



Western Australia

Lotteries Commission Act 1990

Lotteries Commission (Cash 3) Rules 1998

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Lotteries Commission (Cash 3) Rules 1998

CONTENTS

Part 1 — Preliminary

1.	Citation	1
2.	Application	1
3.	Terms used in these rules	1

Part 2 — Requirements for entry

4.	Playslip	4
5.	Methods of entry	4
6.	Commission may limit number of entries	5
7.	No Super 66 with Cash 3	5
8.	Completion of playslip	5
8A.	Ticket repeat	6
8B.	Favourite numbers	6
9.	Oral request for entry	7
10.	Receipted tickets	8
11.	Surrender of receipted tickets	8
12.	Accuracy of receipted ticket	9
13.	Validity of receipted ticket	9

Part 3 — General duties of Commission

14.	Cash 3 draws to be numbered	11
15.	Frequency of Cash 3 draws	11
16.	Cash 3 to be supervised	11
17.	Availability of results	11
18.	Prize pool and bonus prize fund	11

Part 4 — Cash 3 draw

19.	Cash 3 draw	13
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Contents

20.	Types of play	13
21.	Criteria for Cash 3 prizes — 3 different digits	13
22.	Criteria for Cash 3 prizes — 2 like digits	14
23.	Criteria for Cash 3 prizes — 3 like digits	15
24.	Payment of prizes	15
25.	Publication of names and addresses of prize winners	16
26.	Player Registration Service	16
26A.	Player's card holders may request direct credit of prizes	17
26B.	Registering favourite numbers	17

Part 5 — Miscellaneous

27.	Instructions	19
28.	Rules to be made available	19
29.	Decisions of Commission final	19

**Schedule 1 — Types of Play,
Odds, etc.**

Notes

Compilation table	21
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Defined Terms

Lotteries Commission (Cash 3) Rules 1998

Part 1 — Preliminary

1. **Citation**

These rules may be cited as the *Lotteries Commission (Cash 3) Rules 1998*¹.

2. **Application**

These rules apply to games of Cash 3 conducted by the Commission on and from 9 November 1998.

3. **Terms used in these rules**

In these rules —

advance play option, where offered, is where —

- (a) a subscriber using a playslip requests that the entry be valid for a particular day or days as specified on the playslip; or
- (b) an oral request is made for an entry to be valid for a specified day or sequence of days;

agent means a person appointed by the Commission as its agent for purposes associated with games of Cash 3, and includes any branch or section of the Commission;

authorised payout centre means an agent who has been authorised by the Commission to pay prizes that exceed \$500;

Cash 3 means a game conducted in accordance with these rules;

r. 3

entry means an entry as described in rule 5 or an entry as a result of redemption of a promotional coupon;

game means a selection of 3 digits, together with at least one specified (or default) play type;

game board means that part of a playslip required to be filled out for one game of Cash 3 to be entered;

payout period means the period from the day of a Cash 3 draw to the close of business on the day 12 months after that draw;

play type or **type of play** means one of the types of play set out in Schedule 1;

player's card means a card issued following a request under rule 26;

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 26;

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

promotional coupon means a coupon or an offer initiated by the Commission that allows a receipted ticket 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 a playslip or as a response to an oral request for entry;

selected number consists of the 3 digits —

- (a) selected on a game board; or
- (b) shown on a receipted ticket as a selected number;

selling period means the business hours prior to 5.00 p.m. each day;

subscriber means a person who is entering, or has entered, Cash 3;

wager means the amount tendered by the subscriber for entry into Cash 3.

*[Rule 3 amended in Gazette 20 Aug 1999 p. 3887; 5 Aug 2005
p. 3598; 6 Jun 2008 p. 2355-6.]*

Part 2 — Requirements for entry

4. Playslip

The Commission is to ensure that a playslip for Cash 3 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. 2357.]

5. Methods of entry

(1) A person may enter Cash 3 by —

- (a) filling out 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 wager amounts set out in these rules.

(1A) A person may enter Cash 3 by redeeming a promotional coupon and, in that case, may be required to pay less than the amounts payable under subrule (1).

(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.

(3) Any money tendered with a playslip or oral request that is rejected is to be refunded to the person tendering the money.

