006 SL No. 272 s 20(1)–(2)

def “system numbers” ins 2005 SL No. 266 s 22(1)

def “twinpick” ins 2005 SL No. 266 s 22(1)

Ways of entering Wednesday gold lotto

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

om 2005 SL No. 266 s 22(2)

pres s 3 ins 2006 SL No. 272(3)

Minimum standard entries

s 4 sub 2005 SL No. 266 s 22(3); 2006 SL No. 272 s 20(3)

Types of entries

- s 5** amd 1999 SL No. 157 s 9(2)–(3); 2005 SL No. 266 s 22(4)
 om 2006 SL No. 272 s 20(3)

Panel for Wednesday gold lotto

- s 5A** ins 2005 SL No. 266 s 22(5)
 om 2006 SL No. 272 s 20(3)

Completing an entry form

- s 6** amd 1999 SL No. 157 s 9(4)
 sub 2005 SL No. 266 s 22(5)

Standard entry

- s 7** sub 2005 SL No. 266 s 22(5)
 amd 2006 SL No. 35 s 3(1)
 om 2006 SL No. 272 s 20(4)

System entry

- s 8** amd 2005 SL No. 266 s 22(6)–(8)

With-the-field entry

- s 9** amd 2005 SL No. 266 s 22(9)–(10)

Multiweek sale

- s 10** sub 1999 SL No. 157 s 9(5); 2005 SL No. 266 s 22(11)

Advance sale

- s 11** amd 1999 SL No. 157 s 9(6)
 sub 2005 SL No. 266 s 22(11)

Quickpick

- s 12** amd 1999 SL No. 157 s 9(7); 2001 SL No. 32 s 3(1)
 sub 2005 SL No. 266 s 22(11)

Astropick

- s 13** amd 1999 SL No. 157 s 9(8); 2006 SL No. 272 s 20(5)–(6)

Malfunction of drawing equipment

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

Only 1 prize for a standard entry

- s 16 prov hdg** amd 2005 SL No. 266 s 22(12)

Distribution of division 1 prizes

- s 18** amd 2006 SL No. 35 s 3(2)–(3)

Distribution of prizes for syndicate shares

- s 21** ins 2006 SL No. 272 s 20(7)

Appendix 1.1

- amd 2001 SL No. 32 s 3(2)–(3); 2006 SL No. 35 s 3(4)

SCHEDULE 2—SATURDAY GOLD LOTTO**Definitions**

- s 2** def “**panel**” ins 2006 SL No. 272 s 21(2)
 def “**standard entry**” sub 2006 SL No. 272 s 21(1)–(2)

def “**system numbers**” ins 2005 SL No. 266 s 23(1)
 def “**twinpick**” ins 2005 SL No. 266 s 23(1)

Ways of entering Saturday gold lotto

s 3 prev s 3 sub 1999 SL No. 157 s 10(1)
 om 2005 SL No. 266 s 23(2)
 pres s 3 ins 2006 SL No. 272 s 21(3)

Minimum standard entries

s 4 sub 2005 SL No. 266 s 23(3); 2006 SL No. 272 s 21(3)

Types of entries

s 5 amd 1999 SL No. 157 s 10(2)–(3); 2005 SL No. 266 s 23(4)
 om 2006 SL No. 272 s 21(3)

Panel for Saturday gold lotto

s 5A ins 2005 SL No. 266 s 23(5)
 om 2006 SL No. 272 s 21(3)

Completing an entry form

s 6 amd 1999 SL No. 157 s 10(4)
 sub 2005 SL No. 266 s 23(5)

Standard entry

s 7 sub 2005 SL No. 266 s 23(5)
 om 2006 SL No. 272 s 21(4)

System entry

s 8 amd 2005 SL No. 266 s 23(6)–(8)

With-the-field entry

s 9 amd 2005 SL No. 266 s 23(9)–(10)

Multiweek sale

s 10 sub 1999 SL No. 157 s 10(5); 2005 SL No. 266 s 23(11)

Advance sale

s 11 amd 1999 SL No. 157 s 10(6)
 sub 2005 SL No. 266 s 23(11)

