



Western Australia

**Lotteries Commission (Monday and Wednesday
Lotto) Rules 2006**

Compare between:

[27 Jun 2007, 00-c0-02] and [08 Jun 2008, 00-d0-04]

Western Australia

Lotteries Commission Act 1990

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006

Part 1 — Preliminary

1. Citation

These rules are the *Lotteries Commission (Monday and Wednesday Lotto) Rules 2006*¹.

2. Commencement

These rules come into operation on 27 April 2006 and apply to —

- (a) the Monday lotto draws conducted on or after 1 May 2006 (*draw No. 2508*); and
- (b) the Wednesday lotto draws conducted on or after 3 May 2006 (*draw No. 2509*).

3. Interpretation

- (1) In these rules —

“agent” means a person authorised by the Commission to process ~~entry coupons~~ [playslips](#);

“agent’s component” means that part of the entry cost (added to the subscription) [calculated in accordance with the formula](#) set out in Schedule [21](#) that is payable to the agent;

“authorised payout centre” means an agent who has been authorised by the Commission to pay up to division 2 prizes;

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“entry” means an entry as described in rule 8 or 9 or an entry as a result of redemption of a promotional coupon;

“game” means —

- (a) that part of an entry consisting of 6 selected numbers; and
- (b) in relation to a systems entry, one of the notional multiple games making up that systems entry;

“game board” means ~~the section~~ a portion of ~~an entry coupon~~ playslip for a game of lotto containing the numbers 1 to 45;

“Monday and Wednesday Lotto Bloc” means a group made up of the Commission and the designated authorities for the States of South Australia and New South Wales;

“Monday lotto” means a game of lotto drawn on a Monday conducted in accordance with these rules;

“player’s card” means a card issued following a request under rule 31;

player’s card number includes a PRS number issued under these rules prior to 9 June 2008, if the PRS number is still valid under rule 31;

playslip means an entry form, whether for a single game or multiple games and for all types of play;

prize fund means the fund maintained by the Monday and Wednesday Lotto Bloc in accordance with the agreement referred to in rule 18(1) and consisting of the prize pool and the prize reserve fund;

“prize pool” means the prize pool referred to in rule 18(2)(a);

“prize reserve fund” means the fund referred to in rule 18(2)(b);

“promotional coupon” means a coupon or an offer initiated by the Commission that allows a receipted ticket² to be produced for a subscriber without full payment being required;

receipted ticket means a ticket that is produced and issued by an agent as a result of processing ~~an entry~~ a playslip, accepting a promotional coupon or as a response to an oral request for entry;

“**Saturday lotto**” has the meaning given in the *Lotteries Commission (Saturday Lotto) Rules 1996*;

“**Saturday lotto draw**” has the meaning given in the *Lotteries Commission (Saturday Lotto) Rules 1996*;

“**selected number**” means one of the numbers —

(a) selected on a game board; or

(b) shown on a receipted ticket as a selected number;

“**total prize pool**” means the prize pool for a lotto draw, plus any carry-over amount from a previous Monday lotto draw or Wednesday lotto draw and any amount that has been taken from the prize reserve fund under rule 25 to increase the division 1 prize pool to a guaranteed minimum amount;

“**Wednesday lotto**” means a game of lotto drawn on a Wednesday conducted in accordance with these rules.

(2) In these rules, in relation to Monday lotto —

“**lotto**” means a game of lotto drawn on a Monday conducted in accordance with these rules;

“**lotto draw**” means a lotto draw conducted in accordance with rule 19, and supervised in accordance with rule 16;

“**payout period**” means the period from the Tuesday after the Monday lotto draw to the close of business on the day 12 months after that draw;

“**prize pool**” means the prize pool for Monday lotto referred to in rule 18(2)(a);

“**selling period**” means the period terminating at 6.00 p.m. on the day on which the Monday lotto draw takes place, or 5.00 p.m. on that day, if so determined by the Commission from time to time;

“**supplementary number**” means either of the last 2 numbers drawn from the barrel in a Monday lotto draw;

“**validation period**” means the period of time from a Monday lotto draw to the close of business —

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- (a) on the second Monday after that draw; or
- (b) if that Monday is a public holiday, on the preceding business day before that Monday;

“winning number” means any one of the first 6 numbers drawn from the barrel in a Monday lotto draw.

- (3) In these rules, in relation to Wednesday lotto —

“lotto” means a game of lotto drawn on a Wednesday conducted in accordance with these rules;

“lotto draw” means a lotto draw conducted in accordance with rule 19, and supervised in accordance with rule 16;

“payout period” means the period from the Thursday after the Wednesday lotto draw to the close of business on the day 12 months after that draw;

“prize pool” means the prize pool for Wednesday lotto referred to in rule 18(2)(a);

“selling period” means the period terminating at 6.00 p.m. on the day on which the Wednesday lotto draw takes place, or 5.00 p.m. on that day, if so determined by the Commission from time to time;

“supplementary number” means either of the last 2 numbers drawn from the barrel in a Wednesday lotto draw;

“validation period” means the period of time from a Wednesday lotto draw to the close of business —

- (a) on the second Wednesday after that draw; or
- (b) if that Wednesday is a public holiday, on the preceding business day before that Wednesday;

“winning number” means any one of the first 6 numbers drawn from the barrel in a Wednesday lotto draw.

[\[Rule 3 amended in Gazette 6 Jun 2008 p. 2299-301.\]](#)

Part 2 — Requirements for entry

4. ~~Entry coupon~~ Playslip

The Commission must ensure that ~~an entry coupon~~ a playslip for lotto displays —

- (a) such details to facilitate entry; and
- (b) such instructions to subscribers,

as the Commission considers necessary.

[Rule 4 amended in Gazette 6 Jun 2008 p. 2301.]

5. Methods of entry

(1) A person may enter lotto by —

- (a) filling out ~~an entry coupon~~ a playslip in accordance with rule 8 and —
 - (i) giving it to an agent; or
 - (ii) posting it to the Commission;

or

- (b) making an oral request for entry in accordance with rule 9; or

(c) using the “ticket repeat” method set out in rule 8A,

and paying the appropriate amount as calculated using the formula set out in Schedule 1.