[Rule 5 amended in Gazette 20 Aug 1999 p. 3888; 6 Jun 2008 p. 2357.]

6. Commission may limit number of entries

The Commission may, at any time and for any reason, suspend the play on any number or limit the placing of wagers on any number or combination.

7. No Super 66 with Cash 3

Super 66 is not available with a Cash 3 entry.

8. Completion of playslip

- (1) To enter Cash 3 using a playslip, a subscriber must select a 3-digit number (one digit per column) in at least one of the game boards on the playslip.
- (2) For each game board filled out on the playslip, the subscriber must —
 - (a) indicate whether the wager is a 50 cent wager or a \$1.00 wager; and
 - (b) indicate the type of play (e.g. “Exact order”, “Any order”, or both),

but if the selection is for both an “Exact order” and an “Any order” play type, then the subscriber is to select either a 50 cent wager for each option or a \$1.00 wager for each option.

- (3) A subscriber who has selected a number in which the 3 digits are all the same can only select an “Exact order” play type.
- (4) A subscriber who has a playslip that has at least one game board with a valid selection may specify an advance play option in respect of that entry if the advance play option is offered at that time by the Commission.
- (5) A subscriber is limited to a maximum of 6 game selections per playslip.
- (6) A subscriber who has a playslip that has at least one game board with a valid selection may specify that the entry is to be for 7, 14, 21 or 28 consecutive days.

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- (7) A playslip is only valid if —
- (a) it is marked by hand in pencil or black or blue ball point pen, in accordance with the instructions on that playslip; and
 - (b) it is not generated by mechanical or electronic means.

[Rule 8 amended in Gazette 20 Aug 1999 p. 3888; 5 Aug 2005 p. 3598; 6 Jun 2008 p. 2358-9.]

8A. Ticket repeat

- (1) A person may select the numbers and type of play required to enter Cash 3 by presenting an existing receipted ticket and requesting the same type of 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 continue to be linked to the number unless the subscriber's player's card is presented as well.

[Rule 8A inserted in Gazette 6 Jun 2008 p. 2359.]

8B. Favourite numbers

- (1) A person who has a player's card may —
 - (a) select the numbers and game type required to enter Cash 3 by presenting his or her player's card and a playslip filled out with a selection of the "favourite" numbers (and game types) for Cash 3 that relate to the card; or
 - (b) select the numbers and game type required to enter Cash 3 by presenting his or her player's card and orally requesting the selection of the "favourite" numbers (and game types) for Cash 3 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. 2359.]

9. Oral request for entry

- (1) To enter Cash 3 without a playslip or a promotional coupon, and without requesting a ticket repeat, a subscriber must make an oral request to an agent stating —
 - (a) that the entry is for Cash 3; and
 - (b) the amount to be wagered; and
 - (c) the type of play; and
 - (d) the number of draws; and
 - (e) the number of games per draw, being 2 (minimum), 6, 12, 18, 25, 30 or 50 games per draw.
- (2) A subscriber may choose to enter Cash 3 using a default option (“Slikpik”) that can be configured in any of the following ways —
 - (a) an “Exact order” or an “Any order” play type, for 7, 14, 21 or 28 consecutive days, with a 50 cent wager per day;
 - (b) an “Exact order” or an “Any order” play type, for 7, 14, 21 or 28 consecutive days, with a \$1.00 wager per day;
 - (c) both an “Exact order” play type and an “Any order” play type, for 7, 14, 21 or 28 consecutive days, with a 50 cent wager per day for the “Exact order” play type and a 50 cent wager per day for the “Any order” play type;
 - (d) both an “Exact order” play type and an “Any order” play type, for 7, 14, 21 or 28 consecutive days, with a \$1.00 wager per day for the “Exact order” play type and a \$1.00 wager per day for the “Any order” play type.
- (3) The computer will categorize —
 - (a) an “Any order” play type to be a 3-way or 6-way play type; or
 - (b) a combination of an “Exact order” and an “Any order” play type to be a 3-way or 6-way play type,depending on the digits in the number that has been randomly selected.

r. 10

- (4) The computer will only select a randomly selected number that consists of 3 digits that are all the same if the subscriber has requested an “Exact order” play type.

