

Queensland

Lotteries Rule

[Section 121 of the *Lotteries Act 1997*]

These rules are made on 6 May 2024 and are effective for drawings of lotteries on and from 20 May 2024.

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Part 1 Preliminary

1 Short title

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

1A Commencement

These rules come into effect on 6 May 2024 for the drawing of lotteries, including the purchase of entries into the drawings of lotteries conducted, on and after 20 May 2024.

2 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 operator in association with a reference, whether direct or indirect, to a lottery is a reference to the lottery operator conducting the lottery.

3 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 and in relation to set for life means the sale of a lottery ticket for a drawing of a lottery other than the first 7 drawings after the purchase of the ticket.

agency card see section 11(1).

agency card number see section 11(2).

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

computer generated means randomly selected by a lottery operator's computer system.

control number, for a lottery ticket, see section 25(1)(j)(ii).

division see schedule 4 of the *Lotteries Regulation 2007*.

electronic form, in relation to submitting an entry form, means

submitting the entry form by using the internet, mobile phone or another approved form of communication, in a way that is accepted by a lottery operator.

gaming terminal see schedule 4 of the *Lotteries Regulation 2007*.

instant scratch-its see schedule 6.

lottery agents register means the register kept by a lottery operator under section 8(1).

lotto means , Saturday gold lotto or oz lotto.

lucky lotteries, see schedule 7.

malfunction, means a failure of the drawing equipment or any part of it (or any occurrence which causes a failure of the drawing equipment or any part of it) to operate in the manner in which it is designed to operate.

Monday and Wednesday gold lotto means the lottery rebranded to weekday windfall.

multi-week sale see section 4B of the *Lotteries Regulation 2007*.

oz lotto see schedule 5.

panel, for a drawing of an approved lottery under schedules 1 to 3 or 5, see section 2 of the schedule relating to the lottery.

paper ticket see schedule 4 of the *Lotteries Regulation 2007*.

place of operation means—

- (a) for a lottery operator—the lottery operator’s place of operation under section 125(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 the *Lotteries Regulation 2007*.

player card number see schedule 4 of the *Lotteries Regulation 2007*.

players register means the register kept by a lottery operator under section 7(1).

powerball see schedule 3.

powerhit entry see schedule 3, section 2.

prize see schedule 4 of the *Lotteries Regulation 2007*.

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 12(1); or
- (b) for a lottery agent, means the numbers that the lottery agent has registered under section 12(3).

registered player see schedule 4 of the *Lotteries Regulation 2007*.

Saturday gold lotto see schedule 2.

selling fee see schedule 4 of the *Lotteries Regulation 2007*.

set for life see schedule 9.

standard entry—

- (a) for a drawing of an approved lottery under schedules 1, 2, 5, 7 or 9 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.

subscription see schedule 4 of the *Lotteries Regulation 2007*.

super 66 see schedule 4.

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

syndicate see section 15.

syndicate player means a person who purchases, holds and bears a valid syndicate share.

syndicate share see schedule 4 of the *Lotteries Regulation 2007*.

syndicating entity see section 17.

system entry, for a drawing of an approved lottery under schedules 1 to 3 or 5, see section 2 of the schedule relating to the lottery.

system quickpick, for a drawing of an approved lottery under schedules 1 to 3 or 5, means a system entry in the drawing of the lottery by a quickpick.

top up entry, for a drawing of an approved lottery under schedules 1 to 3, 5 or 9, see section 2 of the schedule relating to the lottery.

unrestricted player means a person registered in the players register as an unrestricted player under section 17AA of the *Lotteries Regulation 2007*

weekday windfall see schedule 1.

4 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.

5 Names for computer generated entries

A lottery operator may, with the chief executive's approval, use any name the lottery operator considers appropriate for an entry that is computer generated.

Part 2 Registration

6 Registration of players and lottery agents

A lottery operator may register players or lottery agents.

7 Players register

- (1) A lottery operator 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 or registered entries for a lottery—the registered numbers or registered entries;
 - (c) if the player has a player account—
 - (i) the information required for the account under the lottery operator's control system; and
 - (ii) whether the player is a restricted player or an unrestricted player;
 - (d) other information (if any) the lottery operator 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 lottery operator must tell the player the details.

8 Lottery agents register

- (1) A lottery operator 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 or registered entries—the registered numbers or registered entries;
 - (d) other information (if any) the lottery operator 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 lottery operator must tell the agent the details.

9 Application for player registration

- (1) A person may apply to be registered with a lottery operator by—
 - (a) giving the information required, under section 8, for the players register to the lottery operator or a lottery agent; or
 - (b) completing a player registration application form made available by the lottery operator and giving the form to the lottery operator or a lottery agent.

10 Lottery operator to issue player cards

- (1) A lottery operator 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 operator.
- (3) Only 1 player card will be issued upon registration.

11 Lottery operator to issue lottery agency cards

- (1) A lottery operator 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 operator.

12 Registered numbers or entries

- (1) A lottery agent or a lottery operator may, if asked by a registered player—
 - (a) register a group of numbers (*playing numbers*) for the player for entering a drawing of weekday windfall, lotto or powerball; or
 - (b) register a super 66 entry for the player; or
 - (c) register another type of entry for the player; or
 - (d) if playing numbers are registered for the player—change the playing numbers for the player.
- (2) A lottery agent or lottery operator may register more than 1 entry type or group of playing numbers for a registered player.
- (3) A lottery agent or lottery operator may register playing numbers or entry types for the agent.

13 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 operator; and
 - (b) give the form to the lottery operator or a lottery agent of the lottery operator.
- (2) If the change required is a change in the player's name, the player must show the lottery operator or lottery 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.

14 Changes in information for agents register

A lottery operator 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 Syndicates

15 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 (other than set for life) is divided into a number of equal shares (each a *syndicate share*).

n.b. to remove any doubt, a syndicate cannot be entered in to for set for life.

16 Who may form a syndicate

The following (each a *syndicating entity*) may form a syndicate under this part, for lotto, powerball or super 66 —

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

17 Forming a syndicate

A syndicating entity forms a syndicate by—

- (a) registering the following for the syndicate on the lottery operator's computer system—
 - (i) the lottery or lotteries 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 operator's computer system—
 - (i) the type of entry, or combination of types of entries, in the lottery or lotteries to which the syndicate relates;
 - (ii) the number of syndicate shares in the syndicate.

18 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 lottery operator registered on the lottery operator's computer system for the sale of shares in the syndicate.

19 Unsold shares in a syndicate

- (1) If a syndicate share is not sold 10 minutes before entries close for the drawing of the first scheduled 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—
 - (i) the lottery agent who is responsible for the sale of the share; or
 - (ii) if the syndicate share was sold and then cancelled by a lottery agent—the lottery agent who cancelled the share; or
 - (c) for a syndicate formed by a lottery operator—
 - (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 operator.
- (2) If a syndicate share is issued under subsection 1(a), (b) or (c)(i), the lottery operator must, under the control system, collect the amount owing for the share from the lottery agent to whom the share is issued under subsection (1).

20 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 and drawing of a lottery

21 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 operator in electronic form; or
 - (c) give the entry form, in person, to a lottery operator at the lottery operator's place of operation; or
 - (d) subject to subsection (4), send the entry form by mail to a lottery operator.
- (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 operator has agreed to receive the entry form by mail; and
 - (b) the person enters the drawing as a registered player.

22 Drawing of a lottery

- (1) Each draw of a lottery will be identified by a draw number and conducted in a manner set out in the Schedule relevant to that lottery.
- (2) In the event of a malfunction in the conduct of the draw—
 - (a) for a drawing of an approved lottery under schedules 1-5, subject to section (4):
 - (i) any numbered ball deemed drawn in accordance with these Rules prior to the occurrence of the malfunction is a valid and properly drawn number;
 - (ii) any numbered ball drawn after the occurrence of the malfunction will be deemed not to be drawn in accordance with these Rules and will not constitute a valid and properly drawn number; and
 - (iii) the balance of the draw will be conducted and the remaining number of balls required to be drawn will be drawn.
 - (b) for a drawing of an approved lottery under schedule 7, refer to Part 4, section 12 of that schedule.

- (c) for a drawing of an approved lottery under schedule 9, refer to Part 3, section 11 of that schedule.

23 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.

24 Acceptance of an entry

- (1) A lottery agent or a lottery operator 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 operator is taken to have accepted an entry in a drawing of a lottery only when the entry is recorded in the lottery operator's computer system as having been accepted.
- (3) Subsection (1) does not apply to a syndicate share automatically issued under section 19(1).

25 Lottery ticket

- (1) A lottery agent or lottery operator 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 a standard or system entry for powerball—the powerball number;
 - (h) if the entry is a powerhit entry—an indication it is a powerhit entry;

- (i) if the entry is a syndicate share—an indication it is a syndicate share and the number of shares;
 - (j) if the lottery ticket is a paper ticket—
 - (i) the number of the lottery agent’s or lottery operator’s gaming terminal; and
 - (ii) a unique number (a ***control number***) and bar code for the ticket;
 - (k) other information, if any—
 - (i) required for the lottery ticket under the schedule relating to the lottery; or
 - (ii) that the lottery operator considers appropriate.
- (2) If a person submits an entry form to a lottery operator in electronic form, the lottery operator is taken to have given the person a lottery ticket under subsection (1) if—
- (a) the lottery operator has issued the ticket in electronic form; and
 - (b) at the time the ticket was issued, it was reasonable for the lottery operator 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 operator, the lottery operator is taken to have given the person a lottery ticket under subsection (1) if the lottery operator has sent the ticket by mail to the person’s last known address.

Part 5 Claiming a prize

26 Definition for pt 5

In this part—

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

27 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 operator’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 lottery operator must investigate why the computer system did not identify the ticket.

- (3) The lottery operator—
 - (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 lottery operator 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 lottery operator may make the payment.

28 Payment for division 1 prizes (and in the case of set for life, division 2 prizes also)

- (1) A lottery operator may pay any division 1 prize and in the case of set for life, a division 2 prize to a person if—
 - (a) the person gives the lottery operator a paper ticket that is a division 1 prize-winning ticket (or in the case of set for life, a division 2 prize winning ticket also); or
 - (b) the person has entered the drawing as a registered player.
- (2) For each lottery other than set for life, the lottery operator 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) In the case of set for life, the lottery operator may wait 14 days after the drawing of the lottery before making payment of the first instalment of the division 1 and/or division 2 prize, in accordance with section 15 of Part 4 of Schedule 9.
- (4) The right of a division 1 winner to receive payment of a division 1 prize is not transferable or assignable.
- (5) In the case of set for life, the right of a division 2 winner to receive payment of a division 2 prize is not transferrable or assignable.
- (6) This section is subject to sections 27(2) to (5), 29 and 32.

29 Death of a winner of a prize

- (1) If the winner of a prize dies before all instalments of the prize have been made, the lottery operator must pay the total of the unpaid

instalments in a single lump sum to the deceased winner's estate, subject to the provision of documentation acceptable to the lottery operator.

30 Payment for prizes other than division 1 prizes (and in the case of set for life, division 2 prizes also) —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 or a division 2 set for life prize, in the drawing.
- (2) A lottery agent or lottery operator 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 27(2) to (5), 28 and 32, the lottery agent or lottery operator 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 operator has entered, on the lottery operator's computer system, an instruction to stop payment of the prize; or
 - (c) the lottery operator'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, the person must claim the prize directly from the lottery operator; or
- (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.

