



Western Australia

Lotteries Commission Act 1990

Lotteries Commission (Oz Lotto) Rules 1995

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Lotteries Commission (Oz Lotto) Rules 1995

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Defined Terms

Lotteries Commission (Oz Lotto) Rules 1995

Part 1 — Preliminary

1. Citation

These rules may be cited as the *Lotteries Commission (Oz Lotto) Rules 1995*¹.

2. Commencement

These rules come into operation on the day on which the *Lotteries Commission (Saturday Lotto) Rules 1995*² come into operation¹.

3. Terms used

In these rules —

agent means a person authorised by the Commission to process 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 1 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;

entry means an entry as described in rules 5, 6 and 7 or an entry as a result of redemption of a promotional coupon;

game means —

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- (a) in relation to Oz lotto, a single entry in which between 4 and 20 numbers inclusive out of 45 are selected, and which, individually, may constitute part, or all, of a playslip;
- (b) in relation to a system entry, the notional multiple games making up that single system entry;

National Lotto Bloc means a group made up of the Commission and the designated authorities in relation to —

- (a) the State of Queensland;
- (b) the State of South Australia;
- (c) the State of New South Wales; and
- (d) the State of Victoria;

Oz lotto means lotto conducted in accordance with these rules;

Oz lotto draw means a lotto draw which involves the mechanical, equally random selection of 9 numbered balls selected from balls individually numbered from 1 to 45 inclusive, in a manner and using such equipment as the Commission or designated authority determines to be adequate, which takes place on a Tuesday evening;

payout period means the period from the Wednesday after that Oz lotto draw to the close of business one year from that draw;

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 pool means the prize pool referred to in rule 16(2)(a);

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 either as a result of processing a playslip, accepting a promotional coupon or as a response to an oral request by a subscriber;

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

supplementary number in relation to an Oz lotto draw, means one of the last 2 numbers drawn;

total prize pool means the prize pool for that draw, plus any jackpot amount from a previous draw and any amount from the prize reserve fund that has been taken from the fund to ensure that a guaranteed minimum first division prize pool is met (if it is won);

validation period for an Oz lotto draw means the period of time from the draw to the close of business —

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

winning number means in relation to an Oz lotto draw, any one of the first 7 numbers drawn in that draw.

[Rule 3 amended in Gazette 9 Mar 2001 p. 1337; 28 Mar 2002 p. 1763; 6 Sep 2005 p. 4119-20; 6 Jun 2008 p. 2275-7.]

Part 2 — Requirements for entry

4. Playslip

- (1) The Commission must ensure that a playslip for Oz lotto —
 - (a) displays such details to facilitate entry as the Commission thinks necessary; and
 - (b) displays any instructions which the Commission may from time to time approve.
- (2) A playslip may be rejected by the agent as an invalid entry, at the time of presentation by the subscriber, if —
 - (a) it has not been marked by hand in black or blue ball point pen in accordance with the conditions on that playslip; or
 - (b) it has been generated or marked by mechanical or electrical means.

[Rule 4 amended in Gazette 6 Jun 2008 p. 2277.]

5. Methods of entry

- (1) A person may enter Oz lotto using any or all of the following methods —
 - (a) by filling out a playslip so as to select between 4 and 20 numbers from the numbers 1 to 45; or
 - (b) by oral request for a selection of between 4 and 20 numbers from the numbers 1 to 45; or
 - (c) using the “ticket repeat” method set out in rule 6A; or
 - (d) online in accordance with the *Lotteries Commission (Internet Entries) Rules 2010*,

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

- (1A) A person may enter Oz 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 Oz lotto as a part of a syndicate in accordance with Part 2A.
- (2) In addition to allowing an entry for a particular draw, the Commission may allow an Oz 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 5 amended in Gazette 5 Aug 2005 p. 3597; 6 Jun 2008 p. 2277-8; 19 Nov 2010 p. 5724.]

5A. Super 66 entry

A subscriber entering an Oz lotto draw in a particular week may, in conjunction with that entry, enter the Super 66 draw for that week in accordance with the *Lotteries Commission (Super 66) Rules 1996*.

[Rule 5A inserted in Gazette 6 Jun 2008 p. 2278.]