*[Rule 9 amended in Gazette 20 Aug 1999 p. 3888-9;
9 Mar 2001 p. 1342; 6 Sep 2005 p. 4129; 6 Jun 2008 p. 2360;
15 May 2009 p. 1636-7.]*

10. Received tickets

- (1) Subject to rule 6, where a subscriber gives to an agent a playslip completed in accordance with these rules and makes the appropriate payment, the agent must use that 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) Subject to rule 6, where a subscriber 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.

[Rule 10 amended in Gazette 6 Jun 2008 p. 2360-1.]

11. Surrender of receipted tickets

- (1) 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 Cash 3 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 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 11 amended in Gazette 6 Jun 2008 p. 2361.]

12. Accuracy of receipted ticket

An agent who generates a receipted ticket by processing a playslip, a promotional coupon or a ticket repeat or as a result of an oral request for entry is under no duty to ensure that receipted ticket accurately reflects the playslip, coupon, ticket or request.

[Rule 12 amended in Gazette 6 Jun 2008 p. 2361.]

13. Validity of receipted ticket

- (1) Subject to subrules (2) and (3), a receipted ticket is generated by the Commission to indicate that the details of a valid entry as appearing on the ticket, have been recorded in the central gaming system records in relation to the numbered Cash 3 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 11; or
 - (ab) is partially invalid because a “consecutive days” option is not allowed for some of the draws on the receipted ticket; or
 - (b) has been found, prior to the first draw on the ticket, to be invalid due to the operation of rule 5(2); or
 - (c) is forged or altered, or obtained as a direct result of fraud, by the subscriber or person claiming the 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

r. 13

records are taken to be the correct details in relation to that
receipted ticket.

[Rule 13 amended in Gazette 6 Jun 2008 p. 2361-2.]

Part 3 — General duties of Commission

14. Cash 3 draws to be numbered

Each Cash 3 draw conducted by the Commission is to be identified with a draw number.

15. Frequency of Cash 3 draws

- (1) Subject to subrule (2), a 3-digit Cash 3 number is to be drawn each day of the year.
- (2) If the Commission decides that a number will not be drawn on a specific day, the Commission must publish a notice in the Tuesday edition of a newspaper distributed in this State at least 2 weeks before any day is excluded from the sequence of Cash 3 draws.

16. Cash 3 to be supervised

Each draw of Cash 3 is to be supervised in the manner determined by the Commission.

17. Availability of results

The Commission is to ensure that, as a minimum, the result of each Cash 3 draw is available from each agent of Cash 3, on and from the commencement of business hours of the trading day following the draw.

[Rule 17 inserted in Gazette 20 Aug 1999 p. 3889; amended in Gazette 6 Jun 2008 p. 2362.]

18. Prize pool and bonus prize fund

- (1) Subject to subrule (2), the Commission is to allocate 1% of the gross sales generated by Cash 3 to a bonus prize fund, to be used —
 - (a) to promote bonus prizes that are to be offered; and

r. 18

- (b) for Cash 3 bonus prizes,
in a manner determined by the Commission from time to time.
- (2) The Commission may, at its discretion, reallocate money from the bonus prize fund, so that it may be distributed in accordance with section 24 of the Act.

[Rule 18 amended in Gazette 20 Aug 1999 p. 3889.]

Part 4 — Cash 3 draw

19. Cash 3 draw

Each Cash 3 draw is to consist of the mechanical, equally random selection of 3 digits, each selected from the digits 0 to 9 inclusive, in a manner, and using such equipment, as the Commission determines.

20. Types of play

- (1) A subscriber has the choice of the options set out in Schedule 1 as types of play.
- (2) Only one play type can be nominated for each 3-digit number selected, and the choice of method may be limited, depending upon whether the digits in the selected number are all different, or if some or all of the digits are the same.
- (3) The Commission may decline to offer, or may limit, the advance play option at any time.

[Rule 20 amended in Gazette 5 Aug 2005 p. 3599.]