31 Methods of payment to pay a prize to a registered player

- (1) This section applies if—
 - (a) the lottery operator's computer system indicates that a participant in a drawing of a lottery is a registered player;
 - (b) the participant's lottery ticket, irrespective of whether it was

- a paper ticket or otherwise, wins a prize (other than a prize in division 1 (or set for life division 2 also) of the drawing); and
- (c) a period of time determined by the lottery operator and notified to the registered player has passed.
- (2) The lottery operator may, without requiring presentation of a ticket, pay the prize to the registered player:
- (a) by remittance of the funds into a player account or nominated bank account; or
- (b) if agreed by the lottery operator, by sending a cheque by post once the accumulated and consolidated value of prizes payable to a registered player reaches a threshold amount determined by the lottery operator.
- (3) However, the lottery operator need not make a payment under subsection (2) if it appears to the lottery operator that the details (i.e. name, postal address, nominated bank account) in the players register for the registered player is incorrect, or is not adequate for the safe delivery of the prize.

32 Other matters relevant to prize claiming

- (1) Before a lottery operator pays a prize, the lottery operator 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.
- (2) The lottery operator may deduct from all prize payment a nominal postage, handling and/or processing fee.

33 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 operator 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 may be—
 - (a) completed on a form made available by the lottery operator for the request; and
 - (b) accompanied by a search fee in the amount stated under the lottery operator's control system.
- (4) The lottery operator may stop payment of the prize.
- (5) If the lottery operator stops payment of the prize under subsection (4), the lottery operator must not pay the prize until the lottery operator—
 - (a) has investigated the claim under subsection (1)(a); and
 - (b) is satisfied about the lawful entitlement to receive payment of the prize.

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

- (1) A lottery operator 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 lottery operator or a lottery agent decides that a ticket does not display a valid security code or satisfy other tests for the ticket, the lottery operator or lottery 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.

35 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) the person must claim the prize directly from the lottery operator.
- (3) If the control number on the ticket is legible and the person claims a prize, the lottery agent must use the gaming terminal to enter the control number on the lottery operator'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.

36 Lottery tickets are property of lottery operator

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

Part 6 Miscellaneous

37 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 operator, mark the entry form for a purpose other than completing the entry form under this rule.

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 6.
- (2) Without limiting subsection (1)—
 - (a) part 2 does not apply; and
 - (b) part 4, other than sections 21(1) and 24(1)(a), does not apply.
 - (c) part 5, other than sections 29 to 34, does not apply.

39 Application of provisions of rule to Lucky Lotteries

- (1) The provisions of this rule (other than the schedules) apply to Lucky Lotteries only to the extent they can be sensibly applied having regard to the provisions of schedule 7.
- (2) A reference in this rule to a division in a lottery is taken to be a reference to an equivalent prize level for Lucky Lotteries.

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 Lucky Lotteries.

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 8.

41 Application of provisions of rule to set for life

The provisions of this rule (other than the schedules) apply to set for life only to the extent they can be sensibly applied having regard to the provisions of Schedule 9.

Schedule 1 Weekday windfall

Part 1 Preliminary

1 Gaming scheme known as weekday windfall

This schedule relates to the gaming scheme known as weekday windfall, further known as—

- (a) Monday and Wednesday gold lotto for draws held up to and including Wednesday 15 May 2024; and thereafter as
- (b) weekday windfall for draws held on and after 20 May 2024, including entries into these draws issued before this date.

2 Definitions

In this schedule—

drawing equipment means—

- (a) the regulated lottery equipment known as the weekday windfall 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 weekday windfall; and
 - (ii) to display the balls in a display section forming part of the equipment.

malfunction, see Definitions section 3 of Part 1.

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

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

standard entry, for a drawing of weekday windfall, means a selection of 6 numbers from a panel.

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

system numbers see section 7(1).

top up entry see section 9.

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

pick numbers see section 8(1).

Part 2 Entering a drawing of weekday windfall

3 Ways of entering weekday windfall

- (1) A person may enter each drawing of weekday windfall by—
 - (a) asking at a lottery agent's or lottery operator's place of operation for an entry; or
 - (b) submitting a completed entry form to a lottery agent's or lottery operator's place of operation; or
 - (c) submitting a completed electronic form to a lottery operator.
- (2) For subsection (1)(a), the person may ask for the following types of entry—
 - (a) a standard entry that is computer generated;
 - (b) a system entry that is computer generated;
 - (c) a pick entry that is computer generated;
 - (d) an entry using the person's registered numbers;
 - (e) a syndicate share.
- (3) For subsection (1)(b), the person may use the following types of entry—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a pick entry;
 - (d) a top up entry.
- (4) For subsection (1)(c), the person may use the following types of entry—
 - (a) a standard entry that is made by the person or computer generated;
 - (b) a system entry that is made by the person or computer generated;

- (c) a pick entry that is made by the person or computer generated;
- (d) an entry using the person's registered numbers.

4 Minimum number of standard entries

- (1) A lottery ticket issued for each drawing of weekday windfall must be issued for no less than 4 standard entries.
- (2) A lottery ticket issued for each drawing of weekday windfall that is computer generated may be issued for any number of standard entries between 4 and 50 (inclusive) as determined by the lottery operator.

5 Asking for an entry

If a person enters a drawing of weekday windfall by asking at a lottery agent's or lottery operator's place of operation for an entry, the person must state the following to the agent or operator—

- (a) the type of entry;
- (b) whether the entry is for one, two or three draws;
- (c) the information required to create the entry;
- (d) if the entry is for an advance sale and/or a multi-week sale—that the entry is for an advance sale and/or a multi-week sale.

6 Completing an entry form

- (1) A person completes an entry form, for submitting at a lottery agent's or lottery operator's place of operation, by showing on the form—
 - (a) for a standard entry—the numbers selected from a panel; or
 - (b) for a system entry—
 - (i) the indicator for a system entry; and
 - (ii) the system numbers selected for the entry; or
 - (c) for a pick entry—
 - (i) the indicator for a pick entry; and
 - (ii) the pick numbers selected for the entry.
 - (d) for a top up entry—
 - (i) the panel or panels pre-selected by the person; and
 - (ii) the indicator for a top up entry; and

- (iii) the number of standard entries to be computer generated for the top up entry
- (2) Also, if an entry is made for a multi-week sale, the person must show on the form the number of consecutive drawings the person is entering.
- (3) A person completes an entry form, for submitting in electronic form to a lottery operator, by—
 - (a) selecting an entry type; and
 - (b) completing the form in a way that is accepted by the lottery operator.
- (4) An entry form may be used for more than 1 entry, or more than 1 type of entry, if allowed by a lottery operator.

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 System entry

- (1) A system entry in each drawing of weekday windfall is the selection of 7 to 20 numbers (the *system numbers*) from a panel.
- (2) If a person asks for the system entry to be computer generated, the person must nominate how many system numbers are to be generated.
- (3) The lottery operator's computer system forms all possible combinations of standard entries using the system numbers.
- (4) The equivalent number of standard entries formed by a system entry is in appendix 1.1.
- (5) 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.
- (6) A lottery ticket issued for a system entry with 7 system numbers that is computer generated must be issued for at least 2 system entries with 7 system numbers.

8 Pick entry

- (1) A pick entry in each drawing of weekday windfall is the selection of 4 or 5 numbers (the *pick numbers*) from a panel.
- (2) If a person asks for the pick entry to be computer generated, the person must nominate how many pick numbers are to be generated.
- (3) The lottery operator'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.

- (4) The equivalent number of standard entries of 6 numbers formed by a pick entry is in appendix 1.1.
- (5) The number of times a particular type of pick entry wins a division if the winning and supplementary numbers are selected is in appendix 1.2.

9 Top up entry

- (1) For a top up entry in each drawing of weekday windfall, a person may ask a lottery agent or lottery operator to complete their entry form by randomly generating standard entries for the number of remaining unmarked panels.
- (2) The lottery ticket issued for the drawing must total 12, 18, 25, 36 or 50 entries.
- (3) Only the following entries may be made by way of a top up entry—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a pick entry.

10 Multi-week sale

Only the following entries may be made by a multi-week sale—

- (a) a standard entry;
- (b) a system entry;
- (c) a pick entry;
- (d) a syndicate entry.

11 Advance sale

- (1) A standard, system or pick entry may be made by an advance sale.
- (2) A person may enter each drawing of weekday windfall by an advance sale, but only if the drawing is not more than 10 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 operator's place of operation, the person must tell the lottery agent or lottery operator the day of the drawing the person is entering.

Part 3 Drawing weekday windfall

12 Drawing the numbers

- (1) A person who conducts each drawing of weekday windfall 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.

13 Winning selections for each prize division

- (1) There are 6 prize divisions in each drawing of weekday windfall.
- (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;
 - (f) division 6—any 1 or 2 winning numbers and 2 supplementary numbers.
- (4) Division 1 is the highest division and division 6 is the lowest division.

14 Only 1 prize for a standard entry

A standard entry in each drawing of weekday windfall 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

15 Bonus prize reserve

- (1) Not more than 50% of the total subscriptions for each drawing of weekday windfall may be put aside to accumulate as part of a bonus prize reserve.

16 Distribution of division 1 prizes

- (1) The lottery operator must pay from the bonus prize reserve¹—
 - (a) for Monday and Wednesday gold lotto draws prior to 20 May 2024—
 - (i) if there are no more than 4 division 1 winners—\$1,000,000 to each division 1 winner; or
 - (ii) if there are more than 4 division 1 winners—\$6,000,000 divided equally among the division 1 winners; and
 - (b) for weekday windfall draws conducted from 20 May 2024—
 - (i) if there are no more than 6 division 1 winners—\$1,000,000 to each division 1 winner; or
 - (ii) if there are more than 6 division 1 winners—\$6,000,000 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 operator must make available the shortfall in prize money from the lottery operator's own funds.
- (3) The lottery operator may be reimbursed from the bonus prize reserve for money made available by the lottery operator under subsection (2).

17 Distribution of net prize pool

- (1) Subject to subsection (1A), the net prize pool for each drawing of

¹ 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.

weekday windfall must be distributed as follows—

- division 2— 4.2%
- division 3— 6.5%
- division 4—18.5%
- division 5—26.3%
- division 6—44.5%.

- (1A) A lottery operator may increase or decrease the distribution for a division mentioned in subsection (1) by up to 5% if—
- (a) for a decrease in a distribution—the decreased distribution for the division is not less than half of the percentage mentioned in subsection (1) for that division; and
 - (b) the increase or decrease is approved by the chief executive; and
 - (c) the increased or decreased distribution is available for inspection, on request, by the public at each place of operation of the lottery operator and all lottery agents.
- (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.

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

If there is no winner in division 2, 3, 4 or 5 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, or if there is no winner in any lower division, the next higher division that contains a winner.

19 Distribution of prizes for syndicate shares

For sections 16 and 17, 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.