Quickpick

s 12 amd 1999 SL No. 157 s 10(7); 2001 SL No. 32 s 4(1)
 sub 2005 SL No. 266 s 23(11)

Astropick

s 13 amd 1999 SL No. 157 s 10(8); 2006 SL No. 272 s 21(5)–(6)

Only 1 prize for a standard entry

s 16 prov hdg amd 2005 SL No. 266 s 23(12)

Distribution of net prize pool

s 18 amd 2006 SL No. 35 s 4

Distribution of prizes for syndicate shares

s 21 ins 2006 SL No. 272 s 21(7)

Appendix 2.1

amd 2001 SL No. 32 s 4(2)–(3)

SCHEDULE 3—POWERBALL**Definitions**

- s 2** def “**first panel**” ins 2005 SL No. 266 s 24(2)
 amd 2006 SL No. 272 s 22(3)
 def “**panel**” ins 2006 SL No. 272 s 22(2)
 def “**powerball number**” sub 2005 SL No. 266 s 24(1)–(2)
 def “**powerhit entry**” ins 2005 SL No. 266 s 24(2)
 def “**second panel**” ins 2005 SL No. 266 s 24(2)
 amd 2006 SL No. 272 s 22(3)
 def “**standard entry**” sub 2006 SL No. 272 s 22(1)–(2)
 def “**standard powerhit entry**” ins 2005 SL No. 266 s 24(2)
 def “**standard powerhit quickpick**” ins 2005 SL No. 266 s 24(2)
 def “**system numbers**” ins 2005 SL No. 266 s 24(2)
 def “**system powerhit entry**” ins 2005 SL No. 266 s 24(2)
 def “**system powerhit numbers**” ins 2005 SL No. 266 s 24(2)
 def “**system powerhit quickpick**” ins 2005 SL No. 266 s 24(2)

Meaning of “standard entry”

- s 3** prev s 3 sub 1999 SL No. 157 s 11(1)
 om 2005 SL No. 266 s 24(3)
 pres s 3 ins 2006 SL No. 272 s 22(4)

Ways of entering powerball

- s 4** sub 2005 SL No. 266 s 24(4); 2006 SL No. 272 s 22(5)

Minimum standard entries

- s 5** amd 1999 SL No. 157 s 11(2)–(3)
 sub 2005 SL No. 266 s 24(4); 2006 SL No. 272 s 22(5)

Panels for powerball

- s 5A** ins 2005 SL No. 266 s 24(4)
 om 2006 SL No. 272 s 22(5)

Completing an entry form

- s 6** amd 1999 SL No. 157 s 11(4)
 sub 2005 SL No. 266 s 24(4)

Standard entry

- s 7** sub 2005 SL No. 266 s 24(4)
 om 2006 SL No. 272 s 22(6)

System entry

- s 8** amd 2005 SL No. 266 s 24(5)–(8)

Standard powerhit entry

- s 8A** ins 2005 SL No. 266 s 24(9)

System powerhit entry

- s 8B** ins 2005 SL No. 266 s 24(9)

Multiweek sale

- s 9** sub 1999 SL No. 157 s 11(5); 2005 SL No. 266 s 24(9)

Advance sale

- s 10** amd 1999 SL No. 157 s 11(6)
 sub 2005 SL No. 266 s 24(9)

Quickpick

- s 11** amd 1999 SL No. 157 s 11(7); 2001 SL No. 32 s 5(1)
 sub 2005 SL No. 266 s 24(9)

Powerpick

- s 12** amd 1999 SL No. 157 s 11(8)–(9)
 sub 2005 SL No. 266 s 24(9)

Astropick

- s 13** amd 1999 SL No. 157 s 11(10); 2006 SL No. 272 s 22(7)–(8)

Drawing the numbers

- s 14** amd 2005 SL No. 266 s 24(10)

Only 1 prize for a standard entry

- s 16 prov hdg** amd 2005 SL No. 266 s 24(11)

Bonus prize reserve

- s 17** amd 2006 SL No. 272 s 22(9)