21. Criteria for Cash 3 prizes — 3 different digits

A subscriber's receipted ticket showing a number, for the appropriate draw, with 3 different digits wins a prize (of an amount set out in Schedule 1) in the following situations —

- (a) if the entry is an "Exact order" play type, the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as, and in the same order as, the subscriber's digits;
- (b) if the entry is an "Any order – 6 way" play type, the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as the subscriber's digits, regardless of order;

r. 22

- (c) if the entry is both an “Exact order – 6 way” and an “Any order – 6 way” play type —
 - (i) the subscriber wins 2 prizes if the 3 digits selected in the draw by the Commission are the same as, and in the same order as, the subscriber’s digits — the first prize for selecting the digits in the “Exact order”, the second prize for selecting the digits in “Any order”; or
 - (ii) the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as, but not in the same order as, the subscriber’s digits — the prize being for selecting the digits in “Any order”.

[Rule 21 amended in Gazette 20 Aug 1999 p. 3889.]

22. Criteria for Cash 3 prizes — 2 like digits

A subscriber’s receipted ticket showing a number, for the appropriate draw, with 2 like digits and a third different digit wins a prize (of an amount set out in Schedule 1) in the following situations —

- (a) if the entry is an “Exact order” play type, the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as, and in the same order as, the subscriber’s digits;
- (b) if the entry is an “Any order – 3 way” play type, the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as the subscriber’s digits;
- (c) if the entry is both an “Exact order – 3 way” and an “Any order – 3 way” play type —
 - (i) the subscriber wins 2 prizes if the 3 digits selected in the draw by the Commission are the same as, and in the same order as, the subscriber’s digits — the first prize for selecting

the digits in the “Exact order”, the second prize for selecting the digits in “Any order”; or

- (ii) the subscriber wins a prize if the 3 digits selected in the draw by the Commission are the same as, but not in the same order as, the subscriber’s digits — the prize being for selecting the digits in “Any order”.

[Rule 22 amended in Gazette 20 Aug 1999 p. 3889.]

23. Criteria for Cash 3 prizes — 3 like digits

A subscriber’s receipted ticket showing a number, for the appropriate draw, with 3 like digits wins a prize (of an amount set out in Schedule 1) if the 3 digits selected in the draw by the Commission are the same as the subscriber’s digits — the prize being for selecting the digits in the “Exact order”.

24. Payment of prizes

- (1) Subject to rule 26A, the holder of a winning ticket may collect the prize for that receipted ticket —
 - (a) where the prize is less than or equal to \$500 — from any agent; or
 - (b) where the prize is more than \$500 — at an authorised payout centre.
- (2) Before paying any 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 group which has, acted in a manner contrary to the Act or these rules in relation to a receipted ticket.
- (3) 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 to that person.

[Rule 24 amended in Gazette 6 Jun 2008 p. 2362.]

25. 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.

26. 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 —
 - (i) for 2 years from the date of issue, if issued before 10 August 2003; or
 - (ii) for 5 years from the date of issue, if issued on or after 10 August 2003.
- (2) On and from 9 June 2008, a player's card will be issued to a subscriber who requests a number from an agent under this rule, pays the 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 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 player's card number; and
 - (b) is not claimed, or paid, within 5 weeks of the relevant draw,

will, subject to rule 26A, be paid in a manner determined by the Commission to the person named, and at the address recorded, 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 player's card number, and possession by a subscriber of a player's card does not entitle the subscriber to claim a prize from the Commission that has already been paid.

[Rule 26 amended in Gazette 9 Mar 2001 p. 1342-3; 8 Aug 2003 p. 3582; 6 Jun 2008 p. 2363.]

26A. 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 26A inserted in Gazette 6 Jun 2008 p. 2364.]

26B. 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 Cash 3.
- (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 Cash 3.

r. 26B

- (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 26B inserted in Gazette 6 Jun 2008 p. 2364.]

Part 5 — Miscellaneous

27. Instructions

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

[Rule 27 amended in Gazette 6 Jun 2008 p. 2364.]

28. Rules to be made available

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

29. Decisions of Commission final

A decision or determination of the Commission in relation to a Cash 3 draw, or an entry in Cash 3, and the 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 Cash 3 draw.

Schedule 1 — Types of Play, Odds, etc.