Appendix 1.1 Equivalent number of standard entries

sections 7(4) and 8(4)

Entry type	Equivalent standard entries
Pick 5	40
Pick 4	820
System 7	7
System 8	28
System 9	84
System 10	210
System 11	462
System 12	924
System 13	1 716
System 14	3 003
System 15	5 005
System 16	8 008
System 17	12 376
System 18	18 564
System 19	27 132
System 20	38 760

Appendix 1.2 System prize combinations

sections 7(5) and 8(5)

PRIZES BY DIVISIONS FOR EACH SYSTEM TYPE																				
Winning Numbers	Supplementary Numbers	Divisions	Pick*		SYSTEMS															
			4	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
Six (6)	Two (2)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	0	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12
		3	0	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	1755
		5	0	0	0	0	20	80	180	320	500	720	980	1280	1620	2000	2420	2880	3360	3840
		6	0	0	0	0	0	15	51	114	210	345	525	756	1044	1395	1815	2310	2880	3510
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	6
		3	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90
		4	0	0	0	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1560	1755
		5	0	0	0	0	20	60	120	200	300	420	560	720	900	1100	1320	1560	1800	2100
Six (6)	Zero (0)	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		3	74	37	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96
		4	741	0	0	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1560	1755
Five (5)	Two (2)	2	0	0	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
		3	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
		4	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	
		5	0	0	0	10	40	90	160	250	360	490	640	810	1000	1210	1440	1690	2000	
		6	0	0	0	0	10	35	80	150	250	385	560	780	1050	1375	1760	2210	2700	
Five (5)	One (1)	2	3	2	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	114	38	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	
		5	703	0	0	10	30	60	100	150	210	280	360	450	550	660	780	910	1050	
Five (5)	Zero (0)	3	3	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
		4	114	38	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	
		5	73	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Four (4)	Two (2)	4	6	3	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135	
		5	148	37	4	16	36	64	100	144	196	256	324	400	484	576	676	784	900	
		6	666	0	0	6	22	52	100	170	266	392	552	750	990	1276	1612	2002	2400	
Four (4)	One (1)	4	6	3	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135	
		5	148	37	4	12	24	40	60	84	112	144	180	220	264	312	364	420	480	
		6	36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Four (4)	Zero (0)	4	6	3	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135	
		5	8	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		6	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Three	Two	5	10	4	4	9	16	25	36	49	64	81	100	121	144	169	196	225		

Lotteries Rule

Schedule 1 Weekday windfall

(3)	(2)	6	810	36	3	12	30	60	105	168	252	360	495	660	858	1092	1365	1680
Three	One	5	10	4	3	6	10	15	21	28	36	45	55	66	78	91	105	120
(3)	(1)	6	40	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Three	Zero	6	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(3)	(0)																	
Two	Two	6	225	40	5	14	30	55	91	140	204	285	385	506	650	819	1015	1240
(2)	(2)																	
Two	One	6	6	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(2)	(1)																	
One	Two	6	0	6	4	10	20	35	56	84	120	165	220	286	364	455	560	680
(1)	(2)																	

*When calculating results for a pick entry, any number/s guaranteed with the pick entry should be included in the Winning Numbers count. For example, a pick 5 entry guarantees one Winning Number, so if a pick 5 entry matched five Winning Numbers in a drawing that entry would win prizes listed for the Six (6) Winning Numbers and Zero (0) Supplementary Numbers row of the 'Pick 5' column.

Schedule 2 Saturday gold lotto

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.

malfunction, see Definitions section 3 of Part 1.

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 7.

system numbers see section 7(1).

top up entry see section 9.

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

pick numbers see section 8(1).

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) asking at a lottery agent's or lottery operator's place of operation for an entry; or
 - (b) submitting a completed entry form to a lottery agent's or lottery operator's place of operation; or
 - (c) submitting a completed electronic form to a lottery operator.
- (2) For subsection (1)(a), the person may ask for the following types of entry—
 - (a) a standard entry that is computer generated;
 - (b) a system entry that is computer generated;
 - (c) a pick entry that is computer generated;
 - (d) an entry using the person's registered numbers;
 - (e) a syndicate share.
- (3) For subsection (1)(b), the person may use the following types of entry—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a pick entry;
 - (d) a top up entry.
- (4) For subsection (1)(c), the person may use the following types of entry—
 - (a) a standard entry that is made by the person or computer generated;
 - (b) a system entry that is made by the person or computer generated;
 - (c) a pick entry that is made by the person or computer generated;
 - (d) an entry using the person's registered numbers.

4 Minimum number of standard entries

- (1) A lottery ticket issued for a drawing of Saturday gold lotto must be

issued for no less than 4 standard entries.

- (2) A lottery ticket issued for a drawing of Saturday gold lotto that is computer generated may be issued for any number of standard entries between 4 and 50 (inclusive) as determined by the lottery operator.

5 Asking for an entry

If a person enters a drawing of Saturday gold lotto by asking at a lottery agent's or lottery operator's place of operation for an entry, the person must state the following to the agent or operator—

- (a) the type of entry;
- (b) the information required to create the entry;
- (c) if the entry is for an advance sale and/or a multi-week sale— that the entry is for an advance sale and/or a multi-week sale.

6 Completing an entry form

- (1) A person completes an entry form, for submitting at a lottery agent's or lottery operator's place of operation, by showing on the form—
 - (a) for a standard entry—the numbers selected from a panel; or
 - (b) for a system entry—
 - (i) the indicator for a system entry; and
 - (ii) the system numbers selected for the entry; or
 - (c) for a pick entry—
 - (i) the indicator for a pick entry; and
 - (ii) the pick numbers selected for the entry; or
 - (d) for a top up entry—
 - (i) the panel or panels pre-selected by the person; and
 - (ii) the indicator for a top up entry; and
 - (iii) the number of standard entries to be computer generated for the top up entry.
- (2) Also, if an entry is made for a multi-week sale, the person must show on the form the number of consecutive drawings the person is entering.
- (3) A person completes an entry form, for submitting in electronic form to a lottery operator, by—
 - (a) selecting an entry type; and

- (b) completing the form in a way that is accepted by the lottery operator.
- (4) An entry form may be used for more than 1 entry, or more than 1 type of entry, if allowed by a lottery operator.

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 System entry

- (1) A system entry in a drawing of Saturday gold lotto is the selection of 7 to 20 numbers (the **system numbers**) from a panel.
- (2) If a person asks for the system entry to be computer generated, the person must nominate how many system numbers are to be generated.
- (3) The lottery operator's computer system forms all possible combinations of standard entries using the system numbers.
- (4) The equivalent number of standard entries formed by a system entry is in appendix 2.1.
- (5) 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.
- (6) A lottery ticket issued for a system entry with 7 system numbers that is computer generated must be issued for at least 2 system entries with 7 system numbers.

8 Pick entry

- (1) A pick entry in a drawing of Saturday gold lotto is the selection of 4 or 5 numbers (the **pick numbers**) from a panel.
- (2) If a person asks for the pick entry to be computer generated, the person must nominate how many pick numbers are to be generated.
- (3) The lottery operator'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.
- (4) The equivalent number of standard entries of 6 numbers formed by a pick entry is in appendix 2.1.
- (5) The number of times a particular type of pick entry wins a division if the winning and supplementary numbers are selected is in appendix 2.2.

9 Top up entry

- (1) For a top up entry in a drawing of Saturday gold lotto, a person may ask a lottery agent or lottery operator to complete their entry form by randomly generating standard entries for the number of remaining unmarked panels.
- (2) The lottery ticket issued for the drawing must total 12, 18, 25, 36 or 50 entries.
- (3) Only the following entries may be made by way of a top up entry—
 - (a) a standard entry
 - (b) a system entry
 - (c) a pick entry

10 Multi-week sale

Only the following entries may be made by a multi-week sale—

- (a) a standard entry;
- (b) a system entry;
- (c) a pick entry;
- (d) a syndicate entry.

11 Advance sale

- (1) A standard, system or pick 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 10 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 operator's place of operation, the person must tell the lottery agent or lottery operator the day of the drawing the person is entering.

Part 3 Drawing Saturday gold lotto

12 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.

13 Winning selections for each prize division

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

14 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

15 Bonus prize reserve

- (1) 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.

16 Distribution of net prize pool

- (1) Subject to subsection (1A), the net prize pool for a drawing of Saturday gold lotto must be distributed as follows—
 - division 1—32.75%
 - division 2—3.70%
 - division 3—5.60%
 - division 4—8.30%
 - division 5—12.25%
 - division 6 – 37.40%.
- (1A) A lottery operator may increase or decrease the distribution for a division mentioned in subsection (1) by up to 5% if—
 - (a) for a decrease in a distribution—the decreased distribution for the division is not less than half of the percentage mentioned in subsection (1) for that division; and
 - (b) the increase or decrease is approved by the chief executive; and
 - (c) the increased or decreased distribution is available for inspection, on request, by the public at each place of operation of the lottery operator and all lottery agents.
- (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.

17 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.

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

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, or, if there is no winner in any lower division, the next higher division that contains a winner.

19 Distribution of prizes for syndicate shares

For section 16, 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.

Appendix 2.1 Equivalent number of standard entries

sections 7(4) and 8(4)

Entry type	Equivalent standard entries
Pick 5	40
Pick 4	820
System 7	7
System 8	28
System 9	84
System 10	210
System 11	462
System 12	924
System 13	1 716
System 14	3 003
System 15	5 005
System 16	8 008
System 17	12 376
System 18	18 564
System 19	27 132
System 20	38 760

Appendix 2.2 System prize combinations

sections 7(5) and 8(5)

PRIZES BY DIVISIONS FOR EACH SYSTEM TYPE																				
Winning Numbers	Supplementary Numbers	Divisions	Pick*		SYSTEMS															
			4	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
Six (6)	Two (2)	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	0	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12
		3	0	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	1755
		5	0	0	0	0	20	80	180	320	500	720	980	1280	1620	2000	2420	2880	3360	3840
		6	0	0	0	0	0	0	20	80	200	400	700	1120	1680	2400	3300	4400	5720	7280
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	6
		3	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90
		4	0	0	0	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1560	1755
		5	0	0	0	0	20	60	120	200	300	420	560	720	900	1100	1320	1560	1820	2080
		6	0	0	0	0	0	20	80	200	400	700	1120	1680	2400	3300	4400	5720	7280	9040
Six (6)	Zero (0)	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		3	74	37	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96
		4	741	0	0	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1560	1755
		5	0	0	0	0	20	80	200	400	700	1120	1680	2400	3300	4400	5720	7280	9040	10900
		6	0	0	0	0	0	20	80	200	400	700	1120	1680	2400	3300	4400	5720	7280	9040
Five (5)	Two (2)	2	0	0	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
		3	0	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
		4	0	0	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	
		5	0	0	0	10	40	90	160	250	360	490	640	810	1000	1210	1440	1690	2000	
		6	0	0	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550	
		7	0	0	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550	
Five (5)	One (1)	2	3	2	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	114	38	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	
		5	703	0	0	10	30	60	100	150	210	280	360	450	550	660	780	910	1050	
		6	0	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550	5600	
		7	0	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550	5600	
Five (5)	Zero (0)	3	3	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
		4	114	38	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	
		5	73	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		6	630	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550	5600	
		7	0	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550	5600	
		8	0	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	4550	5600	
Four (4)	Two (2)	4	6	3	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135	
		5	148	37	4	16	36	64	100	144	196	256	324	400	484	576	676	784	900	
		6	0	0	0	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	2240	
		7	0	0	0	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	2240	
		8	0	0	0	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	2240	
		9	0	0	0	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	2240	
Four (4)	One (1)	4	6	3	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135	
		5	148	37	4	12	24	40	60	84	112	144	180	220	264	312	364	420	480	
		6	0	0	0	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	2240	
		7	0	0	0	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	2240	
		8	0	0	0	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	2240	
		9	0	0	0	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	2240	

Lotteries Rule

Schedule 2 Saturday gold lotto

Four (4)	Zero (0)	4 5 6	6 8 140	3 2 35	3 0 4	6 0 16	10 0 40	15 0 80	21 0 140	28 0 224	36 0 336	45 0 480	55 0 660	66 0 880	78 0 1144	91 0 1456	105 0 1820	120 0 2240
Three (3)	Two (2)	5 6	10 0	4 0	4 0	9 1	16 4	25 10	36 20	49 35	64 56	81 84	100 120	121 165	144 220	169 286	196 364	225 455
Three (3)	One (1)	5 6	10 0	4 0	3 1	6 4	10 10	15 20	21 35	28 56	36 84	45 120	55 165	66 220	78 286	91 364	105 455	120 560
Three (3)	Zero (0)	6	10	4	4	10	20	35	56	84	120	165	220	286	364	455	560	680

*When calculating results for a pick entry, any number/s guaranteed with the pick entry should be included in the Winning Numbers count. For example, a pick 5 entry guarantees one Winning Number, so if a pick 5 entry matched five Winning Numbers in a drawing that entry would win prizes listed for the Six (6) Winning Numbers and Zero (0) Supplementary Numbers row of the 'Pick 5' column.