6. Completion of playslip

- (1) To enter Oz lotto using a playslip, a subscriber must —
 - (a) select 7 numbers out of the numbers 1 to 45 for each of at least one game on the playslip; or
 - (b) select between 4 and 20 numbers (other than 7 numbers) out of the numbers 1 to 45 in one or more games on the playslip.
- (2) For entry into Oz lotto the subscriber must also mark in the appropriate boxes on the playslip —
 - (a) how many, if any, consecutive weeks the playslip is to be entered, if the consecutive week option is offered; and

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- (b) whether the method of entry is a “systems” entry, being either a systems 4-6 or a systems 8-20, depending on the number of numbers selected in each game,

and must pay the amount calculated using the formula set out in Schedule 1.

- (3) Where a subscriber selects between 4 and 20 numbers (other than 7 numbers) out of the numbers 1 to 45 in the game marked “1” on a playslip, up to 17 further games may be marked on that playslip by selecting the same number of numbers as were selected in the game marked “1”, but only up to an entry cost that does not, in aggregate, exceed \$100 000.
- (4) After the subscriber has completed the requirements in this rule, the agent must use that playslip to generate a receipted ticket.

[Rule 6 amended in Gazette 9 Mar 2001 p. 1337; 5 Aug 2005 p. 3597; 6 Sep 2005 p. 4120; 6 Jun 2008 p. 2278-9.]

6A. Ticket repeat

- (1) A person may select the numbers and game type required to enter Oz 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 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 or a syndicate master ticket.

[Rule 6A inserted in Gazette 6 Jun 2008 p. 2280; amended in Gazette 15 May 2009 p. 1634.]

6B. Favourite numbers

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

- (a) select the numbers and game type required to enter Oz 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 Oz lotto that relate to the card; or
 - (b) select the numbers and game type required to enter Oz lotto by presenting his or her player's card and orally requesting the selection of the "favourite numbers" (and game types) for Oz lotto that relate to the card.
- (2) Favourite numbers can be selected for one week, or for 2, 5 or 10 consecutive weeks.

[Rule 6B inserted in Gazette 6 Jun 2008 p. 2280.]

7. Oral request for entry

- (1) To enter Oz lotto without a playslip or a promotional coupon, and without requesting a ticket repeat or favourite numbers option, a subscriber must make an oral request at the selling point and a receipted ticket must be produced in accordance with the subscriber's instructions.
- (2) A subscriber's oral request must state —
 - (a) whether the subscriber wishes to select —
 - (i) 7 numbers out of the numbers 1 to 45 and whether the subscriber wishes the entry to be entered in 6, 12, 18, 25, 30 or 50 games or, where available, exactly how many games the subscriber wants to be entered, with a maximum of 50; or
 - (ii) between 4 and 20 numbers (other than 7) out of the numbers 1 to 45 — in which case the single receipted ticket will be entered for one game;
 - (b) that the entry is for Oz lotto;
 - (c) the week, or number of consecutive weeks, the entry is to be entered, if the consecutive week option is offered.

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- (3) A receipted ticket must be given to the subscriber upon payment of the amount calculated in accordance with Schedule 1.

[Rule 7 amended in Gazette 29 Apr 1997 p. 2146; 9 Mar 2001 p. 1337; 5 Aug 2005 p. 3597; 6 Sep 2005 p. 4120; 6 Jun 2008 p. 2281.]

8. No limit to number of entries

A subscriber is not limited in the number of entries which may be made in any Oz lotto draw.

9. Accuracy of receipted ticket

- (1) An agent who —
- (a) processes a playslip, a promotional coupon or a ticket repeat resulting in a receipted ticket; or
 - (b) produces a receipted ticket as a result of an oral request,
- is under no duty to ensure that the playslip, coupon, ticket or request is accurately processed or reproduced on the receipted ticket.
- (2) Where a receipted ticket is produced which —
- (a) is not an accurate reproduction of the details on the playslip, coupon or ticket used to generate the ticket; or
 - (b) does not accurately reflect the oral request for an entry,
- the subscriber may return the receipted ticket —
- (c) to the selling point at which it was purchased;
 - (d) on the day on which it was purchased;
 - (e) prior to the close of the day's lotto business for that selling point; and
 - (f) within the selling period for that ticket.
- (3) Upon returning the receipted ticket under subrule (2) the subscriber may surrender that receipted ticket in exchange for —

- (a) a full refund of the subscription; or
- (b) a further receipted ticket.