Description of possible 3 Digit individual play types / Odds	If you pick (Eg)	You win if any of these combinations are drawn (Eg)	Payout 50 cent wager	Payout \$1.00 wager
Exact order <i>Odds 1 in 1000</i>	123	123	\$250	\$500
Any order – 3 way (Playing 2 like digits) <i>Odds 1 in 333.33</i>	118	118 181 811	\$80	\$160
Any order – 6 way (Playing 3 different digits) <i>Odds 1 in 166.67</i>	158	158 185 518 581 815 851	\$40	\$80

Description of possible 3 Digit combination play types / Odds	If you pick (Eg)	You win if any of these combinations are drawn (Eg)	Payout For a 50 cent wager on each	Payout For a \$1.00 wager on each
<u>Both</u> an Exact order and an Any order – 3 way (Playing 2 like digits) <i>Odds 1 in 333.33</i>	797	797	\$250 + \$80 = \$330	\$500 + \$160 = \$660
		977 779	\$80	\$160
<u>Both</u> an Exact order and an Any order – 6 way (Playing 3 different digits) <i>Odds 1 in 166.67</i>	654	654	\$250 + \$40 = \$290	\$500 + \$80 = \$580
		645 465 456 564 546	\$40	\$80

Wager Amounts (per day entered)

50 cent wagers or \$1.00 wagers can be made on an “Exact order” play type.

50 cent wagers or \$1.00 wagers can be made on an “Any order” play type.

If a combination of an “Exact order” play type and an “Any order” play type is selected, then each play type may have either a 50 cent wager on it, or a \$1.00 wager on it (*a combination of the play types must therefore be accompanied by either a \$1.00 or a \$2.00 total wager per day entered*).

[Schedule 1 inserted in Gazette 20 Aug 1999 p. 3890-1; amended in Gazette 6 Jun 2008 p. 2365.]

Notes

¹ This is a compilation of the *Lotteries Commission (Cash 3) Rules 1998* and includes the amendments made by the other written laws referred to in the following table. The table also contains information about any reprint.

Compilation table

Citation	Gazettal	Commencement
<i>Lotteries Commission (Cash 3) Rules 1998</i>	4 Sep 1998 p. 4873-87	9 Nov 1998 (see r. 2)
<i>Lotteries Commission (Cash 3) Amendment Rules 1999</i>	20 Aug 1999 p. 3887-91	26 Aug 1999 (see r. 2)
<i>Lotteries Commission (Cash 3) Amendment Rules 2001</i>	9 Mar 2001 p. 1342-3	11 Mar 2001 (see r. 2)
<i>Lotteries Commission (Cash 3) Amendment Rules 2003</i>	8 Aug 2003 p. 3581-2	10 Aug 2003 (see r. 2)
Reprint 1: The Lotteries Commission (Cash 3) Rules 1998 as at 12 Dec 2003 (includes amendments listed above)		
<i>Lotteries Commission (Cash 3) Amendment Rules 2005</i>	5 Aug 2005 p. 3598-9	5 Aug 2005
<i>Lotteries Commission (Cash 3) Amendment Rules (No. 2) 2005</i>	6 Sep 2005 p. 4128-9	12 Oct 2005 (see r. 2)
<i>Lotteries Commission (Cash 3) Amendment Rules 2008</i>	6 Jun 2008 p. 2355-65	r. 1 and 2: 6 Jun 2008 (see r. 2(a)); Rules other than r. 1 and 2: 8 Jun 2008 (see r. 2(b))
Reprint 2: The Lotteries Commission (Cash 3) Rules 1998 as at 22 Aug 2008 (includes amendments listed above)		
<i>Lotteries Commission (Cash 3) Amendment Rules 2009</i>	15 May 2009 p. 1636-7	r. 1 and 2: 15 May 2009 (see r. 2(a)); Rules other than r. 1 and 2: 17 May 2009 (see r. 2(b))

Defined Terms

Defined Terms

*[This is a list of terms defined and the provisions where they are defined.
The list is not part of the law.]*

Defined Term	Provision(s)
advance play option	3
agent.....	3
authorised payout centre	3
Cash 3	3
entry	3
game.....	3
game board.....	3
payout period	3
play type.....	3
player's card.....	3
player's card number.....	3
playslip.....	3
promotional coupon	3
receipted ticket.....	3
selected number	3
selling period.....	3
subscriber	3
type of play	3
wager.....	3