Schedule 3 Powerball

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) where one contains 35 balls numbered from 1 to 35 and the other contains 20 balls numbered from 1 to 20.

malfunction, see Definitions section 3 of Part 1.

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.

game panel, for a drawing of powerball comprises of 35 boxes numbered 1 to 35 and 20 circles numbered 1 to 20.

powerball number see section 16(1)(b).

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

standard entry see section 3.

standard powerhit entry means the type of entry explained in section 9.

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 10.

system powerhit numbers see section 10(1).

top up entry see section 11

pick entry see section 12

pick powerhit entry see section 13

3 Meaning of standard entry

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

- (a) 7 numbers from the 35 boxes on the game panel; and
- (b) 1 number, as the powerball number, from the 20 circles on the game panel.

Part 2 Entering a drawing of powerball

4 Ways of entering powerball

- (1) A person may enter a drawing of powerball by—
 - (a) asking at a lottery agent's or lottery operator's place of operation for an entry; or
 - (b) submitting a completed entry form to a lottery agent's or lottery operator's place of operation; or
 - (c) submitting a completed electronic form to a lottery operator.
- (2) For subsection (1)(a), the person may ask for the following types of entry—
 - (a) a standard entry that is computer generated;
 - (b) a system entry that is computer generated;
 - (c) a standard powerhit entry that is computer generated;
 - (d) a system powerhit entry that is computer generated;
 - (e) a pick entry that is computer generated;
 - (f) a pick powerhit entry that is computer generated;
 - (g) an entry using the person's registered numbers;
 - (h) a syndicate share.
- (3) For subsection (1)(b), the person may use the following types of entry—
 - (a) a standard entry;
 - (b) a system entry;

- (c) a standard powerhit entry made by a person;
 - (d) a system powerhit entry made by a person;
 - (e) a pick entry;
 - (f) a pick powerhit entry;
 - (g) a top up entry.
- (4) For subsection (1)(c), the person may use the following types of entry—
- (a) a standard entry that is made by the person or computer generated;
 - (b) a system entry that is made by the person or computer generated;
 - (c) a standard powerhit entry that is made by the person or computer generated;
 - (d) a system powerhit entry that is made by the person or computer generated;
 - (e) a pick entry that is made by the person or computer generated;
 - (f) a pick powerhit entry that is made by the person or computer generated;
 - (g) an entry using the person's registered numbers.

5 Minimum number of standard entries

- (1) A lottery ticket issued for a drawing of powerball must be issued for no less than 4 standard entries.
- (2) A lottery ticket issued for a drawing of powerball that is computer generated may be issued for any number of standard entries between 4 and 50 (inclusive) as determined by the lottery operator.

6 Asking for an entry

If a person enters a drawing of powerball by asking at a lottery agent's or lottery operator's place of operation for an entry, the person must state the following to the agent or operator—

- (a) the type of entry;
- (b) the information required to create the entry;
- (c) if the entry is for an advance sale and/or a multi-week sale—
that the entry is for an advance sale and/or a multi-week sale.

7 Completing an entry form

- (1) A person completes an entry form, for submitting at a lottery agent's or lottery operator's place of operation, by showing on the form—
 - (a) for a standard entry—the 7 numbers selected from the numbered boxes on a game panel and 1 number selected from the numbered circles on the game panel; or
 - (b) for a system entry—
 - (i) the indicator for a system entry; and
 - (ii) the system numbers selected for the entry; or
 - (c) for a standard powerhit entry—
 - (i) the indicator for a standard powerhit entry; and
 - (ii) the standard powerhit numbers selected for the entry; or
 - (d) for a system powerhit entry—
 - (i) the indicator for a system powerhit entry; and
 - (ii) the system powerhit numbers selected for the entry; or
 - (e) for a pick entry—
 - (i) the indicator for a pick entry; and
 - (ii) the pick numbers selected for the entry; or
 - (f) for a pick powerhit entry—
 - (i) the indicator for a pick powerhit entry; and
 - (ii) the pick powerhit numbers selected for the entry; or
 - (g) for a top up entry—
 - (i) the pre-selected game panel or panels marked by the person; and
 - (ii) the indicator for a top up entry; and
 - (iii) the number of standard entries to be computer generated for the top up entry.
- (2) Also if an entry is made for a multi-week sale, the person must show on the form the number of consecutive drawings the person is entering.
- (3) A person completes an entry form, for submitting in electronic form to a lottery operator, by—
 - (a) selecting an entry type; and
 - (b) completing the form in a way that is accepted by the lottery operator.

- (4) An entry form may be used for more than 1 entry or more than 1 type of entry, if allowed by a lottery operator.

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

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

8 System entry

- (1) A system entry in a drawing of powerball is the selection of—
 - (a) between 8 and 20 numbers (the ***system numbers***) from the numbered boxes on the game panel for the entry; and
 - (b) one number, as the powerball number, from the numbered circles on the game panel for the entry.
- (2) If a person asks for a system entry to be computer generated, the person must nominate how many system numbers are to be generated.
- (3) The lottery operator's computer system forms all possible combinations of 7 numbers from the system numbers with the number selected as the powerball number.
- (4) The equivalent number of standard entries of 7 numbers formed by a system entry is in appendix 3.1.
- (5) The number of times a particular type of system entry wins a division if the winning and powerball numbers are selected is in appendix 3.2.
- (6) A lottery ticket issued for a system entry with 8 system numbers that is computer generated must be issued for at least 2 system entries with 8 system numbers.

9 Standard powerhit entry

- (1) A standard powerhit entry in a drawing of powerball is the selection of 7 numbers (the ***standard powerhit numbers***) from the numbered boxes on the game panel for the entry.
- (2) The lottery operator's computer system forms all possible combinations of the standard powerhit numbers with each number from the numbered circles on the game 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.

10 System powerhit entry

- (1) A system powerhit entry in a drawing of powerball is the selection of between 8 and 15 numbers (the *system powerhit numbers*) from the numbered boxes on the game panel for the entry.
- (2) The lottery operator's computer system forms—
 - (a) all possible combinations of 7 numbers from the system powerhit numbers (the *7-number combinations*); and
 - (b) separate combinations of each 7-number combination with each number from the numbered circles on the game panel for the entry.
- (3) If a person asks for the system powerhit entry to be computer generated, the person must nominate how many system powerhit numbers are to be generated.
- (4) The equivalent number of standard entries formed by a system powerhit entry is in appendix 3.1.
- (5) 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.

11 Top up entry

- (1) For a top up entry in a drawing of powerball, a person may ask a lottery agent or lottery operator to complete their entry form by randomly generating standard entries for the number of remaining unmarked game panels.
- (2) The lottery ticket issued for the drawing must total 8, 12, 18, 25, 36 or 50 entries.
- (3) Only the following entries may be made by way of a top up entry—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a standard powerhit entry;
 - (d) a system powerhit entry;
 - (e) a pick entry;
 - (f) a pick powerhit entry.

12 Pick entry

- (1) A pick entry in a drawing of powerball is the selection of 5 or 6 numbers (the *pick numbers*) from the numbered boxes on the game

panel.

- (2) If a person asks for the pick entry to be computer generated, the person must nominate how many pick numbers are to be generated.
- (3) The lottery operator's computer system forms all possible combinations of 7 numbers out of the 5 or 6 selected numbers with the remaining numbered boxes on the game panel.
- (4) The equivalent number of standard entries of 7 numbers formed by a pick entry is in appendix 3.1.
- (5) The number of times a particular type of pick entry wins a division if the winning and supplementary numbers are selected is in appendix 3.2.

13 Pick powerhit entry

- (1) A pick powerhit entry in a drawing of powerball is the selection of 5 or 6 numbers (the *pick powerhit numbers*) from the numbered boxes on the game panel.
- (2) If a person asks for the pick powerhit entry to be computer generated, the person must nominate how many pick powerhit numbers are to be generated.
- (3) The lottery operator's computer system forms—
 - (a) all possible combinations of 7 numbers from the pick powerhit numbers (the *7-number combinations*); and
 - (b) separate combinations of each 7-number combination with each number from the numbered circles on the game panel for the entry.
- (4) The equivalent number of standard entries of 7 numbers formed by a pick powerhit entry is in appendix 3.1.
- (5) The number of times a particular type of pick powerhit entry wins a division if the winning and supplementary numbers are selected is in appendix 3.3.

14 Multi-week sale

Only the following entries may be made by a multi-week sale—

- (a) a standard entry;
- (b) a system entry;
- (c) a standard powerhit entry;
- (d) a system powerhit entry;
- (e) a pick entry;

- (f) a pick powerhit entry;
- (g) a syndicate entry.

15 Advance sale

- (1) A standard, system, powerhit, system powerhit, pick or pick 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 10 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 operator's place of operation, the person must tell the lottery agent or lottery operator the day of the drawing the person is entering.

Part 3 Drawing powerball

16 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—7 winning numbers from the drawing equipment machine containing 35 balls; and
 - (b) in the second draw—1 winning number (the *powerball number*) from the drawing equipment machine containing 20 balls; and
 - (c) there can be one drawing machine from which both draws are made or two drawing machines
- (2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the display section of the drawing equipment.

17 Winning selections for each prize division

- (1) There are 9 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 7 numbers in the first draw and the powerball number;

- (b) division 2—all 7 numbers in the first draw and no powerball number;
 - (c) division 3—any 6 numbers in the first draw and the powerball number;
 - (d) division 4—any 6 numbers in the first draw and no powerball number;
 - (e) division 5—any 5 numbers in the first draw and the powerball number;
 - (f) division 6—any 4 numbers in the first draw and the powerball number;
 - (g) division 7—any 5 numbers in the first draw and no powerball number;
 - (h) division 8—any 3 numbers in the first draw and the powerball number
 - (i) division 9—any 2 numbers in the first draw and the powerball number.
- (4) Division 1 is the highest division and division 9 is the lowest division.