~~(2) An entry coupon~~ (1A) A person may enter lotto by redeeming a promotional coupon and, in that case, may be required to pay less than the amount payable under subrule (1).

(1B) A person may enter lotto as a part of a syndicate in accordance with Part 2A.

(2) A playslip or oral request for entry is invalid, and is to be rejected by an agent, if it has not been completed or made in accordance with these rules.

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- (3) Any money tendered with a ~~coupon~~ [playslip](#) or oral request that is rejected is to be refunded to the subscriber.

[Rule 5 amended in Gazette 6 Jun 2008 p. 2301-2.]

6. No limit to number of entries

There is no limit on the number of entries a subscriber may make in a lotto draw.

7. Super 66 entries in conjunction with lotto entries

A subscriber entering a lotto draw for a particular day or days may, in conjunction with the entry, enter the super 66 draw for the following super 66 draw in accordance with rule 9(3), 10(8) and the *Lotteries Commission (Super 66) Rules 1996*.

8. Completion of ~~entry coupon~~ [playslip](#)

- (1) To enter lotto using ~~an entry coupon~~ [a playslip](#), a subscriber must —
- (a) select 6 numbers out of the numbers 1 to 45 in each of at least 4 game boards on the ~~entry coupon~~ [playslip](#); or
 - (b) select between 4 and 20 numbers (other than 6 numbers) out of the numbers 1 to 45 in one or more game boards on the ~~entry coupon~~ [playslip](#).
- (2) A subscriber who has filled out a game board on ~~an entry coupon~~ [a playslip](#) in accordance with rule 8(1) may enter up to ~~11~~ [17](#) further systems entries on that ~~entry coupon~~ [playslip](#) by selecting, in each further game board, the same number of numbers as were selected in the first game board, but only up to an entry cost that does not, in aggregate, exceed ~~\$99 999~~ [100 000](#).
- (3) The subscriber must also indicate in the appropriate manner on the ~~entry coupon~~ [playslip](#) —
- (a) which lotto draw or draws the ~~entry coupon~~ [playslip](#) is to be entered in; and

- (b) whether the method of entry is a “systems” entry, being either a systems 4-5 or a systems 7-20, depending on the number of selected numbers in each completed game board.
- (4) In addition to allowing an entry for a particular draw or draws, the Commission may allow a lotto entry to be for 2, 5 or 10 consecutive weeks, and the subscriber must indicate, in the appropriate manner, which (if any) of the allowed options he or she wishes to exercise.
- (5) ~~An entry coupon~~ ~~—~~ ~~A playslip~~ ~~—~~
- (a) is valid if it is marked by hand in black or blue ball point pen or pencil in accordance with the instructions on that ~~entry coupon~~ playslip; and
- (b) is not valid if generated or marked by mechanical or electronic means.
- (6) If a subscriber selects, in each completed game board on the ~~entry coupon~~ playslip —
- (a) 6 selected numbers, the resulting receipted ticket constitutes one entry (made up of up to ~~12~~ 18 games) in lotto; or
- (b) between 4 and 20 selected numbers (but not 6 numbers), the resulting receipted ticket constitutes one entry in lotto for each completed game board on the ~~entry coupon~~ playslip.

[Rule 8 amended in Gazette 6 Jun 2008 p. 2302-3.]

8A. Ticket repeat

- (1) A person may select the numbers and game type required to enter lotto by presenting an existing receipted ticket and requesting the same type of game entry and combination of numbers.
- (2) If a receipted ticket linked to a player’s card number is used to generate a repeat selection under subrule (1), that ticket does not

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continue to be linked to the number unless the subscriber's player's card is presented as well.

- (3) This rule does not apply to a syndicate share receipted ticket, a syndicate master ticket or to any Super 66 game entered in conjunction with lotto.

[Rule 8A inserted in Gazette 6 Jun 2008 p. 2304.]

8B. Favourite numbers

- (1) A person who has a player's card may —

- (a) select the numbers and game type required to enter lotto by presenting his or her player's card and a playslip filled out with a selection of the "favourite numbers" (and game types) for lotto that relate to the card; or
- (b) select the numbers and game type required to enter lotto by presenting his or her player's card and orally requesting the selection of the "favourite numbers" (and game types) for lotto that relate to the card.

- (2) Favourite numbers can be selected for one week, or for 2, 5 or 10 consecutive weeks.

[Rule 8B inserted in Gazette 6 Jun 2008 p. 2304.]

9. Oral request for entry

- (1) To enter lotto without ~~an entry~~ a playslip or a promotional coupon, and without requesting a ticket repeat or favourite numbers option, a subscriber must make an oral request to an agent stating —
- (a) which day or days that the lotto entry is to be for;
- (b) whether the subscriber wishes to select —
- (i) 6 selected numbers; or
- (ii) between 4 and 20 selected numbers (other than 6 numbers) (*i.e. a systems entry*);
- and

- (c) if the subscriber selects 6 selected numbers, ~~whether the subscriber wishes the entry to be entered in 12, 14, 18 or 25 games. —~~
- (i) whether the subscriber wishes the entry to be entered in 12, 18, 25, 30 or 50 games; or
 - (ii) where available, exactly how many games the subscriber wants to be entered, with a maximum of 50.
- (2) If a subscriber requests —
- (a) 6 selected numbers, the entry will be entered in ~~12, 14, 18 or 25~~ the number of games as requested under subrule (1)(c); or
 - (b) between 4 and 20 selected numbers (other than 6 numbers), the entry will be entered as one systems entry, and the resulting receipted ticket constitutes one entry in lotto.
- (3) If a subscriber makes a request for an entry to be in a combination of Monday lotto draws, Wednesday lotto draws and even Saturday lotto draws for the requested period, the resulting receipted ticket is taken as being one entry for the purposes of requesting super 66.
- (4) In addition to allowing an entry for a particular draw, the Commission may allow a lotto entry to be for 2, 5 or 10 consecutive weeks, and the subscriber must specify which of the allowed options he or she wishes to exercise.

[Rule 9 amended in Gazette 6 Jun 2008 p. 2305.]