[Rule 9 amended in Gazette 6 Jun 2008 p. 2281.]

10. Validity of receipted ticket

- (1) Subject to subrule (2), a receipted ticket is generated by the Commission to indicate that the details of a valid entry, or of a number of systems entries, as appearing on the ticket, have been recorded in the central gaming system records in relation to the numbered Oz lotto draw or draws shown on the ticket unless —
 - (a) that receipted ticket has been returned or surrendered in accordance with rule 9(2) or rule 11; or
 - (ab) is partially invalid because a “consecutive weeks” option is not allowed for some of the draws on the receipted ticket; or
 - (b) that receipted ticket has been found to be invalid, as a result of non-compliance with rule 4(2), during the selling period prior to the relevant Oz lotto draw; or
 - (c) the receipted ticket is forged, altered or obtained as a direct result of fraud by the subscriber or person claiming a prize.
- (2) 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 10 amended in Gazette 6 Jun 2008 p. 2282.]

11. Surrender of receipted ticket

- (1) Subject to subrule (2), the holder of a receipted ticket may surrender that ticket, whether under the provisions of rule 9(2) or for any other reason —
 - (a) to the selling point at which it was purchased;

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- (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,

and if the subscriber does so, the subscriber is entitled to a full refund or a further receipted ticket in exchange for the surrendered ticket.

- (2) 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.

[Rule 11 amended in Gazette 6 Jun 2008 p. 2283; 19 Nov 2010 p. 5724.]

12. Entry by mail

- (1) Subject to subrule (2), the Commission must produce a receipted ticket where a playslip or a promotional coupon is delivered by mail and completed in accordance with these rules, and accompanied by the correct payment.
- (2) Where payment is tendered by cheque with a playslip or a promotional coupon delivered by mail, the Commission is under no duty to issue the receipted ticket until after that cheque has been cleared.
- (3) Where payment is tendered with a playslip or a promotional coupon delivered by mail and the payment (although sufficient to enter the minimum number of games) is insufficient to enable the requested number of games to be entered, the Commission may enter the maximum number of games that could be entered using the money tendered, and refund any balance to the subscriber.
- (4) If a playslip is received by the Commission by mail, together with correct payment, and one or more of the games contains too many selected numbers, the Commission may ignore the

highest additional number or numbers when producing a receipted ticket from that playslip.

- (5) If a playslip is received by the Commission by mail, together with correct payment, and that playslip is bent or creased to the extent that a computer terminal will not accept or correctly read the playslip, the Commission may produce a receipted ticket that reflects the Commission's determination of the subscribers intentions as shown by the playslip and the subscriber is bound by any such determination.
- (6) If a request for a receipted ticket is received by the Commission by mail, together with correct payment, and a playslip is not enclosed, the Commission may produce a receipted ticket that reflects the request and the subscriber is bound by the Commission's production of that receipted ticket.
- (7) If a playslip is received by the Commission by mail, together with correct payment, and that playslip is specified as being —
 - (a) a single week entry for a numbered Oz Lotto draw; or
 - (b) a multiweek entry commencing with a numbered Oz lotto draw (and the consecutive week option is offered for those weeks),the Commission must enter the subscriber in that Oz lotto draw, or sequence of draws, unless —
 - (c) the selling period for that single numbered Oz lotto draw has passed, in which case the receipted ticket will be issued for the next Oz lotto draw;
 - (d) the selling period for that initial numbered Oz lotto draw has passed, in which case the receipted ticket will be issued for a sequence of draws commencing with the next Oz lotto draw.
- (8) A receipted ticket under this rule must be posted by the Commission to the return address accompanying the playslip or promotional coupon using ordinary mail.

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- (9) The Commission is not responsible for the security or loss of a receipted ticket after it has been posted.

[Rule 12 amended in Gazette 5 Aug 2005 p. 3597; 6 Jun 2008 p. 2283-4.]

Part 2A — Syndicate entries

[Heading inserted in Gazette 6 Jun 2008 p. 2284.]