18 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.

Example—

If a person has the 8 (ie 7 + 1) winning numbers for division 1, the person has not won division 2 merely because 7 winning numbers needed for a division 2 prize are included in the 8 winning numbers for division 1.

Part 4 Distribution of prize pools

19 Bonus prize reserve

- (1) 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.

20 Distribution of net prize pool

- (1) Subject to subsection (1A), the net prize pool for a drawing of

powerball must be distributed as follows—

- division 1—35%
- division 2—1.8%
- division 3—1.1%
- division 4—2%
- division 5—1.5%
- division 6—9.7%
- division 7—7.6%
- division 8—15%
- division 9—26.3%.

- (1A) A lottery operator may increase or decrease the distribution for a division mentioned in subsection (1) by up to 5% if—
- (a) for a decrease in a distribution—the decreased distribution for the division is not less than half of the percentage mentioned in subsection (1) for that division; and
 - (b) the increase or decrease is approved by the chief executive; and
 - (c) the increased or decreased distribution is available for inspection, on request, by the public at each place of operation of the lottery operator and all lottery agents.
- (2) The prize pool for a division for a drawing must be divided in equal shares among the winners in the division.
- (3) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5c.
- (4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the division 1 prize pool.
- (5) Despite subsection (1), the lottery operator may guarantee a minimum prize payout for division 1 in a drawing.

21 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.

22 Divisions 2–9 prize pool to be added to pool for next lower or higher division

If there is no winner in division 2, 3, 4, 5, 6, 7, 8 or 9 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, or, if there is no winner in any lower division, the next higher division that contains a winner.

23 Distribution of prizes for syndicate shares

For section 20, 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.

Appendix 3.1 Equivalent number of standard entries

sections 8(4), 9(3),10(4),12(4) and 13(4)

Entry type	Equivalent standard entries
Pick 5	435
Pick 6	29
System 8	8
System 9	36
System 10	120
System 11	330
System 12	792
System 13	1 716
System 14	3 432
System 15	6 435
System 16	11 440
System 17	19 448
System 18	31 824
System 19	50 388
System 20	77 520
Standard Powerhit	20
Pick 5 Powerhit	8 700
Pick 6 Powerhit	580
System Powerhit 8	160
System Powerhit 9	720
System Powerhit 10	2 400
System Powerhit 11	6 600
System Powerhit 12	15 840
System Powerhit 13	34 320
System Powerhit 14	68 640
System Powerhit 15	128 700

Appendix 3.2 System prize combinations

sections 8(5) and 12(5)

Prizes by Division for Each System Type																	
Winning Numbers	Powerball Numbers	Divisions	Pick*		Systems												
			5	6	8	9	10	11	12	13	14	15	16	17	18	19	20
Seven (7)	One (1)	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
		3	56	28	7	14	21	28	35	42	49	56	63	70	77	84	91
		5	378	0	0	21	63	126	210	315	441	588	756	945	1155	1386	1638
		6	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	10010
		8	0	0	0	0	0	35	175	525	1225	2450	4410	7350	11550	17325	25025
		9	0	0	0	0	0	0	21	126	441	1176	2646	5292	9702	16632	27027
Seven (7)	Zero (0)	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
		4	56	28	7	14	21	28	35	42	49	56	63	70	77	84	91
		7	378	0	0	21	63	126	210	315	441	588	756	945	1155	1386	1638
Six (6)	One (1)	3	3	2	2	3	4	5	6	7	8	9	10	11	12	13	14
		5	81	27	6	18	36	60	90	126	168	216	270	330	396	468	546
		6	351	0	0	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460
		8	0	0	0	0	20	100	300	700	1400	2520	4200	6600	9900	14300	20020
		9	0	0	0	0	15	90	315	840	1890	3780	6930	11880	19305	30030	
Six (6)	Zero (0)	4	3	2	2	3	4	5	6	7	8	9	10	11	12	13	14
		7	81	27	6	18	36	60	90	126	168	216	270	330	396	468	546
Five (5)	One (1)	5	6	3	3	6	10	15	21	28	36	45	55	66	78	91	105
		6	104	26	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275
		8	325	0	0	10	50	150	350	700	1260	2100	3300	4950	7150	10010	13650
		9	0	0	0	0	10	60	210	560	1260	2520	4620	7920	12870	20020	30030
Four (4)	One (1)	6	10	4	4	10	20	35	56	84	120	165	220	286	364	455	560
		8	125	25	4	20	60	140	280	504	840	1320	1980	2860	4004	5460	7280
		9	300	0	0	6	36	126	336	756	1512	2772	4752	7722	12012	18018	26208
Five (5)	Zero (0)	7	6	3	3	6	10	15	21	28	36	45	55	66	78	91	105
Three (3)	One (1)	8	15	5	5	15	35	70	126	210	330	495	715	1001	1365	1820	2380
		9	144	24	3	18	63	168	378	756	1386	2376	3861	6006	9009	13104	18564
Two (2)	One (1)	9	21	6	6	21	56	126	252	462	792	1287	2002	3003	4368	6188	8568

*When calculating results for a pick entry, any number/s guaranteed with the pick entry should be included in the Winning Numbers count. For example, a pick 6 entry guarantees one Winning Number, so if a pick 6 entry matched five Winning Numbers in a drawing that entry would win prizes listed for the Six (6) Winning Numbers and Zero (0) Powerball Numbers row of the 'Pick 6' column.

Appendix 3.3 Powerhit prize combinations

sections 9(4), 10(5) and 13(5)

Prizes by division for each system powerhit type												
Combinations of winning numbers	Divisions	Standard powerhit	Pick powerhit*		System powerhit							
			5	6	8	9	10	11	12	13	14	15
			7 numbers plus the powerball	1	1	1	1	1	1	1	1	1
	2	19	19	19	19	19	19	19	19	19	19	19
	3	0	56	28	7	14	21	28	35	42	49	56
	4	0	1064	532	133	266	399	532	665	798	931	1064
	5	0	378	0	0	21	63	126	210	315	441	588
	6	0	0	0	0	0	35	140	350	700	1225	1960
	7	0	7182	0	0	399	1197	2394	3990	5985	8379	11172
	8	0	0	0	0	0	0	35	175	525	1225	2450
	9	0	0	0	0	0	0	0	21	126	441	1176
7 numbers and no powerball	not applicable – powerhit guarantees the powerball number											
6 numbers plus the powerball	3	1	3	2	2	3	4	5	6	7	8	9
	4	19	57	38	38	57	76	95	114	133	152	171
	5	0	81	27	6	18	36	60	90	126	168	216
	6	0	351	0	0	15	60	150	300	525	840	1260
	7	0	1539	513	114	342	684	1140	1710	2394	3192	4104
	8	0	0	0	0	0	20	100	300	700	1400	2520
	9	0	0	0	0	0	0	15	90	315	840	1890
6 numbers and no powerball	not applicable – powerhit guarantees the powerball number											
5 numbers plus the powerball	5	1	6	3	3	6	10	15	21	28	36	45
	6	0	104	26	5	20	50	100	175	280	420	600
	7	19	114	57	57	114	190	285	399	532	684	855
	8	0	325	0	0	10	50	150	350	700	1260	2100
	9	0	0	0	0	0	10	60	210	560	1260	2520
4 numbers plus the powerball	6	1	10	4	4	10	20	35	56	84	120	165
	8	0	125	25	4	20	60	140	280	504	840	1320
	9	0	300	0	0	6	36	126	336	756	1512	2772
5 numbers and no powerball	not applicable – powerhit guarantees the powerball number											
3 numbers plus the powerball	8	1	15	5	5	15	35	70	126	210	330	495
	9	0	144	24	3	18	63	168	378	756	1386	2376
2 numbers plus the powerball	9	1	21	6	6	21	56	126	252	462	792	1287

*When calculating results for a pick entry, any number/s guaranteed with the pick entry should be included in the Winning Numbers count. For example, a pick powerhit 6 entry guarantees one Winning Number plus the powerball, so if a pick powerhit 6 entry matched five Winning Numbers in a drawing that entry would win prizes listed for the Six (6) numbers plus the

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powerball row of the 'Pick powerhit 6' column.

Schedule 4 Super 66

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.

malfunction, see Definitions section 3 of Part 1.

multiple entry means up to 50 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 Saturday gold lotto, oz lotto, weekday windfall, set for life or powerball.

registered super 66 entry type means a super 66 entry registered under section 12(1)(b) of the Rule.

single entry means a single entry in a drawing.

Part 2 Entering a drawing of super 66

3 Ways of entering super 66

- (1) A person may enter a drawing of super 66 by—
 - (a) using a completed primary lottery entry form if also entering a primary lottery; or
 - (b) asking at a lottery agent's or lottery operator's place of operation 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 operator the number of entries required.

4 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 entry.

5 Processing an entry

- (1) A lottery agent or lottery operator 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 a 6-digit number randomly generated for the entry by the lottery operator'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.

Part 3 Drawing super 66

6 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.

7 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—

- 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.

8 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.

Part 4 Distribution of prize pools

9 Bonus prize reserve

- (1) 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 operator 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) 25 times.

- (3) If there is no division 1 prize winner in the twenty-sixth drawing, the total of the jackpot prize pool and the division 1 prize payable for the twenty-sixth drawing is available for distribution as additional prize money for winners in division 2 in the twenty-sixth 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 twenty-sixth 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 5 Oz lotto

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 47 balls numbered from 1 to 47, 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.

malfunction, see Definitions section 3 of Part 1.

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 47.

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 7.

system numbers see section 7(1).

top up entry see section 9.

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

pick numbers see section 8(1).

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) asking at a lottery agent's or lottery operator's place of operation for an entry; or
 - (b) submitting a completed entry form to a lottery agent's or lottery operator's place of operation; or
 - (c) submitting a completed electronic form to a lottery operator.
- (2) For subsection (1)(a), the person may ask for the following types of entry—
 - (a) a standard entry that is computer generated;
 - (b) a system entry that is computer generated;
 - (c) a pick entry that is computer generated;
 - (d) an entry using the person's registered numbers;
 - (e) a syndicate share.
- (3) For subsection (1)(b), the person may use the following types of entry—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a pick entry;
 - (d) a top up entry.
- (4) For subsection (1)(c), the person may use the following types of entry—
 - (a) a standard entry made by the person or computer generated;
 - (b) a system entry made by the person or computer generated;
 - (c) a pick entry made by the person or computer generated;
 - (d) an entry using the person's registered numbers.

4 Minimum number of standard entries

A lottery ticket issued for a drawing of oz lotto that is computer generated may be issued for any number of standard entries

between 4 and 50 (inclusive) as determined by the lottery operator.

5 Asking for an entry

If a person enters a drawing of oz lotto by asking at a lottery agent's or lottery operator's place of operation for an entry, the person must state the following to the agent or operator—

- (a) the type of entry;
- (b) the information required to create the entry;
- (c) if the entry is for an advance sale and/or a multi-week sale— that the entry is for an advance sale and/or a multi-week sale.