10. Entry by mail

- (1) In this rule —
- “postal entry”** means ~~an entry~~ a playslip or a promotional coupon posted by a subscriber in accordance with rule 5(1)(a)(ii) and received by the Commission.

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- (2) If payment with a postal entry is tendered by cheque, the Commission is under no duty to issue a receipted ticket until that cheque has been cleared.
- (3) Where the amount tendered with a postal entry is insufficient to enable the requested number of games or systems entries to be entered (but is sufficient to enter the minimum number of games), the Commission must enter the entry in the maximum number of games or systems entries that can be entered using the amount tendered, and refund any balance to the subscriber.
- (4) If one or more of the game boards on a postal entry contains too many selected numbers the Commission may ignore the highest selected number or numbers in that game board when producing a receipted ticket from that ~~entry coupon~~ [playslip](#).
- (5) If one or more of the game boards on a postal entry contains too few selected numbers, the Commission may —
 - (a) ignore the game boards with too few numbers and produce a receipted ticket from the remaining game boards; or
 - (b) reject the entry,and refund the balance to the subscriber.
- (6) If a postal entry is bent or creased to the extent that a computer terminal will not accept or correctly read the ~~coupon~~ [playslip](#), the Commission may produce a receipted ticket that reflects the Commission's determination of the subscriber's intentions as shown by the entry.
- (7) If a request for entry is received by the Commission by mail, together with the correct payment, but ~~an entry coupon~~ [a playslip](#) is not enclosed, the Commission may produce a receipted ticket that reflects the request as if it were an oral request.
- (8) If a postal entry is specified as being an entry in one or more specified lotto draws the Commission must —

- (a) enter the entry in the draw or draws requested, if that option is allowed; or
 - (b) if the selling period for one or more of the specified draws has passed, enter the entry in the requested number of lotto draws commencing with the next lotto draw for which the selling period has not finished.
- (9) In subrule (8)(b) —
~~“lotto draw”~~ includes a Saturday lotto draw and super 66 draw.
- (10) The Commission is not responsible for the security or loss of a receipted ticket after it has been posted.

[\[Rule 10 amended in Gazette 6 Jun 2008 p. 2305-6.\]](#)

11. Receipted tickets

- (1) Where a person gives to an agent ~~an entry coupon~~ a playslip completed in accordance with these rules and makes the appropriate payment, the agent must use that ~~entry coupon~~ playslip to generate a receipted ticket or tickets and give it or them to the subscriber.
- (1A) Where a person redeems a promotional coupon in accordance with these rules and the terms on which the promotional coupon is issued, the agent must generate a receipted ticket or tickets accordingly and give it or them to the subscriber.
- (2) Where a person makes an oral request for entry in accordance with these rules and makes the appropriate payment, the agent must generate a receipted ticket or tickets (with randomly selected numbers generated by computer) in accordance with the subscriber's instructions and give it or them to the subscriber.
- (3) Subject to rule 10, on receipt of ~~an entry coupon~~ a playslip completed and posted in accordance with these rules, to the Commission with the appropriate payment, the Commission must use that ~~entry coupon~~ playslip to generate a receipted ticket

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or tickets and post it or them by ordinary mail to the subscriber at the return address accompanying the entry.

[Rule 11 amended in Gazette 6 Jun 2008 p. 2306.]

12. Surrender of receipted ticket

- (1) ~~A~~Subject to subrule (1A), a subscriber may surrender a receipted ticket for any reason —
- (a) to the selling point at which it was purchased;
 - (b) on the day on which it was purchased;
 - (c) prior to the close of the day's lotto business for that selling point; and
 - (d) within the selling period for that ticket.

(1A) The Commission may allow a subscriber to surrender a receipted ticket (other than a shared syndicate receipted ticket) in circumstances outside those set out in subrule (1), but is under no obligation to do so.

- (2) If a subscriber surrenders a receipted ticket, the subscriber is entitled to a full refund from the agent or a further receipted ticket in exchange for the surrendered ticket.

[Rule 12 amended in Gazette 6 Jun 2008 p. 2306-7.]

13. Accuracy of receipted ticket

An agent who generates a receipted ticket by processing ~~an entry form~~ playslip, a promotional coupon or a ticket repeat or as a result of an oral request for entry is not required to ensure that receipted ticket accurately reflects the ~~entry~~ playslip, coupon, ticket or request.

[Rule 13 amended in Gazette 6 Jun 2008 p. 2307.]

14. Validity of receipted ticket

- (1) Subject to ~~subrule~~ subrules (2) and (3), a receipted ticket is ~~an acknowledgment~~ generated by the Commission to indicate that ~~it~~

~~has accepted an~~ the details of a valid entry, or of a number of systems entries, as appearing on the ticket, ~~it~~ have been recorded in the central gaming system records in relation to the numbered lotto draw or draws shown on the ticket.

- (2) Subrule (1) does not apply to a receipted ticket that —
- (a) has been surrendered in accordance with rule 12; or
 - (ab) is partially invalid because a “consecutive weeks” option is not allowed for some of the draws on the receipted ticket; or
 - (b) has, during the selling period for one of the draws, been found to be invalid as a result of non-compliance with rule 8(5)(b); or
 - (c) is forged or altered, or obtained as a direct result of fraud, by the subscriber or person claiming a prize.

(3) If the details appearing on the receipted ticket are ambiguous, illegible or appear to be at odds with the information in the central gaming system records, the central gaming system records are taken to be the correct details in relation to that receipted ticket.

[Rule 14 amended in Gazette 6 Jun 2008 p. 2307-8.]

Part 2A — Syndicate entries

[Heading inserted in Gazette 6 Jun 2008 p. 2308.]

14A. Application of this Part

- (1) An “informal syndicate entry” in a lotto draw may be organised by a person (whether or not that person is an agent), by means of a collective contribution to the payment for an entry, but the receipted ticket will not acknowledge that more than one person has contributed to the payment.
- (2) This Part does not apply to an informal syndicate entry in a lotto draw.
- (3) This Part only applies to syndicate entries if the syndicate entries are offered in accordance with rules 14B to 14H by the Commission or an agent, as the case may be.