12A. Application of this Part

- (1) An “informal syndicate entry” in an Oz 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 an Oz lotto draw.
- (3) This Part only applies to syndicate entries if the syndicate entries are offered in accordance with rules 12B to 12H by the Commission or an agent, as the case may be.

[Rule 12A inserted in Gazette 6 Jun 2008 p. 2284-5.]

12B. 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.
- (4) The master ticket may be registered against a player’s card number.
- (5) A syndicate sales (subscription) adjustment may be required from time to time, and the adjustment will be made against the master ticket held by the Commission or the agent.
- (6) In this rule —

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syndicate sales (subscription) adjustment means an adjustment of the difference in value between the master ticket subscription value and the sum of the actual subscription values of the syndicate shares.

[Rule 12B inserted in Gazette 6 Jun 2008 p. 2285; amended in Gazette 12 Mar 2010 p. 944.]

12C. Syndicate share and cost parameters

- (1) The minimum number of shares that may be made available in a syndicate is 5.
- (2) The maximum number of shares that may be made available in a syndicate is 500.
- (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 \$5.00.
- (6) The maximum share cost for a syndicate is \$20 000.
- (7) The cost of a share in a particular syndicate is calculated by a method determined by the Commission that includes truncation to the nearest cent for the subscription component and agent commission component, followed by rounding down, where necessary, to the nearest sum containing a 5 cent multiple.

[Rule 12C inserted in Gazette 6 Jun 2008 p. 2285-6; amended in Gazette 12 Mar 2010 p. 945.]

12D. Agent's component of a syndicate share

The agent's component per share is the difference between the final price per share and the subscription per share.

[Rule 12D inserted in Gazette 12 Mar 2010 p. 945.]

12E. 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 Oz lotto and another type of lotto under the Act.

[Rule 12E inserted in Gazette 6 Jun 2008 p. 2286.]

12F. Types of syndicates

- (1) A syndicate entry in an Oz 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 12F inserted in Gazette 6 Jun 2008 p. 2286-7.]

12G. Syndicate share receipted ticket

- (1) A syndicate share receipted ticket in an Oz lotto draw may be registered by the subscriber so that a player's card membership number is allocated to that receipted ticket.
- (2) A syndicate share receipted ticket in an Oz lotto draw cannot be cancelled but, where the Commission agrees, the entry fee may be refunded and the ticket may be returned for resale.

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[Rule 12G inserted in Gazette 6 Jun 2008 p. 2287.]

12H. 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 12C(7), 12D and 18(3) are to be made against the master ticket for each syndicate.
- (4) Subject to subrule (4A), 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.
- (4A) In the case of a master ticket that is registered so that a player's card membership number is allocated to that ticket, any prize entitlement may be paid out via the Player Registration Service payment process.
- (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 12H inserted in Gazette 6 Jun 2008 p. 2287-8; amended in Gazette 12 Mar 2010 p. 945.]

Part 3 — General duties of Commission and calculation of prize pools

13. Oz lotto draws to be numbered

Each Oz lotto draw that is conducted by the Commission is to be identified with a “draw number”.

14. Oz lotto to be supervised

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

[Rule 14 inserted in Gazette 9 Mar 2001 p. 1338.]

15. Publication of results

Each time Oz lotto is conducted the Commission must publish —

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

in a daily newspaper in this State, after that Oz lotto draw.

[Rule 15 amended in Gazette 6 Sep 2005 p. 4120.]

16. National Lotto Bloc prize pool and prize reserve fund

- (1) The Commission must contribute 60% of all subscriptions received for each Oz lotto draw to a combined National Lotto Bloc prize fund in accordance with the appropriate agreement.

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

*[Rule 16 amended in Gazette 29 Sep 2006 p. 4270-1;
26 Jun 2007 p. 3055.]*

Part 4 — Oz lotto draw

17. Criteria for Oz lotto prizes

In an Oz lotto draw the holder of a receipted ticket or the purchaser of an entry under the *Lotteries Commission (Internet Entries) Rules 2010* wins —

- (a) division 1, if 7 winning numbers are selected in one game;
- (b) division 2, if any 6 of the 7 winning numbers and either one of the 2 supplementary numbers are selected in the one game;
- (c) division 3, if any 6 of the 7 winning numbers are selected in the one game;
- (d) division 4, if any 5 of the 7 winning numbers and either one of the 2 supplementary numbers are selected in the one game;
- (e) division 5, if any 5 of the 7 winning numbers are selected in the one game;
- (f) division 6, if any 4 of the 7 winning numbers are selected in the one game;
- (g) division 7, if any 3 of the 7 winning numbers and either one of the 2 supplementary numbers are selected in the one game.