6 Completing an entry form

- (1) A person completes an entry form, for submitting at a lottery agent's or lottery operator's place of operation, by showing on the form—
 - (a) for a standard entry—the 7 numbers selected from a panel; or
 - (b) for a system entry—
 - (i) the indicator for a system entry; and
 - (ii) the system numbers selected for the entry; or
 - (c) for a pick entry—
 - (i) the indicator for a pick entry; and
 - (ii) the pick numbers selected for the entry; or
 - (d) for a top up entry—
 - (i) the panel or panels pre-selected by the person; and
 - (ii) the indicator for a top up entry; and
 - (iii) the number of standard entries to be computer generated for the top up entry.
- (2) Also, if an entry is made for a multi-week sale, the person must show on the form the number of consecutive drawings the person is entering.
- (3) A person completes an entry form, for submitting in electronic form to a lottery operator, by—
 - (a) selecting a type of entry; and
 - (b) completing the form in a way that is accepted by the lottery operator.

- (4) An entry form may be used for more than 1 entry, or more than 1 type of entry, if allowed by a lottery operator.

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 System entry

- (1) A system entry in a drawing of oz lotto is the selection of 8 to 20 numbers (the ***system numbers***) from a panel.
- (2) If a person asks for the system entry to be computer generated, the person must nominate how many system numbers are to be generated.
- (3) The lottery operator's computer system forms all possible combinations of standard entries using the system numbers.
- (4) The equivalent number of standard entries formed by a system entry is in appendix 5.1.
- (5) The number of times a particular type of system entry wins a division if the winning and supplementary numbers are selected is in appendix 5.2.
- (6) A lottery ticket issued for a system entry with 8 system numbers that is computer generated must be issued for at least 2 system entries with 8 system numbers.

8 Pick entry

- (1) A pick entry in a drawing of oz lotto is the selection of 5 or 6 numbers (the ***pick numbers***) from a panel.
- (2) If a person asks for the pick entry to be computer generated, the person must nominate how many system numbers are to be generated.
- (3) The lottery operator'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.
- (4) The equivalent number of standard entries of 7 numbers formed by a pick entry is in appendix 5.1.
- (5) The number of times a particular type of pick entry wins a division if the winning and supplementary numbers are selected is in appendix 5.2.

9 Top up entry

- (1) For a top up entry in a drawing of oz lotto, a person may ask a lottery agent or lottery operator to complete their entry form by randomly generating standard entries for the number of remaining unmarked panels.
- (2) The lottery ticket issued for the drawing must total 6, 12, 18, 25, 36 or 50 entries.
- (3) Only the following entries may be made by way of a top up entry—
 - (a) a standard entry;
 - (b) a system entry;
 - (c) a pick entry.

10 Multi-week sale

Only the following entries may be made by a multi-week sale—

- (a) a standard entry;
- (b) a system entry;
- (c) a pick entry;
- (d) a syndicate entry.

11 Advance sale

- (1) A standard, system or pick 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 10 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 operator's place of operation, the person must tell the lottery agent or lottery operator the day of the drawing the person is entering.

Part 3 Drawing oz lotto

12 Drawing the numbers

- (1) A person who conducts a drawing of oz lotto must cause to be drawn from the drawing equipment 10 numbered balls consisting

of—

- (a) the first 7 balls which are the balls bearing the winning numbers; and
 - (b) the other 3 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.

13 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 at least 1 supplementary number;
 - (c) division 3—any 6 winning numbers;
 - (d) division 4—any 5 winning numbers and at least 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 at least 1 supplementary number.
- (4) Division 1 is the highest division and division 7 is the lowest division.

14 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

15 Bonus prize reserve

- (1) 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.

16 Distribution of net prize pool

- (1) Subject to subsection (1A), the net prize pool for a drawing of oz lotto must be distributed as follows—
 - division 1—40%
 - division 2—2.2%
 - division 3—2.6%
 - division 4—2.0%
 - division 5—1.6%
 - division 6—19.8%
 - division 7—31.8%.
- (1A) A lottery operator may increase or decrease the distribution for a division mentioned in subsection (1) by up to 5% if—
 - (a) for a decrease in a distribution—the decreased distribution for the division is not less than half of the percentage mentioned in subsection (1) for that division; and
 - (b) the increase or decrease is approved by the chief executive; and
 - (c) the increased or decreased distribution is available for inspection, on request, by the public at each place of operation of the lottery operator and all lottery agents.
- (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.

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

17 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.

18 Divisions 2–7 prize pool to be added to pool for next lower or higher division

If there is no winner in division 2, 3, 4, 5, 6 or 7 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, or, if there is no winner in any lower division, the next higher division that contains a winner.

19 Distribution of prizes for syndicate shares

For section 16, 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.

Appendix 5.1 Equivalent number of standard entries

Refer to Part 2, Rules 7(4) and 8(4) in this section

Entry type	Equivalent standard entries
Pick 6	41
Pick 5	861
System 8	8
System 9	36
System 10	120
System 11	330
System 12	792
System 13	1 716
System 14	3 432
System 15	6 435
System 16	11 440
System 17	19 448
System 18	31 824
System 19	50 388
System 20	77 520

Appendix 5.2 System prize combinations

Refer to Part 2, Rules 7(5) and 8(5) in this section

PRIZES BY DIVISION FOR EACH SYSTEM TYPE																			
Winning numbers	Supplementary numbers	Division	Pick*		Systems														
			5	6	8	9	10	11	12	13	14	15	16	17	18	19	20		
Seven (7)	Three (3)	1	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	
		2	0	0	0	0	21	21	21	21	21	21	21	21	21	21	21	21	21
		3	0	0	0	0	0	7	14	21	28	35	42	49	56	63	70		
		4	0	0	0	0	63	126	189	252	315	378	441	504	567	630	693		
		5	0	0	0	0	0	0	21	63	126	210	315	441	588	756	945		
		6	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	10010		
		7	0	0	0	0	0	35	175	525	1190	2275	3885	6125	9100	12915	17675		
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	14
		3	0	0	0	0	7	14	21	28	35	42	49	56	63	70	77		
		4	0	0	0	21	63	105	147	189	231	273	315	357	399	441	483		
		5	0	0	0	0	0	21	63	126	210	315	441	588	756	945	1155		
		6	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	10010		
		7	0	0	0	0	0	35	175	490	1050	1925	3185	4900	7140	9975	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	7
		3	0	0	0	7	14	21	28	35	42	49	56	63	70	77	84		
		4	0	0	0	21	42	63	84	105	126	147	168	189	210	231	252		
		5	0	0	0	0	21	63	126	210	315	441	588	756	945	1155	1386		
		6	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	10010		
		7	0	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700		
Seven (7)	Zero (0)	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
		2	6	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		3	74	37	7	14	21	28	35	42	49	56	63	70	77	84	91		
		4	114	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		5	666	0	0	21	63	126	210	315	441	588	756	945	1155	1386	1638		
		6	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700	10010		
		7	0	0	0	0	0	35	140	350	700	1225	1960	2940	4200	5775	7700		
Six (6)	Three (3)	2	0	0	0	3	3	3	3	3	3	3	3	3	3	3	3	3	
		3	0	0	0	0	1	2	3	4	5	6	7	8	9	10	11		
		4	0	0	0	18	36	54	72	90	108	126	144	162	180	198	216		
		5	0	0	0	0	6	18	36	60	90	126	168	216	270	330			
		6	0	0	0	15	60	150	300	525	840	1,260	1,800	2,475	3,300	4,290	5,460		
		7	0	0	0	0	20	100	300	680	1300	2220	3500	5200	7380	10100	13420		
		8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
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		
		4	0	0	6	18	30	42	54	66	78	90	102	114	126	138	150		
		5	0	0	0	0	6	18	36	60	90	126	168	216	270	330	396		
		6	0	0	0	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460		
		7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

Lotteries Rule

Schedule 5 Oz lotto

		7	0	0	0	0	20	100	280	600	1100	1820	2800	4080	5700	7700	10120
Six (6)	One (1)	2	3	2	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
		4	117	39	6	12	18	24	30	36	42	48	54	60	66	72	78
		5	0	0	0	6	18	36	60	90	126	168	216	270	330	396	468
		6	741	0	0	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460
		7	0	0	0	0	20	80	200	400	700	1120	1680	2400	3300	4400	5720
Six (6)	Zero (0)	3	3	2	2	3	4	5	6	7	8	9	10	11	12	13	14
		4	9	3	0	0	0	0	0	0	0	0	0	0	0	0	0
		5	108	36	6	18	36	60	90	126	168	216	270	330	396	468	546
		6	741	0	0	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460
Five (5)	Three (3)	4	0	0	3	6	9	12	15	18	21	24	27	30	33	36	39
		5	0	0	0	0	1	3	6	10	15	21	28	36	45	55	66
		6	0	0	5	20	50	100	175	280	420	600	825	1,100	1,430	1,820	2,275
		7	0	0	0	10	50	150	340	650	1,110	1,750	2,600	3,690	5,050	6,710	8,700
Five (5)	Two (2)	4	6	3	3	5	7	9	11	13	15	17	19	21	23	25	27
		5	0	0	0	1	3	6	10	15	21	28	36	45	55	66	78
		6	152	38	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275
		7	703	0	0	10	50	140	300	550	910	1400	2040	2850	3850	5060	6500
Five (5)	One (1)	4	6	3	2	3	4	5	6	7	8	9	10	11	12	13	14
		5	0	0	1	3	6	10	15	21	28	36	45	55	66	78	91
		6	152	38	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275
		7	703	0	0	10	40	100	200	350	560	840	1200	1650	2200	2860	3640
Five (5)	Zero (0)	5	6	3	3	6	10	15	21	28	36	45	55	66	78	91	105
		6	152	38	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275
		7	108	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Four (4)	Three (3)	6	10	4	4	10	20	35	56	84	120	165	220	286	364	455	560
		7	185	37	4	20	60	136	260	444	700	1,040	1,476	2,020	2,684	3,480	4,420
Four (4)	Two (2)	6	10	4	4	10	20	35	56	84	120	165	220	286	364	455	560
		7	185	37	4	20	56	120	220	364	560	816	1140	1540	2024	2600	3276
Four (4)	One (1)	6	10	4	4	10	20	35	56	84	120	165	220	286	364	455	560
		7	185	37	4	16	40	80	140	224	336	480	660	880	1144	1456	1820
Four (4)	Zero (0)	6	10	4	4	10	20	35	56	84	120	165	220	286	364	455	560
		7	15	3	0	0	0	0	0	0	0	0	0	0	0	0	0
Three (3)	Three (3)	7	15	5	5	15	34	65	111	175	260	369	505	671	870	1105	1379
Three (3)	Two (2)	7	15	5	5	14	30	55	91	140	204	285	385	506	650	819	1015
Three (3)	One (1)	7	15	5	4	10	20	35	56	84	120	165	220	286	364	455	560

*When calculating results for a pick entry, any number/s guaranteed with the pick entry should be included in the Winning Numbers count. For example, a pick 6 entry guarantees one Winning Number, so if a pick 6 entry matched five Winning Numbers in a drawing that entry would win prizes listed for the Six (6) Winning Numbers and Zero (0) Supplementary Numbers row of the 'Pick 6' column.