[Rule 14A inserted in Gazette 6 Jun 2008 p. 2308-9.]

14B. Establishing a syndicate

- (1) To create a syndicate, the Commission or an agent must produce a syndicate master ticket, which confirms that the particular syndicate with the parameters printed on that master ticket has been established in the central lotteries computer system.
- (2) A playslip may be used to set up a syndicate under this Part, but cannot be used to purchase a syndicate share.
- (3) The Commission or the agent that produces the master ticket is the holder of the master ticket.

[Rule 14B inserted in Gazette 6 Jun 2008 p. 2309.]

14C. Syndicate share and cost parameters

- (1) The minimum number of shares that may be made available in a syndicate is 10.

(2) The maximum number of shares that may be made available in a syndicate is 1 000.

(3) The minimum cost of entry for a syndicate is \$25.

(4) The maximum cost of entry for a syndicate master ticket is \$100 000.

(5) The minimum share cost for a syndicate is \$2.50.

(6) The maximum share cost for a syndicate is \$10 000.

(7) The cost of a share in a particular syndicate is calculated by dividing the total cost for that syndicate by the total number of shares available in that syndicate (then rounding down where necessary to the nearest sum containing a 5 cent multiple).

[Rule 14C inserted in Gazette 6 Jun 2008 p. 2309.]

14D. Agent's component of a syndicate share

The agent's component payable on a share in a particular syndicate is calculated by dividing the total agent's component payable for that syndicate by the total number of shares available in that syndicate (then truncated to the nearest cent).

[Rule 14D inserted in Gazette 6 Jun 2008 p. 2310.]

14E. Syndicate participation parameters

(1) A syndicate cannot be created for more than one draw.

(2) A syndicate can be for more than one system entry of the same system type on the one playslip, but the aggregate cost of the playslip cannot exceed \$100 000.

(3) A syndicate under these rules cannot be for a combination of Monday lotto and Wednesday lotto, or for a combination of lotto under these rules and another type of lotto under the Act.

[Rule 14E inserted in Gazette 6 Jun 2008 p. 2310.]

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14F. Types of syndicates

- (1) A syndicate entry in a lotto draw may be created using one of the following types of entries —
- (a) a Network syndicate;
 - (b) a Retailer Group syndicate;
 - (c) a Retailer syndicate.
- (2) A Network syndicate is a syndicate created by the Commission, shares in which may be purchased from any agent.
- (3) A Retailer Group syndicate is a syndicate created by a particular agent, shares in which may be purchased from up to 20 nominated agents, including the agent that created it.
- (4) A Retailer syndicate is a syndicate created by a particular agent, shares in which may be purchased from the agent that created it.
- [Rule 14F inserted in Gazette 6 Jun 2008 p. 2310-11.]

14G. Syndicate share receipted ticket

- (1) A syndicate share receipted ticket in a lotto draw may be registered by the subscriber that a player's card membership number is allocated to that receipted ticket.
- (2) A syndicate share receipted ticket in a lotto draw cannot be cancelled but, where the Commission agrees, the entry fee may be refunded and the ticket may be returned for resale.
- [Rule 14G inserted in Gazette 6 Jun 2008 p. 2311.]

14H. Syndicate master ticket

- (1) All unsold shares in a Retailer Group syndicate or a Retailer syndicate following the close of the selling period for that syndicate are assigned to and shall be paid for by the agent who produced the master ticket.
- (2) A master ticket may be cancelled if, at the time of the request for cancellation, no shares have been sold in that syndicate.

(3) Any truncation adjustments that are required under rules 14C(7), 14D and 22(5) are to be made against the master ticket for each syndicate.

(4) Any prize amount allocated to a prize winning Retailer Group syndicate or a Retailer syndicate that remains after rounding adjustment due to truncation may be claimed by the holder of the master ticket by presenting it for validation within the prize payout period.

(5) Any prize amount allocated to a prize winning Network syndicate that remains after rounding adjustment due to truncation is to be treated as unclaimed winnings by the Commission.

[Rule 14H inserted in Gazette 6 Jun 2008 p. 2311-12.]

Part 3 — General duties of Commission

15. Monday and Wednesday draws to be numbered

Each Monday and Wednesday lotto draw conducted by the Commission is to be identified with a “draw number” commencing with draw number 2508 for the Monday lotto draw of 1 May 2006, followed sequentially by draw number 2509 for the Wednesday lotto draw of 3 May 2006.

16. Supervision of lotto draw

Each lotto draw is to be supervised in accordance with the relevant regulations of the State or Territory in which the draw takes place.

17. Publication of results

After each lotto draw the Commission must publish, in a daily newspaper in this State —

- (a) the “draw number” for that lotto draw;
- (b) the 6 winning numbers and the 2 supplementary numbers;
- (c) the prize pool for each division;
- (d) the amount allocated to a winning game in each division;
- (e) the validation period and the date after which division 1 prizes will be paid;
- (f) the total prize pool for that lotto draw; and
- (g) the amount, if any, to carry over as a jackpot to the division 1 prize pool for the next lotto draw.

18. [Monday and Wednesday Lotto Bloc prize pool and prize reserve fund](#)

- (1) The Commission must contribute 60% of all subscriptions received for each lotto draw to a combined [Monday and](#)

[Wednesday](#) Lotto Bloc prize fund in accordance with the appropriate agreement.

- (2) The total contribution under subrule (1) is to be divided so that —
- (a) not less than 55% of the Commission's subscriptions go to the [Monday and Wednesday](#) Lotto Bloc prize pool; and
 - (b) the balance of the contribution goes to the [Monday and Wednesday](#) Lotto Bloc prize reserve fund.
- (3) The prize reserve fund may only be distributed as additional prize money, in such amounts and in such lotto draws, as are agreed by the members of the [Monday and Wednesday](#) Lotto Bloc.

[Rule 18 amended in Gazette 29 Sep 2006 p. 4273-4; 26 Jun 2007 p. 3056; [6 Jun 2008 p. 2312.](#)]

Part 4 — Conducting a lotto draw

19. Lotto draw

A lotto draw consists of the mechanical, equally random selection of 8 numbered balls from balls individually numbered from 1 to 45 inclusive from a barrel in a manner and using such equipment as the Commission or a designated authority determines.