Distribution of net prize pool

- s 18** amd 2006 SL No. 272 s 22(10)

Distribution of prizes for syndicate shares

- s 21** ins 2006 SL No. 272 s 22(11)

Appendix 3.1

- amd 2001 SL No. 32 s 5(2)–(3)
 sub 2005 SL No. 266 s 24(12)

Appendix 3.3

- ins 2005 SL No. 266 s 24(13)

SCHEDULE 4—POOLS**Definitions**

- s 2** def “**drawing equipment**” ins 2005 SL No. 230 s 3(1)
 def “**panel**” ins 2006 SL No. 272 s 23(2)
 def “**standard entry**” sub 2006 SL No. 272 s 23(1)–(2)
 def “**system numbers**” ins 2005 SL No. 266 s 25(1)

Ways of entering pools

- s 3** prev s 3 sub 1999 SL No. 157 s 12(1)
 om 2005 SL No. 266 s 25(2)
 pres s 3 ins 2006 SL No. 272 s 23(3)

Minimum standard entries

- s 4** sub 2005 SL No. 266 s 25(3); 2006 SL No. 272 s 23(3)

Types of entries

- s 5** amd 1999 SL No. 157 s 12(2)–(3); 2005 SL No. 266 s 25(4)
 om 2006 SL No. 272 s 23(3)

Panel for pools

s 5A ins 2005 SL No. 266 s 25(5)
om 2006 SL No. 272 s 23(3)

Completing an entry form

s 6 amd 1999 SL No. 157 s 12(4)
sub 2005 SL No. 266 s 25(5)

Standard entry

s 7 sub 2005 SL No. 266 s 25(5)

System entry

s 8 amd 2005 SL No. 266 s 25(6)–(8)

With-the-field entry

s 9 amd 2005 SL No. 266 s 25(9)–(10)

Multiweek sale

s 10 sub 1999 SL No. 157 s 12(5); 2005 SL No. 266 s 25(11)

Advance sale

s 11 amd 1999 SL No. 157 s 12(6)
sub 2005 SL No. 266 s 25(11)

Quickpick

s 12 amd 1999 SL No. 157 s 12(7); 2001 SL No. 32 s 6(1)
sub 2005 SL No. 266 s 25(11)

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)

Only 1 prize for a standard entry

s 19 prov hdg amd 2005 SL No. 266 s 25(12)

Bonus prize reserve

s 20 amd 2006 SL No. 272 s 23(4)

Distribution of prizes for syndicate shares

s 24 ins 2006 SL No. 272 s 23(5)

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**Definitions**

s 2 def “multiple entry” sub 2005 SL No. 266 s 26(1)–(2)
 def “primary lottery” ins 2005 SL No. 266 s 26(2)
 def “registered super 66 number” ins 2005 SL No. 266 s 26(2)

Agency payment period

s 3 sub 1999 SL No. 157 s 13
 om 2005 SL No. 266 s 26(3)

Super 66 only in conjunction with another lottery

s 4 amd 2005 SL No. 266 s 26(4)

Ways of entering super 66

s 5 sub 2005 SL No. 266 s 26(5)

Completing an entry form

s 5A ins 2005 SL No. 266 s 26(5)

Processing an entry

s 6 sub 2005 SL No. 266 s 26 (5)

Only 1 prize for an entry

s 8A ins 2005 SL No. 266 s 26(5)

SCHEDULE 6—OZ LOTTO**Definitions**

s 2 def “mini quickpick” ins 2005 SL No. 266 s 27(1)
 def “panel” ins 2006 SL No. 272 s 25(2)
 def “standard entry” sub 2006 SL No. 272 s 25(1)–(2)
 def “system numbers” ins 2005 SL No. 266 s 27(1)

Ways of entering Oz lotto

s 3 prev s 3 sub 1999 SL No. 157 s 14(1)
 om 2005 SL No. 266 s 27(2)
 pres s 3 ins 2006 SL No. 272 s 25(3)

Ways of entering oz lotto

s 4 sub 2005 SL No. 266 s 27(3)
 om 2006 SL No. 272 s 25(3)