Schedule 6 Instant scratch-its

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 4(2) and the security codes decided by the lottery operator under section 4(3).

instant drawing means a drawing described in section 9(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 Validation number within a game panel on the ticket; or
- (b) information, capable of being produced by a security device built into the ticket, that identifies the ticket.

Validation number is the number exposed on a ticket when the relevant game panel is scratched.

winning ticket is a ticket that discloses an instant prize.

3 Computer system

The lottery operator'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

4 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.
- (3) Additionally, the lottery operator may decide the security codes for the tickets.

5 Game specifications

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

6 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.

7 Inspection of tickets

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

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

Part 3 Entering and drawing instant scratch-its

8 Entering instant scratch-its

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

9 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

10 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 operator.
- (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 operator to claim an instant prize, the person who gave the ticket to the lottery agent or lottery operator can not become eligible to be considered for a prize other than the instant prize.

11 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—

71
SEVEN ONE
37
THREE SEVEN
47
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—

71

SEVEN ONE

36

THREE SIX

46

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.

12 Payment by lottery agent

- (1) A lottery agent may pay a prize for a winning ticket only if the amount of the prize is not more than the agent's payment limit.
- (2) A lottery agent must not pay a major prize for a winning ticket unless the agent has confirmed with a lottery operator—
 - (a) that the ticket is a winning ticket; and
 - (b) the value of the prize won.

13 Payment of prize to be made to only 1 person

- (1) A lottery agent or a lottery operator must pay a prize for a winning ticket only to the person whose name is on the ticket.
- (2) If, despite section 10(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.

14 Ticket identifier

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

15 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 operator must investigate why the computer system did not

recognise the ticket identifier.

- (2) The lottery operator must start the investigation as soon as practicable and must complete it within 6 months after the claim.

16 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 Validation number—any part of the matter printed within the relevant game 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 operator as circumstances under which a ticket is void and no prize is payable.
- (2) Despite subsection (1), a prize may be paid if the lottery operator, having regard to all the circumstances, is satisfied it is reasonable and appropriate to pay.

17 Instant prizes

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

Part 5 Secondary drawing

18 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

19 Notice to prize winners

- (1) For a secondary drawing, the lottery operator 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.

20 Payment of prizes in a secondary drawing

- (1) The lottery operator 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 lottery operator 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 7 Lucky Lotteries

Part 1 Preliminary

1 Gaming scheme known as Lucky Lotteries

This schedule relates to a gaming scheme known as Lucky Lotteries. Lucky Lotteries includes Super Jackpot and Mega Jackpot.

2 Definitions

In this schedule—

consolation prize, means the prize won in accordance with section 10(2).

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.

jackpot increment, means the value specified in appendices 7.1 and 7.2 and forms part of the net prize pool.

jackpot number, means the number selected in a drawing after the selection of the winning numbers in that drawing.

jackpot prize, means the prize won in accordance with section 10.

malfunction, see Definitions section 3 of Part 1.

net prize pool, in relation to Lucky Lotteries, is a percentage of the total subscriptions for a drawing inclusive of any amount put aside as a bonus prize reserve. The percentages are:

- (a) Super Jackpot – 61.52%
- (b) Mega Jackpot – 62.25%

number, means a six (6) digit number from:

- (a) 000,001 to 270,000 for Super Jackpot; and
 - (b) 000,001 to 200,000 for Mega Jackpot;
- generated under section 7.

standard entry, for a drawing of Lucky Lotteries, means the selection of a number, or numbers, from those still available for the drawing.

winning numbers, in relation to lucky lotteries means the numbers that are selected in a drawing in respect of each prize, except the jackpot prize and consolation prizes.

Part 2 Entering a drawing of Lucky Lotteries

3 Objective in entering

The objective in entering a drawing of Lucky Lotteries is to match the number on the person's ticket with a winning number and/or the jackpot number generated by the drawing equipment.

4 Ways of entering Lucky Lotteries

A person may enter a drawing of Lucky Lotteries by—

- (1) asking at a lottery agent's or a lottery operator's place of operation for a ticket, or tickets, in Lucky Lotteries;
- (2) submitting a completed entry form to a lottery agent's or lottery operator's place of operation; or
- (3) submitting a completed electronic form to a lottery operator.

5 Multi-draw entry

Only standard entries may be made by a multi-draw sale.

6 Advance sale

- (1) A standard entry may be made by an advance sale.
- (2) A person may enter a drawing of Lucky Lotteries by an advance sale, but only if the drawing is not more than 10 drawings after the person buys a lottery ticket for the entry.
- (3) If a person enters a drawing by an advance sale at a lottery agent's or lottery operator's place of operation, the person must tell the lottery agent or lottery operator the draw number/s the person is entering.

Part 3 Processing an entry

7 Processing an entry

- (1) A lottery agent or lottery operator must ensure there is a number for each entry in a drawing of Lucky Lotteries.
- (2) A person who enters a drawing of Lucky Lotteries may ask the lottery agent or lottery operator for the number generated under subsection (1) to be—
 - (a) the next available number for the drawing; or
 - (b) a number randomly generated from the numbers still available for the drawing.
- (3) A ticket issued for an entry in a drawing of Lucky Lotteries must show—
 - (a) if the ticket is issued for a single entry—the number for the entry; and
 - (b) if the ticket is issued for multiple entries—the numbers or number range for each entry.

8 Same ticket number generated for more than 1 entry

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

Part 4 Drawing of Lucky Lotteries

9 Drawing the numbers

A person who conducts a Lucky Lotteries draw must cause two draws

to occur:

- (1) The first draw shall decide the winning numbers;
- (2) The second draw shall decide the jackpot number required for the drawing.

10 Winning prizes

- (1) A prize is won by those participants whose entry contains a winning number;
- (2) A consolation prize is won by a participant whose numbers match—
 - (a) a number in a ticket pool that occurs in sequence immediately before or immediately after a winning number, for example;
 - (i) if the number '000,006' is a winning number, then the numbers '000,005' and '000,007' will each win a consolation prize.
 - (ii) if the first number in the ticket pool is a winning number then the second number in the ticket pool will win two consolation prizes.
 - (iii) if the last number in the ticket pool is a winning number then the second last number in the ticket pool will win two consolation prizes
 - (b) the jackpot number where the jackpot number does not win the jackpot prize.
- (3) The jackpot prize is won by a participant whose winning number matches the jackpot number in that drawing.
- (4) In relation to the jackpot prize for Super Jackpot:
 - (a) the guaranteed minimum jackpot is set out in Appendix 7.1;
 - (b) if the jackpot prize is not won in a drawing it will increase in value by the jackpot increment set out in Appendix 7.1, in each subsequent drawing until won, after which time it will revert to the guaranteed minimum jackpot specified in Appendix 7.1.
- (5) In relation to the jackpot prize for Mega Jackpot:
 - (a) the guaranteed minimum jackpot is set out in Appendix 7.2;
 - (b) if the jackpot prize is not won in a drawing it will increase in value by the jackpot increment set out in Appendix 7.2, in each subsequent drawing until won, after which time it will revert to the guaranteed minimum jackpot amount specified in

Appendix 7.2.

11 Time for drawing

- (1) A drawing of a Lucky Lottery must be conducted by the lottery operator after all numbers available for sale in a drawing have been sold in that drawing.
- (2) The lottery operator must notify the chief executive of the date and time of a drawing, as soon as practicable prior to when the drawing of a Lucky Lottery is to be conducted.
- (3) The lottery operator must publicly advertise when a drawing of a Lucky Lottery is to be conducted.

12 Malfunction of drawing equipment

- (1) This section applies if—
 - (a) the drawing equipment malfunctions during a drawing of Lucky Lotteries; and
 - (b) an inspector is present at the drawing and gives the person conducting the drawing a stop direction for the drawing equipment.
- (2) Any numbers drawn in respect of that drawing prior to the malfunction will not be valid numbers.
- (3) The drawing shall be declared null and void, and:
 - (a) another drawing shall be conducted as soon as practicable after the rectification of the malfunction; or
 - (b) where the malfunction cannot be rectified, the drawing shall be conducted using substitute drawing equipment, as approved by the chief executive, as soon as practicable after the malfunction.

Part 5 Distribution of prize pools

13 Bonus prize reserve

- (1) An amount will be set aside from the total subscriptions for a drawing of Lucky Lotteries to accumulate as part of a bonus prize reserve. The amounts are an amount between:
 - (a) Super Jackpot - \$343 - \$17,343

- (b) Mega Jackpot - \$\$6,090 - \$46,090
- (2) The bonus prize reserve will be used to fund:
 - (a) the guaranteed minimum jackpot prizes in accordance with the approved ticket pool and prize structure for Lucky Lotteries; and
 - (b) any shortfall if proceeds from the sale of tickets for a drawing of Lucky Lotteries is not enough to pay the prizes stated in appendices 7.1 or 7.2.

14 Distribution of net prize pool

- (1) The net prize pool for a drawing of a Lucky Lottery must be distributed in accordance with appendices 7.1 or 7.2.

Appendix 7.1 Ticket pool and prize structure for Super Jackpot

Super Jackpot

Ticket Pool =	270,000 sequential numbers from 000,001 to 270,000
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Prize Level	Prize	Number of Prizes
1st Prize	\$100,000	1
2nd Prize	\$10,000	1
3rd Prize	\$5,000	1
4th Prize	\$500	2
5th Prize	\$200	10
6th Prize	\$100	20
7th Prize	\$50	100
8th Prize	\$25	600
9th Prize	\$15	750
10th Prize	\$10	2,480

Consolation Prize Levels	Prize	Number of Prizes
1st Prize	\$1,000	2
2nd Prize	25 x "\$2 Free Ticket"	2
3rd Prize	15 x "\$2 Free Ticket"	2
4th Prize	10 x "\$2 Free Ticket"	4
5th Prize	5 x "\$2 Free Ticket"	20
6th Prize	3 x "\$2 Free Ticket"	40
7th Prize	2 x "\$2 Free Ticket"	200
8th Prize	1 x "\$2 Free Ticket"	1,200
9th Prize	1 x "\$2 Free Ticket"	1,500
10th Prize	1 x "\$2 Free Ticket"	4,960
Jackpot Prize	10 x "\$2 Free Ticket"	1

Jackpot Prize	
guaranteed minimum jackpot	\$500,000
jackpot increment	\$120,000-\$137,000
bonus prize reserve	\$343 - \$17,343
net prize pool	61.52%

"\$2 Free Ticket" means a number in a future ticket pool for Super Jackpot

Appendix 7.2 Ticket pool and prize structure for Mega Jackpot

Mega Jackpot

Ticket Pool = 200,000 sequential numbers from 000,001 to 200,000

Prize Levels	Prize	Number of Prizes
1st Prize	\$200,000	1
2nd Prize	\$20,000	1
3rd Prize	\$5,000	1
4th Prize	\$1,000	5
5th Prize	\$500	10
6th Prize	\$100	25
7th Prize	\$75	75
8th Prize	\$40	600
9th Prize	\$20	700
10th Prize	\$12	2,800

Consolation Prize Levels	Prize	Number of Prizes
1st Prize	\$1,000	2
2nd Prize	25 x "\$5 Free Ticket"	2
3rd Prize	15 x "\$5 Free Ticket"	2
4th Prize	10 x "\$5 Free Ticket"	10
5th Prize	5 x "\$5 Free Ticket"	20
6th Prize	3 x "\$5 Free Ticket"	50
7th Prize	2 x "\$5 Free Ticket"	150
8th Prize	1 x "\$5 Free Ticket"	1,200
9th Prize	1 x "\$5 Free Ticket"	1,400
10th Prize	1 x "\$5 Free Ticket"	5,600
Jackpot Prize	10 x "\$5 Free Ticket"	1

Jackpot Prize

guaranteed minimum jackpot	\$1,000,000
jackpot increment	\$215,000 - \$255,000
bonus prize reserve	\$6,090 - \$46,090
net prize pool	62.25%

"\$5 Free Ticket" means a number in a future ticket pool for Mega Jackpot

Schedule 8 Promotional lottery

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 7.