20. Criteria for lotto prizes

In a lotto draw the holder of a receipted ticket wins —

- (a) division 1, if all 6 winning numbers;
- (b) division 2, if 5 winning numbers and a supplementary number;
- (c) division 3, if 5 winning numbers;
- (d) division 4, if 4 winning numbers; or
- (e) division 5, if 3 winning numbers and a supplementary number,

are selected in the one game.

21. Only systems entry can win in more than one division

- (1) The holder of a receipted ticket may claim a prize in only one division for each lotto game entered with that ticket.
- (2) The holder of a receipted ticket which contains a systems entry may claim a prize in one division for each notional game making up that systems entry, resulting in prizes in more than one division for that entry as set out in Schedule 3.
- (3) The holders of a syndicate share receipted ticket which contains a systems entry may claim a share in a prize in one division for each notional game making up that systems entry, resulting in shares in prizes in more than one division for that entry as set out in Schedule 3.

[\[Rule 21 amended in Gazette 6 Jun 2008 p. 2312.\]](#)

22. Distribution of lotto prize pool

~~—(1)—repealed~~

[\(1\) For the purposes of prize distribution, the holders of a syndicate share ticket that has a winning game are to be treated as collectively making up one individual winning game.](#)

- (2) The prize pool for a division is to be divided equally between the winning games in that division.
- (3) The Commission may round off the individual entitlement for a prize in a division (other than division 1) to the nearest sum containing a 5 cent multiple.
- (4) Where a rounding off takes place under subrule (3), the Commission may adjust the prize pool for division 1 to ensure that the whole of the prize pool for that draw is distributed.

[\(5\) The holders of a syndicate share ticket that has a winning game are entitled to a prize calculated by dividing the total prize or prizes won by that syndicate by the number of shares in the syndicate \(truncated to the nearest cent\).](#)

[\[Rule 22 amended in Gazette 26 Jun 2007 p. 3056; 6 Jun 2008 p. 2312-13.\]](#)

23. Division 1 jackpot

- (1) If no one ~~claims~~wins a division 1 prize in a particular lotto draw, then the division 1 prize pool for that draw (excluding any prize reserve fund augmentation) is to be added to, and then forms part of, the division 1 prize pool for the next lotto draw.
- (2) In subrule (1) —
“lotto draw” means Monday lotto draw or Wednesday lotto draw.

[\[Rule 23 amended in Gazette 6 Jun 2008 p. 2313.\]](#)

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24. Division 2 — 4 prize pools may go to next lower division

If no one wins a prize in division 2, 3 or 4 in a particular lotto draw, then the prize pool for that division is to be added to the prize pool for the next lower division in which there is at least one winner in that lotto draw.

25. Super draws and guaranteed prize pools

- (1) The Commission may fix a minimum guaranteed prize pool for division 1 in any lotto draw.
- (2) The Commission may from time to time declare a lotto draw to be a Super draw and fix a higher minimum guaranteed prize pool for division 1 in that draw.
- (3) The Commission may add all or part of the prize reserve fund to the division 1 prize pool to increase the division 1 prize pool to the guaranteed amount and any amount so added forms part of that prize pool.
- (4) Where a Super draw is declared under this rule, and a jackpot division 1 prize coincides with that draw, the Commission may elect to reduce the augmentation under subrule (3) by the amount of the jackpot.
- (5) If —
 - (a) no one ~~claims~~wins a division 1 prize in a particular draw; and
 - (b) all or part of the prize reserve fund would have to have been used to increase the division 1 prize pool to a guaranteed amount had there been a division 1 winner,

the amount of the reserve that would have been so used is not to be included as part of the division 1 prize pool for that draw when calculating the jackpot prize pool for the next lotto draw.

[\[Rule 25 amended in Gazette 6 Jun 2008 p. 2313.\]](#)

26. Division 1 prizes

- (1) To claim a division 1 prize in a lotto draw the holder of a winning receipted ticket must present it at the Commission's head office within the payout period for that draw.
- (2) Subject to subrule (3), a division 1 prize in a lotto draw is to be paid —
 - (a) by the Commission;
 - (b) [subject to rule 31A](#), by cheque or in any other manner determined by the Commission; and
 - (c) after the validation period for that draw.
- (3) Where a division 1 winning receipted ticket is presented to the Commission and details set out in the space provided on the receipted ticket for the prize winners details are not sufficient to establish —
 - (a) the identity of the prize winner;
 - (b) the name and address of the person to be paid; and
 - (c) if multiple names and addresses appear on the receipted ticket, which of the named people is to be paid,the Commission may —
 - (d) accept the claim but refuse to pay the prize until it is satisfied of the details referred to in paragraphs (a), (b) and (c);
 - (e) where multiple names and addresses appear on the receipted ticket, accept the claim and pay the prize to the person whose name appears first; or
 - (f) reject the claim.
- (4) In order to satisfy itself of the details referred to in subrule (3)(a), (b) and (c), the Commission may request a statutory declaration containing such information as it may require as to the identity of the prize winner and person to be paid.

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- (5) Where the holder of a receipted ticket wins a division 1 prize in a lotto draw and one or more other prizes on the same ticket, none of those prizes are to be paid until after the validation period for that draw.

[Rule 26 amended in Gazette 6 Jun 2008 p. 2313.]

27. Division 2 prizes

- (1) To claim a division 2 prize in a lotto draw the holder of a winning receipted ticket must present it to the Commission or an authorised payout centre within the payout period for that draw.
- (2) A division 2 prize is to be paid —
- (a) by the Commission or an authorised payout centre;
 - (b) [subject to rule 31A](#), by cheque or in any other manner determined by the Commission;
 - (c) to the holder of the winning receipted ticket; and
 - (d) after the receipted ticket is presented to the Commission or authorised payout centre.

[Rule 27 amended in Gazette 6 Jun 2008 p. 2313.]