[Rule 17 inserted in Gazette 6 Sep 2005 p. 4120-1; amended in Gazette 19 Nov 2010 p. 5724.]

18. Only systems entry can win in more than one division per game

- (1) An entry in which 7 numbers have been selected per game does not entitle the holder of the receipted ticket or the purchaser of an entry under the *Lotteries Commission (Internet Entries) Rules 2010* to claim to have won in more than 1 division per game in an Oz lotto draw.

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- (2) An entry in which 4 to 20 numbers (other than 7 numbers) have been selected may entitle the holder of the receipted ticket or the purchaser of an entry under the *Lotteries Commission (Internet Entries) Rules 2010* to claim to have won in more than 1 division per game in an Oz lotto draw, 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 18 amended in Gazette 6 Sep 2005 p. 4121; 6 Jun 2008 p. 2288; 19 Nov 2010 p. 5725.]

19. Distribution of Oz lotto prize pool

- (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 in a division will be distributed by allocating the prize money in equal shares to each winning game in that division.
- (3) The Commission may round off the individual entitlement for a prize in any division (other than division 1) to the nearest sum containing a 5 cent multiple.
- (4) Where a rounding off process takes place under subrule (3), the Commission may adjust the payout for division 1 to ensure that the prize pool 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 19 amended in Gazette 6 Sep 2005 p. 4121; 26 Jun 2007 p. 3055; 6 Jun 2008 p. 2288.]

20. Division 1 jackpot

- (1) If no one wins a division 1 prize in a particular Oz lotto draw, then the division 1 prize pool for that Oz lotto draw (calculated without any prize reserve fund augmentation) must be added to, and form a part of, the next Oz lotto draw division 1 prize pool.
- (2) Where there is no Oz lotto division 1 prize winner for 26 consecutive Oz lotto draws, the Commission must allocate the accumulated division 1 prize pool in the 26th Oz lotto draw to the prize pool for the division 2 winners in that Oz lotto draw.
- (3) If an Oz lotto division 1 prize pool is distributed to division 2 winners, the prize money is still treated as a division 1 prize for the purposes of making a claim.

[Rule 20 amended in Gazette 15 May 1998 p. 2818; 6 Jun 2008 p. 2289.]

21. Divisions 2 - 6 prize pools may go to next lower division

- (1) If no one wins a division 2 prize in a particular Oz lotto draw, then the prize pool for division 2 must be added to the prize pool for the next lower division in which there is at least one winner in that Oz lotto draw.
- (2) If no one wins a division 3 prize in a particular Oz lotto draw, then the prize pool for division 3 must be added to the prize pool for the next lower division in which there is at least one winner in that Oz lotto draw.
- (3) If no one wins a division 4 prize in a particular Oz lotto draw, then the prize pool for division 4 must be added to the prize pool for the next lower division in which there is at least one winner in that Oz lotto draw.
- (4) If no one wins a division 5 prize in a particular Oz lotto draw, then the prize pool for division 5 must be added to the prize pool for the next lower division in which there is at least one winner in that Oz lotto draw.

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- (5) If no one wins a division 6 prize in a particular Oz lotto draw, then the prize pool for division 6 must be added to the division 7 prize pool for that Oz lotto draw.

[Rule 21 amended in Gazette 6 Sep 2005 p. 4121-2; 6 Jun 2008 p. 2289.]

22. Bonus draws and guaranteed prize pools

- (1) The Commission may add part or all of the prize reserve fund to an Oz lotto division 1 prize pool in an Oz lotto draw.
- (2) The Commission may from time to time fix a minimum guaranteed prize pool for division 1 in an Oz lotto “Bonus” draw.
- (3) Where a “Bonus” draw is fixed under this rule, and a jackpot division 1 Oz lotto prize coincides with that draw, the Commission may elect to reduce the augmentation from the prize reserve fund set out in subrule (1) by the amount of the Oz lotto division 1 jackpot amount for that draw, and retain that part of the prize reserve fund for a future Oz lotto “Bonus” draw.

