

L0301

LOTTERIES COMMISSION ACT 1990

INSTANT LOTTERY (TELESPIN) AMENDMENT RULES 1994

Made by the Commission under section 28.

Citation

1. These rules may be cited as the *Instant Lottery (Telespin) Amendment Rules 1994*.

Principal rules

2. In these rules the *Instant Lottery (Telespin) Rules 1991** are referred to as the principal rules.

[* *Published in the Gazette of 27 March 1991 at pp.1305 - 1316. For amendments to 22 March 1994 see 1992 Index to Legislation of Western Australia, Table 4, pp. 165-66 and Gazette of 11 June 1993.*]

Rule 3 amended

3. Rule 3 (1) of the principal rules is amended —

- (a) by deleting the definition of “celebrity participant” and substituting the following definition —

“
“celebrity participant” means the person referred to in rule 13 (9) (b), or a person referred to in rule 14C (b), as the case requires;
 ”;

- (b) by deleting the definition of “participant” and substituting the following definition —

“
“participant” means the person referred to in rule 13 (9) (a), or a person referred to in rule 14C (a), as the case requires;
 ”;

and

- (c) by deleting the definition of “proxy participant” and substituting the following definition —

“
“proxy participant” means the person referred to in rule 13 (9) (c), or a person referred to in rule 14C (c), as the case requires;
 ”.

Division 3 heading amended

4. The heading to Division 3 of the principal rules is amended by deleting “ — *Procedure for the Game Show Draw and Game Show*”.

Rule 11 amended

5. Rule 11 of the principal rules is amended by deleting “the Game Show Draw and Game Show which” and substituting the following —

“
 either —

- (a) a Game Show Draw and Game Show under Division 4; or

- (b) a Game Show Draw and Game Show under Division 5,

one of which

”.

Rule 12 amended

6. Rule 12 of the principal rules is amended by deleting “the Game Show Draw” and substituting the following —

“ each Game Show Draw ”.

Division 4 heading inserted

7. After rule 12 of the principal rules the following Division heading is inserted —

“ *Division 4 — Wheels 1 and 2 Game* ”.

Rule 13 amended

8. Rule 13 of the principal rules is amended —

- (a) in subrule (1) by inserting after “Game Show Draw” the following —

“ under this Division, ”;

- (b) in subrule (5) by inserting after “and Game Show” the following —

“ conducted under this Division, ”; and

- (c) by inserting after subrule (7) the following subrule —

“

(7a) A ball must remain in a prize area for at least 5 seconds to constitute a valid result from a spin.

”.

Division 5 inserted

9. After rule 14 of the principal rules the following Division is inserted —

“

Division 5 — Two Player Game

Conduct of the Two Player Game Show

14A. (1) In order to conduct a Game Show Draw under this Division the Commission shall —

- (a) place all eligible tickets received by the Commission in a barrel; and

- (b) request the winning participant, the winning celebrity participant or the winning proxy participant, as the case may be, to draw two tickets from the barrel to ascertain the participants in the next Game Show.

(2) The first of the two names drawn from the barrel is the participant who plays first.

(3) A large electronically-operated board divided into panels, each of which displays a prize amount or value, and each of which can be lit at random, forms the first level of a Two Player Game Show.

(4) The two participants will each be allocated a large buzzer, the purpose of which is to stop the random flashing of the board so that a particular panel remains lit.

(5) Once the panels on the board begin flashing in a random sequence, the first participant is to press the electronic buzzer at whichever point he or she wishes, the object being to optimise his or her prize winning by halting the flashing on a panel showing a large prize amount.

(6) When the first participant has selected his or her prize panel on the board —

- (a) the second participant cannot select that panel; and
- (b) the remaining panels will flash in a random fashion, at which point the second participant is to select a panel on the board by pressing the electronic buzzer at the point that the participant wants the flashing to halt.

(7) The participant whose panel shows the lower prize value wins the amount or prize shown and plays no further part in the game.

(8) The participant whose panel shows the higher value is then given the opportunity to —

- (a) win the amount or prize shown and play no further part in the game; or
- (b) forfeit the amount or prize shown and elect to spin the Prize Wheel (ie. go on to the second level of the game) and claim the prize indicated when the wheel stops spinning.

Miscellaneous

14B. (1) A celebrity participant or a proxy participant whose panel shows the higher value at the end of the first level of the game shall always forfeit the amount or prize shown on the board and go on to spin the Prize Wheel.

(2) Subject to subrule (3), the prizes on the first level prize board and on the second level Prize Wheel shall be as specified in the permit for that numbered Game Show and Game Show Draw.

(3) The minimum single prize on the Prize Wheel shall be valued at at least \$10 000.

(4) The Commission shall ensure that every Game Show Draw and Game Show conducted under this Division is supervised by an auditor chosen from a list of auditors who have been approved for this purpose by an officer from the Office of the Auditor General.

(5) Notwithstanding rule 9 (2) the Commission shall ensure that a ticket referred to in rule 14A (1) (b) is an eligible ticket and where a ticket is found or determined to be void and incapable of winning a prize the Commission shall request the participant, celebrity participant or proxy participant, as the case may be, to draw another ticket from the barrel in place of the void ticket.

(6) Where —

- (a) the Prize Wheel fails to complete one revolution;
- (b) the ball fails to remain for a minimum of 5 seconds in the prize area; or

- (c) any person or thing interferes with the spin of the Prize Wheel,

the Commission may declare the spin void and request the participant, celebrity participant or proxy participant, as the case may be, to spin the Prize Wheel again.

(7) A ball must remain in a prize area on the Prize Wheel for at least 5 seconds to constitute a valid result from a spin of the Prize Wheel.

Interpretation

14C. In this Division —

- (a) **“participant”** means a person whose name appears on a ticket referred to in rule 14A (1) (b) who elects to take part in the Game Show in person;
- (b) **“celebrity participant”** means a person who is nominated by the Commission to act for a person whose name appears on a ticket referred to in rule 14A (1) (b) where —
- (i) the Commission has been unable to contact that person; or
- (ii) that person is unable to appoint a proxy participant;
- (c) **“proxy participant”** means a person who has attained the age of 16 years who is nominated by a person whose name appears on a ticket referred to in rule 14A (1) (b) to act for that person in the Game Show.

”.

Division 6 heading inserted

10. Before rule 15 of the principal rules the following Division heading is inserted —

“ *Division 6 — General provisions* ”.

The Common Seal of the Commission was affixed on the 20th day of April 1994 by order and in the presence of—

L. STEWART, Chairman.
J. ROGERS, Member.
A. GRIFFITHS, Member.