28. Division 3, 4 and 5 prizes

- (1) To claim a division 3, 4 or 5 prize in a lotto draw the holder of a winning receipted ticket must present it to an agent within the payout period for that draw.
- (2) A division 3, 4 or 5 prize is to be paid to the holder of the winning receipted ticket —
- (a) if it is \$500 or less —
 - (i) by the Commission, an authorised payout centre or any other agent;
 - (ii) [subject to rule 31A](#), in cash or in any other manner determined by the Commission; and
 - (iii) after the receipted ticket is presented to the Commission, authorised payout centre or agent;

or

- (b) if it is more than \$500 —
- (i) by the Commission, an authorised payout centre or an agent who has been authorised by the Commission to pay prizes over \$500;
 - (ii) subject to rule 31A, by cheque or in any other manner determined by the Commission; and
 - (iii) after the receipted ticket is presented to the Commission, authorised payout centre or authorised agent.

[Rule 28 amended in Gazette 6 Jun 2008 p. 2313-14.]

28A. Claiming a syndicate share prize

- (1) To claim a share of a prize in a lotto draw, the holder of a winning syndicate share receipted ticket must present it to an agent within the payout period for that draw.
- (2) A share of a division 1 prize in a lotto draw cannot be paid until after the validation period for that draw.
- (3) A share of a prize is to be paid to a holder of a winning syndicate share receipted ticket —
- (a) if it is \$500 or less —
 - (i) by the Commission, an authorised payout centre or any other agent; and
 - (ii) subject to rule 31A, in cash or in any other manner determined by the Commission; and
 - (iii) after the receipted ticket is presented to the Commission, authorised payout centre or agent;
- or
- (b) if it is more than \$500 —
 - (i) by the Commission, an authorised payout centre or by any agent to which the ticket may be presented under subrule (1) who has been

r. 29

[authorised by the Commission to pay prizes over \\$500; and](#)

[\(ii\) subject to rule 31A, by cheque or in any other manner determined by the Commission; and](#)

[\(iii\) after the receipted ticket is presented to the Commission, authorised payout centre or agent.](#)

[Rule 28A inserted in Gazette 6 Jun 2008 p. 2314-15.]

29. Commission may require a statutory declaration

- (1) Before paying any [prize or share of a](#) prize the Commission may require the holder of a receipted ticket to complete a statutory declaration stating that the person has not, or is not to that person's knowledge part of a [syndicate group](#) which has, acted in a manner contrary to the Act or these rules in relation to a receipted ticket.
- (2) If the holder of a receipted ticket refuses or fails to provide a statutory declaration when required to do so, the Commission may refuse to pay a prize [or share of a prize](#) to that person.

[Rule 29 amended in Gazette 6 Jun 2008 p. 2315.]

30. Publication of names and addresses of prize winners

The Commission may publish the name and address of any prize recipient unless the back of the winning receipted ticket is marked to indicate that the person's name and address is not for publication.

31. Player Registration Service

- (1) A "Player Registration Service" (PRS) number —
 - (a) is a number which may be printed on a receipted ticket, corresponding to a name and address to which an unclaimed prize won by that ticket can be sent; and
 - (b) is valid for 5 years from the date of issue.

- (2) ~~An agent must issue~~ On and from 9 June 2008, a PRS number ~~player's card will be issued~~ to a subscriber ~~on receipt of~~ —
- ~~(a) a request from~~ who requests a number from an agent ~~under this rule, pays the subscriber including the~~ subscriber's name and address; and
- ~~(b) payment~~ amount of \$10.00 and provides what the Commission ~~accepts as appropriate confirmation of identification.~~
- (3) A person who presents a winning receipted ticket that is endorsed with a ~~PRS~~ player's card number, within 5 weeks of the relevant draw, will be paid in accordance with these rules, unless —
- (a) the Commission has been notified that the particular ticket has been lost or stolen, in time to set up appropriate monitoring or cancellation processes; or
- (b) the Commission requests verification of ownership or identity at the time of presentation, by means of a statutory declaration, and that verification is not provided.
- (4) The prize entitlement of a winning receipted ticket that —
- (a) is endorsed with a ~~PRS~~ player's card number; and
- (b) is not claimed, or paid, within 5 weeks of the relevant draw,
- will, subject to rule 31A, be paid in a manner determined by the Commission to the person named, and at the address recorded, ~~in the PRS~~ against that player's card number.
- (5) Payment of a prize entitlement under subrule (3) or (4) discharges the liability of the Commission in relation to any particular winning receipted ticket that is endorsed with a ~~PRS~~ player's card number, and ~~registration~~ possession by a subscriber ~~with the PRS~~ of a player's card does not entitle the subscriber to claim a prize from the Commission that has already been paid.

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006

Part 4 Conducting a lotto draw

r. 31A

[Rule 31 amended in Gazette 6 Jun 2008 p. 2315-16.]

31A. Player's card holders may request direct credit of prizes

The holder of a player's card may request that payment of a prize be in the manner of a direct credit to a subscriber's nominated account at a particular financial institution.

[Rule 31A inserted in Gazette 6 Jun 2008 p. 2316.]

31B. Registering favourite numbers

(1) A subscriber may register one or more sets of numbers against his or her player's card number to be the "favourite numbers" for Monday lotto or Wednesday lotto, or both.

(2) A subscriber may specify particular types of game entry and register sets of numbers for those types of game entry against his or her player's card number to be the "favourite numbers" for Monday lotto or Wednesday lotto, or both.

(3) The number of sets of numbers and types of game entry that may be registered under these rules may be fixed or varied by the Commission from time to time.

[Rule 31B inserted in Gazette 6 Jun 2008 p. 2316-17.]

Part 5 — Miscellaneous

32. Instructions

- (1) The subscriber, the holder of a receipted ticket and any other person claiming a prize should follow the instructions on any ~~entry~~ [playslip or promotional](#) coupon used, and on the back of the receipted ticket.
- (2) If there is an inconsistency between the instructions on ~~an entry~~ [playslip or promotional](#) coupon or receipted ticket and these rules, these rules prevail to the extent of the inconsistency.

[\[Rule 32 amended in Gazette 6 Jun 2008 p. 2317.\]](#)

33. Rules to be made available

- (1) A copy of these rules must be kept at every selling point and must be made available for public inspection on request.
- (2) The Commission may also publicise these rules, and any amendment to them, in any other manner it thinks fit.