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

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

3 Advertising

Before a lottery operator conducts a drawing of promotional lottery, the lottery operator 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.

Part 2 Entering a drawing of promotional lottery

4 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 operator 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 Saturday gold lotto jingle is played on the television channel or radio station;
 - (j) entering a drawing of another lottery, watching the television channel on which the drawing is shown, having the extra number drawn for promotional lottery by the drawing equipment and ringing a stated telephone number within a stated time;
 - (k) ringing a stated telephone number and giving stated information, including, for example, name, age, address and telephone number;
 - (l) participating in a stated way in a foreign gaming scheme;
 - (m) participating in a stated way in a promotional game, including, for example, being selected as the winner of a promotional game;
 - (n) using the internet, mobile phone or another approved form of communication and giving stated information;
 - (o) a combination of 2 or more of the ways mentioned in paragraphs (a) to (n).
- (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

5 Drawing promotional lottery

- (1) A drawing of promotional lottery must be conducted in the way—
 - (a) stated in the approved schedule for the drawing; and
 - (b) advertised for the drawing.
- (2) The following ways, and reasonable variations of the ways, of drawing promotional lottery may be approved—
 - (a) causing lottery equipment to produce a random selection for an entry into a drawing of a lottery;
 - (b) revealing a prize when printed matter is exposed in a bonus game panel on an instant scratch-its ticket;
 - (c) revealing a prize when printed matter is exposed in a panel on a special scratch-its ticket;
 - (d) being the first person to ring a stated telephone number after a stated event happens, for example, the Saturday 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.

6 Time for drawing

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

Part 4 Approved schedule

7 Approved schedule

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

Schedule 9 Set For Life

Part 1 Preliminary

1 Gaming scheme known as set for life

This schedule relates to the gaming scheme known as set for life.

2 Definitions

In this schedule—

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.

net prize pool, for a drawing of set for life, means 63.25% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

panel, for a drawing of set for life, means a grouping of the numbers 1 to 44.

standard entry, for a drawing of set for life, means a selection of 7 numbers from 44 in each panel.

top up entry see section 7.

a *week* in the context of set for life means 7 consecutive drawings of the lottery.

Part 2 Entering a drawing of set for life

3 Ways of entering set for life

- (1) A person may enter each drawing of set for life by—
 - (a) asking at a lottery agent's or lottery operator's place of operation for an entry; or

- (b) submitting a completed entry form to a lottery agent's or lottery operator's place of operation; or
 - (c) submitting a completed electronic form to a lottery operator.
- (2) For subsection (1)(a), the person may ask for the following types of entry—
- (a) a standard entry that is computer generated;
 - (c) an entry using the person's registered numbers;
- (3) For subsection (1)(b), the person may use the following types of entry—
- (a) a standard entry;
 - (b) a top up entry.
- (4) For subsection (1)(c), the person may use the following types of entry—
- (a) a standard entry that is made by the person or computer generated;
 - (b) a top up entry
 - (c) an entry using the person's registered numbers.

4 Number of standard entries

- (1) A lottery ticket issued for each drawing of set for life must be issued for no less than 2 standard entries in multiples of 7 consecutive drawings.
- (2) A lottery ticket issued for each drawing of set for life that is computer generated may be issued for 2 to 50 standard entries in multiples of 7 consecutive drawings.

5 Asking for an entry

If a person enters a drawing of set for life by asking at a lottery agent's or lottery operator's place of operation for an entry, the person must state the following to the agent or operator—

- (a) the type of entry;
- (b) the information required to create the entry;
- (c) if the entry is for an advance sale and/or a multi-week sale—
that the entry is for an advance sale and/or a multi-week sale.

6 Completing an entry form

- (1) A person completes an entry form, for submitting at a lottery

agent's or lottery operator's place of operation, by showing on the form—

- (a) for a standard entry—the numbers selected in each panel; or
 - (b) for a top up entry—
 - (i) the panel or panels pre-selected by the person; and
 - (ii) the indicator for a top up entry; and
 - (iii) the number of standard entries to be computer generated for the top up entry
- (2) Also, if an entry is made for a multi-week sale, the person must show on the form the number of consecutive weeks the person is entering (being at least 7 consecutive drawings of the lottery after the date the ticket is to be sold up to a number of weeks determined by the lottery operator (who will not offer more than 52 weeks)).
- (3) A person completes an entry form, for submitting in electronic form to a lottery operator, by—
- (a) selecting an entry type; and
 - (b) completing the form in a way that is accepted by the lottery operator.
- (4) An entry form may be used for more than 1 entry, or more than 1 type of entry, if allowed by a lottery operator.

7 Top up entry

- (1) For a top up entry in each drawing of set for life, a person may ask a lottery agent or lottery operator to complete their entry form by randomly generating standard entries for the number of remaining unmarked panels or up to the number of standard entries specified for multiples of 7 consecutive drawings.
- (2) The lottery ticket issued for each drawing may total 2 to 50 standard entries for multiples of 7 consecutive drawings.

8 Multi-week sale

A standard entry or top-up entry may be made by way of a multi-week sale.

9 Advance sale

- (1) A standard entry or top-up entry may be made by an advance sale.
- (2) A person may enter each drawing of set for life by an advance sale, but only if the last drawing in respect of the entry is not more than

10 weeks 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 operator's place of operation, the person must tell the lottery agent or lottery operator the day of the drawing for the entry to commence.

Part 3 Drawing set for life

10 Drawing the numbers

- (1) A person who conducts each drawing of set for life must cause to be drawn from the drawing equipment 9 numbers consisting of—
 - (a) the first 7 numbers which are the winning numbers; and
 - (b) the other 2 numbers which are the supplementary numbers.

11 Malfunction of drawing equipment

- (1) This section applies if—
 - (a) the drawing equipment malfunctions during a drawing of set for life;
- (2) The drawing shall be declared null and void, and:
 - (a) another drawing shall be conducted as soon as practicable after the rectification of the malfunction; or
 - (b) where the malfunction cannot be rectified, the drawing shall be conducted using substitute drawing equipment as soon as practicable after the malfunction.

12 Winning selections for each division

- (1) There are 8 divisions in each drawing of set for life.
- (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 prize level —
 - (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 at least 1

supplementary number;

- (e) division 5 —any 5 winning numbers.
 - (f) division 6 – any 4 winning numbers and at least 1 supplementary number.
 - (e) division 7 —any 4 winning numbers.
 - (f) division 8 – any 3 winning numbers and 1 supplementary number.
- (4) Division 1 is the highest prize level and division 8 is the lowest prize level.

13 Only 1 prize for a standard entry

Each standard entry in each drawing of set for life 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 7 merely because 4 winning numbers needed for division 7 are included in the 7 winning numbers for division 1.

Part 4 Distribution of prize pools

14 Bonus prize reserve

- (1) Not less than 23.25% of the total subscriptions for each drawing of set for life may be put aside to accumulate as part of a bonus prize reserve.

15 Distribution of division 1 and division 2 prizes

- (1) In each drawing:
 - (a) with respect to division 1 prizes:
 - (i) each division 1 winner will receive a maximum prize of \$4,800,000;
 - (ii) if there are more than four (4) division 1 winners, the maximum fixed gross sum of \$19,200,000 will be divided equally among the winners; and
 - (iii) the division 1 prize will be paid by 240 equal monthly instalments (subject to rounding up to the nearest sum containing a one (1) cent multiple) to each division 1 prize

winner, with:

1. the first instalment payment being made by the lottery operator as soon as practicable after 14 days following the drawing; and
2. each subsequent instalment payment being made by the lottery operator on the 15th day of each subsequent month, unless that day is a weekend or public holiday where the payment will be made on the next business day,

until all instalments have been paid.

(b) with respect to division 2 prizes:

- (i) each division 2 winner will receive a maximum prize of \$60,000;
- (ii) if there are more than four (4) division 2 winners, the maximum fixed gross sum of \$240,000 will be divided equally among the winners; and
- (iii) the division 2 prize will be paid by 12 equal monthly instalments (subject to rounding to the nearest one (1) cent multiple) to each division 2 prize winner, with:

1. the first instalment payment being made by the lottery operator as soon as practicable after the drawing;

2. each subsequent instalment payment being made by the lottery operator on the 15th day of each subsequent month, unless that day is a weekend or public holiday where the payment will be made on the next business day,

until all instalments have been paid.

- (2) The lottery operator must pay from the bonus prize reserve the amounts necessary to make payment of the instalments of the division 1 and 2 prizes mentioned in subsection (1)(a) and (b).²
- (3) If there is not enough money in the bonus prize reserve to pay the prizes mentioned in subsection (1), the lottery operator must make available the shortfall in prize money from the lottery operator's own funds.
- (4) The lottery operator may be reimbursed from the bonus prize reserve for money made available by the lottery operator under subsection (3).

² Because the division 1 and 2 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 are no division 1 and/or division 2 prize winner(s).

16 Distribution of net prize pool

- (1) Subject to subsection (2), the net prize pool for each drawing of set for life must be distributed as follows—
 - division 3 —2.20%
 - division 4 —2.00%
 - division 5 —4.60%
 - division 6 - 10.60%
 - division 7 – 28.20%
 - division 8 – 52.40%
- (2) A lottery operator may increase or decrease the distribution for a prize level mentioned in subsection (1) by up to 5% if—
 - (a) for a decrease in a distribution—the decreased distribution for the division is not less than half of the percentage mentioned in subsection (1) for that division; and
 - (b) the increase or decrease is approved by the chief executive; and
 - (c) the increased or decreased distribution is available for inspection, on request, by the public at each place of operation of the lottery operator and all lottery agents.
- (3) The prize pool for divisions 3 to 8 of a drawing must be divided in equal shares among the winners in the respective division.
- (4) Despite subsection (1), the amount of a prize distributed for prize levels 3 to 8 may be rounded to the nearest sum consisting of a multiple of 5cents.
- (5) Amounts deducted from, or added to, prizes in rounding under this Schedule must be added to, or deducted from, the bonus prize reserve.
- (6) If there is insufficient money in the bonus prize reserve for the rounding of prizes under this section, the lottery operator must make available the shortfall from the lottery operator’s own funds.
- (7) The lottery operator may be reimbursed from the bonus prize reserve for money made available by the lottery operator under subsection (6).

17 Divisions 3–8 prize pool to be added to pool for next lower or higher division

If there is no winner in divisions 3, 4, 5, 6, 7 or 8 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 prize level or, if there is no winner in any lower level, the next higher prize level that contains a winner.