Types of entries

- s 5** amd 1999 SL No. 157 s 14(2)–(3); 2005 SL No. 266 s 27(4)
 om 2006 SL No. 272 s 25(3)

Panel for oz lotto

- s 5A** ins 2005 SL No. 266 s 27(5)
 om 2006 SL No. 272 s 25(3)

Completing an entry form

- s 6** amd 1999 SL No. 157 s 14(4)
 sub 2005 SL No. 266 s 27(5)

Standard entry

- s 7** amd 2005 SL No. 251 s 4(1)
 sub 2005 SL No. 266 s 27(5)
 om 2006 SL No. 272 s 25(5)

System entry

- s 8** amd 2005 SL No. 251 s 4(2)–(4); 2005 SL No. 266 s 27(6)–(8)

With-the-field entry

- s 9** amd 2005 SL No. 251 s 4(5)–(8); 2005 SL No. 266 s 27(9)–(10)

Multiweek sale

- s 10** sub 1999 SL No. 157 s 14(5); 2005 SL No. 266 s 27(11)

Advance sale

- s 11** amd 1999 SL No. 157 s 14(6)
 sub 2005 SL No. 266 s 27(11)

Quickpick

- s 12** amd 1999 SL No. 157 s 14(7); 2001 SL No. 32 s 7(1); 2005 SL No. 251 s 4(9)
 sub 2005 SL No. 266 s 27(11)

Astropick

- s 13** amd 1999 SL No. 157 s 14(8); 2006 SL No. 272 s 25(6)–(7)

Drawing the numbers

- s 14** amd 2005 SL No. 251 s 4(10)–(11)

Winning selections for each prize division

- s 15** amd 2005 SL No. 251 s 4(12)–(13)

Only 1 prize for a standard entry

- prov hdg** amd 2005 SL No. 266 s 27(12)
s 16 amd 2005 SL No. 251 s 4(14)

Bonus prize reserve

- s 17** amd 2006 SL No. 272 s 25(8)

Distribution of net prize pool

- s 18** amd 2005 SL No. 251 s 4(15)

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

- prov hdg** amd 2005 SL No. 251 s 4(16)
s 20 amd 2005 SL No. 251 s 4(17)–(18)

Distribution of prizes for syndicate shares

s 21 ins 2006 SL No. 272 s 25(9)

Appendix 6.1

amd 2001 SL No. 32 s 7(2)–(3)

sub 2005 SL No. 251 s 4(19)

Appendix 6.2

sub 2005 SL No. 251 s 4(19)

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

s 2 def “**closure date**” om 2005 SL No. 266 s 28(1)

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)

Agency payment period

s 4 om 2005 SL No. 266 s 28(2)

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

s 5 amd 2005 SL No. 266 s 28(3)

Information to be printed on tickets

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

Claiming an instant prize

s 11 amd 2005 SL No. 266 s 28(4)–(5)

Payment by lottery agent

s 13 amd 2005 SL No. 266 s 28(6)

Payment of prize to be made to only 1 person

s 14 sub 2005 SL No. 266 s 28(7)

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

def “**gift coupon**” om 2005 SL No. 266 s 29(1)

def “**multidraw entry**” om 2005 SL No. 266 s 29(1)

def “**standard entry**” om 2005 SL No. 266 s 29(1)

Agency payment period

s 3 sub 1999 SL No. 157 s 16

om 2005 SL No. 266 s 29(2)

Completing an entry form

s 5 om 2005 SL No. 266 s 29(3)

Entering a drawing of casket

s 6 sub 2005 SL No. 266 s 29(3)

Multidraw entry

s 7 om 2005 SL No. 266 s 29(3)

Advance sale

s 8 sub 2005 SL No. 266 s 29(3)

Gift coupon

s 9 om 2005 SL No. 266 s 29(3)

Shares

s 10 om 2005 SL No. 266 s 29(3)

Processing an entry

s 11 amd 2005 SL No. 266 s 29(4)

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
om 2005 SL No. 266 s 30

Advertising

s 4 amd 2005 SL No. 266 s 30

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)