34. Decisions of Commission final

A decision or determination of the Commission in relation to a lotto draw or an entry in a lotto draw and the declaration and payment of prizes under these rules is final and binding on subscribers, the holders of receipted tickets and any other person claiming a prize in a lotto draw.

Schedule 1

~~Cost of entry — Monday or Wednesday Lotto~~

Total — Calculating the total cost of entry — Monday lotto or Wednesday lotto draw

[r. 5(1)]

[Heading inserted in Gazette 6 Jun 2008 p. 2317.]

The unit cost of entering a Monday lotto or a Wednesday lotto draw is made up of a subscription of 30 cents per game and an agent's component ~~(as set out in Schedule 2) making the total cost per number and type of game per week as follows —~~.

The agent's component is calculated as 9% of the total subscription amount for a particular week's entry, rounded* (where necessary) to the nearest 5 cent multiple.

$$((G \times \$0.30) \times .09 \rightarrow \text{rounded}) \times W = T$$

where —

G = No. of games entered in a draw

W = No. of weeks the entry spans

T = Total agent's component cost payable by the subscriber

Examples:

The total cost of entry for a Slikpik 25 entry for a single Monday lotto or Wednesday lotto draw is calculated as follows —

Subscription [25 games @ \$0.30 each]	=	\$7.50
9% of subscription [.09 x \$7.50]	=	\$0.675
Rounded using "bankers rounding"	=	\$0.70
Total cost of entry	=	\$8.20

The total cost of entry for a System 8 entry for a single Monday lotto or Wednesday lotto draw is calculated as follows —

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006

Schedule 1 Calculating the total cost of entry — Monday lotto or Wednesday lotto draw

Subscription [28 games @ \$0.30 each]	=	\$8.40
9% of subscription [.09 x \$8.40]	=	\$0.756
Rounded using “bankers rounding”	=	\$0.75
Total cost of entry	=	\$9.15

The total cost of entry for a 6 game board System 9 entry for a single Monday lotto or Wednesday lotto draw is calculated as follows —

Subscription [6 x 84 games @ \$0.30 each]	=	\$151.20
9% of subscription [.09 x \$151.20]	=	\$13.608
Rounded using “bankers rounding”	=	\$13.60
Total cost of entry	=	\$164.80

The total cost of entry for a Slikpik 25 entry spanning 10 weeks of Monday lotto or Wednesday lotto is calculated as follows —

Subscription for one week [25 games @ \$0.30 each]	=	\$7.50
9% of subscription [.09 x \$7.50]	=	\$0.675
Rounded using “bankers rounding”	=	\$0.70
Total cost of entry for one week	=	\$8.20
Total cost of entry for 10 weeks	=	\$82.00

* Rounding is calculated using the method known as “bankers rounding” or “round-to-even” rounding.

[Schedule 1 inserted in Gazette 6 Jun 2008 p. 2317-19.]

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006
 System entries and game equivalents **Schedule 2**

Schedule 2 — System entries and game equivalents

[Heading inserted in Gazette 6 Jun 2008 p. 2319.]

<u>Monday and Wednesday Lotto</u>			
System	No. of game game board	Deleted Cells	Deleted Cells
games — \$			
	4	1,308	
5			
6			
7			
8			
9			
10			
11			3.60 7.20
12			3.90 7.80
14			4.60 9.20
18			5.90 11.80
5	25	8.20	16.40
System-7		7	
System-8		28	
System-9		84	
System-10		210	
System-11		462	
System-12		924	
System-13		1 716	561.00 1 122.00 2 805.00
System-14		3 003	982.00 1 964.00 4 910.00
System-15		5 005	1 636.00 3 272.00 8 180.00
System-16		8 008	2 618.00 5 236.00 13 090.00
System-17		12 376	4 047.00 8 094.00 20 235.00
System-18		18 564	6 070.00 12 140.00 30 350.00
System-19		27 132	8 872.00 17 744.00 44 360.00
System-20		38 760	12 674.00 25 348.00 63 370.00
System-4	820		268.00 536.00
System-5	40		13.10 26.20

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006

Schedule 2 Agent's component — Monday or Wednesday lotto draw

[Schedule 2 inserted in Gazette 6 Jun 2008 p. 2319-20.]

Agent's component — Monday or Wednesday lotto draw

The component of the total cost of entering a Monday or Wednesday lotto draw that is allocated for the agent through whom the entry was sold per number and type of game per week is as follows —

System	No. of games	1-Week —\$	2-Weeks —\$	5-Weeks —\$	10-Weeks —\$
	4	0.10	0.20	0.50	1.00
	5	0.15	0.30	0.75	1.50
	6	0.15	0.30	0.75	1.50
	7	0.20	0.40	1.00	2.00
	8	0.20	0.40	1.00	2.00
	9	0.25	0.50	1.25	2.50
	10	0.25	0.50	1.25	2.50
	11	0.30	0.60	1.50	3.00
	12	0.30	0.60	1.50	3.00
	14	0.40	0.80	2.00	4.00
	18	0.50	1.00	2.50	5.00
	25	0.70	1.40	3.50	7.00
System 7	7	0.20	0.40	1.00	2.00
System 8	28	0.80	1.60	4.00	8.00
System 9	84	2.30	4.60	11.50	23.00
System 10	210	6.00	12.00	30.00	60.00
System 11	462	12.40	24.80	62.00	124.00
System 12	924	24.80	49.60	124.00	248.00
System 13	1 716	46.20	92.40	231.00	462.00
System 14	3 003	81.10	162.20	405.00	811.00
System 15	5 005	134.50	269.00	672.50	1 345.00
System 16	8 008	215.60	431.20	1 078.00	2 156.00
System 17	12 376	334.20	668.00	1 671.00	3 342.00
System 18	18 564	500.80	1 001.60	2 504.00	5 008.00

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006
 Agent's component — Monday or Wednesday lotto draw **Schedule 2**

System	No. of games	1-Week —\$	2-Weeks —\$	5-Weeks —\$	10-Weeks —\$
System 19	27 132	732.40	1 464.80	3 662.00	7 324.00
System 20	38 760	1 046.00	2 092.00	5 230.00	N/A
System 4	820	22.00	44.00	110.00	220.00
System 5	40	1.10	2.20	5.50	11.00

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006
Schedule 3 System entry prize schedule

Schedule 3
System entry prize schedule

[r. 21(2)]

WINNING NUMBERS	PRIZE TAKE DIVISIONS	NUMBER OF PRIZES																		
		SYSTEMS																		
		5	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20			
Six and two supplementaries																				
1		-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
2		-	-	-	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	
3		-	-	-	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	
4		-	-	-	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1560	1755	
5		-	-	-	20	80	180	320	500	720	980	1280	1620	2000	2420	2880	3360	3840	4320	
Six and one supplementary																				
1		-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
2		-	-	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	
3		-	-	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	
4		-	-	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1560	1755	1950	
5		-	-	20	60	120	200	300	420	560	720	900	1100	1320	1560	1800	2100	2400	2700	
Six																				
1		-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
3		-	-	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	
4		-	-	15	45	90	150	225	315	420	540	675	825	990	1170	1365	1560	1755	1950	
Five and two supplementaries																				
2		-	-	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
3		-	-	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
4		-	-	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	675	
5		-	-	10	40	90	160	250	360	490	640	810	1000	1210	1440	1690	2000	2300	2600	
Five and one supplementary																				
2		-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
3		-	-	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
4		-	-	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	675	
5		-	-	10	30	60	100	150	210	280	360	450	550	660	780	910	1050	1200	1350	
Five																				
1		1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
2		2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
3		37	-	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
4		-	-	5	15	30	50	75	105	140	180	225	275	330	390	455	525	600	675	
Four and two supplementaries																				
4		-	-	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135	150	
5		-	-	4	16	36	64	100	144	196	256	324	400	484	576	676	784	900	1020	
Four and one supplementary																				
2		2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
4		38	-	3	6	10	15	21	28	36	45	55	66	78	91	105	120	135	150	
5		-	-	4	12	24	40	60	84	112	144	180	220	264	312	364	420	480	540	

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006
 System entry prize schedule **Schedule 3**

WINNING NUMBERS	PRIZE TAKE DIVISIONS	NUMBER OF PRIZES																		
		SYSTEMS																		
		5	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20			
Four																				
	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	2	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	3	2	74	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	4	38	741	3	6	10	15	21	28	36	45	55	66	78	91	105	120			
Three and two supplementaries																				
	4	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	5	37	-	4	9	16	25	36	49	64	81	100	121	144	169	196	225			
Three and one supplementary																				
	2	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	4	3	114	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	5	37	703	3	6	10	15	21	28	36	45	55	66	78	91	105	120			
Three																				
	3	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	4	3	114	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	5	2	73	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Two and two supplementaries																				
	4	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	5	4	148	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Two and one supplementary																				
	4	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	5	4	148	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Two																				
	4	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
	5	-	8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
One and two supplementaries																				
	5	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
One and one supplementary																				
	5	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

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Schedule 4

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006

Summary of parameters within which Monday or Wednesday lotto is conducted **Schedule 4**

— Summary of parameters within which Monday or Wednesday lotto is conducted

[Heading inserted in Gazette 6 Jun 2008 p. 2320-1]

Unit cost for a Monday or Wednesday lotto draw	\$0.30 (+ a 9% agent's component)
Prize fund — % of subscriptions	60.0%
Prize pool — % of subscriptions	no less than 55.0%
Prize reserve fund — % of subscriptions	balance of prize fund after prize pool (up to 5.0%)
Number of divisions	5
Winning numbers drawn	6
Supplementary numbers drawn	2
Forecast range	1 to 45 inclusive
Odds of winning —	
division 1	1 in 8 145 060
division 2	1 in 678 755
division 3	1 in 36 690
division 4	1 in 733
division 5	1 in 298
Systems range	4-5/7-20 inclusive
Multiweek options (if available)	2, 5 or 10 weeks
Advance sales (maximum) (if available)	10 weeks
Games per entry coupon playslip (minimum)	4
Systems entries per entry coupon playslip (maximum) (subject to maximum aggregate entry cost)	12 18 (subject to maximum aggregate entry cost)
Games per entry coupon playslip (maximum)	12 18
Games per oral request (default)	12, 14 , 18, 25, 30 or 25 50
<u>Games per oral request (if available)</u>	<u>4 to 50</u>
<u>Syndicate entries may be purchased (if available)</u>	<u>(see Part 2A)</u>
Systems entries per oral request	1
Prize payout period	12 months
Maximum Aggregate Entry Cost aggregate entry cost	\$99 999.00 100 000

[Schedule 4 ~~amended~~ inserted in Gazette 29 Sep 2006 p. 4274-266 Jun 2007/2008 p. 3057/2320-1.]

Lotteries Commission (Monday and Wednesday Lotto) Rules 2006

Notes

- ¹ This is a compilation of the *Lotteries Commission (Monday and Wednesday Lotto) Rules 2006* and includes the amendments made by the other written laws referred to in the following table.

Compilation table

Citation	Gazettal	Commencement
<i>Lotteries Commission (Monday and Wednesday Lotto) Rules 2006</i>	21 Apr 2006 p. 1611-45	27 Apr 2006 (see r. 2)
<i>Lotteries Commission (Monday and Wednesday Lotto) Amendment Rules (No. 2) 2006</i>	29 Sep 2006 p. 4273-4	29 Sep 2006
<i>Lotteries Commission (Monday and Wednesday Lotto) Rules 2007</i>	26 Jun 2007 p. 3056-7	r. 1 and 2: 26 Jun 2007 (see r. 2(a)); Rules other than r. 1 and 2: 27 Jun 2007 (see r. 2(b))
<u><i>Lotteries Commission (Monday and Wednesday Lotto) Amendment Rules 2008</i></u>	<u>6 Jun 2008</u> <u>p. 2299-321</u>	<u>r. 1 and 2: 6 Jun 2008 (see r. 2(a));</u> <u>Rules other than r. 1 and 2:</u> <u>8 Jun 2008 (see r. 2(b))</u>