23. Combination of jackpot and prize reserve amount to form single division 1 prize pool

If a jackpot is available for an Oz lotto draw division 1 prize pool and an amount is to be distributed from the prize reserve fund for that Oz lotto draw division 1 prize pool, then both amounts form a single Oz lotto division 1 prize pool for the purposes of these rules.

24. Contribution to satisfy minimum prize payout does not form a part of jackpot prize pool

- (1) The Commission may from time to time guarantee that a minimum amount for an Oz lotto draw division 1 prize pool will be available for a particular Oz lotto draw.

- (2) If a minimum Oz lotto draw division 1 prize pool is guaranteed for a particular Oz lotto draw, and the Commission is obliged to contribute an amount to that division 1 prize pool to make up the guaranteed minimum, then the extra amount contributed is not to be taken into account when calculating a jackpot prize pool.

25. Division 1 prizes

- (1A) A division 1 prize in an Oz lotto draw is to be paid in accordance with these rules and the *Lotteries Commission (Internet Entries) Rules 2010*.
- (1) Subject to rule 31, to claim a division 1 prize in an Oz 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 an Oz lotto draw is to be paid to the holder of a winning receipted ticket —
- (a) by the Commission; and
 - (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 —

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- (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.
- (5) Where the holder of a receipted ticket wins a division 1 prize in an Oz 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 25 inserted in Gazette 6 Sep 2005 p. 4122-3; amended in Gazette 6 Jun 2008 p. 2289; 19 Nov 2010 p. 5725.]

26. Division 2 prizes

- (1A) A division 2 prize in an Oz lotto draw is to be paid in accordance with these rules and the *Lotteries Commission (Internet Entries) Rules 2010*.
- (1) Subject to rule 31, to claim a division 2 prize in an Oz 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 to the holder of a winning receipted ticket —
- (a) by the Commission or an authorised payout centre; and
 - (b) subject to rule 31A, by cheque or in any other manner determined by the Commission; and

[(c) deleted]

- (d) after the receipted ticket is presented to the Commission or authorised payout centre.

[Rule 26 inserted in Gazette 6 Sep 2005 p. 4123; amended in Gazette 6 Jun 2008 p. 2289; 19 Nov 2010 p. 5725.]

27. Division 3, 4, 5, 6 and 7 prizes

(1A) A division 3, 4, 5, 6 or 7 prize in an Oz lotto draw is to be paid in accordance with these rules and the *Lotteries Commission (Internet Entries) Rules 2010*.

(1) Subject to rule 31, to claim a division 3, 4, 5, 6 or 7 prize in an Oz 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, 5, 6 or 7 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 agent.

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[Rule 27 inserted in Gazette 6 Sep 2005 p. 4123-4; amended in Gazette 6 Jun 2008 p. 2289; 19 Nov 2010 p. 5726.]

28. Claiming a syndicate share prize

- (1) To claim a share of a prize in an Oz 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 an Oz 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 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 28 inserted in Gazette 6 Jun 2008 p. 2290-1.]

Part 5 — Miscellaneous

29. Commission may require a statutory declaration

The Commission may require the holder of a receipted ticket to complete a statutory declaration, upon the payment of any Oz lotto prize or share of a prize to that person, 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.

[Rule 29 amended in Gazette 6 Jun 2008 p. 2291.]

30. Publication of names and addresses of prize winners

The Commission may publish the name and address of any prize recipient except where the back of the winning receipted ticket is marked to indicate that the name and address on the ticket 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 —
 - (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

r. 31A

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 31A, 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 31 inserted in Gazette 9 Mar 2001 p. 1338-9; amended in Gazette 8 Aug 2003 p. 3581; 6 Jun 2008 p. 2291-2.]

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. 2292.]

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 Oz lotto.
- (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 Oz lotto.
- (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. 2292.]

32. Instructions

- (1) The subscriber and any other person claiming a prize in respect of a receipted ticket should follow the instructions on any playslip or promotional coupon used, and on the back of the receipted ticket.
- (2) In the event of any inconsistency arising 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 32 amended in Gazette 6 Jun 2008 p. 2293.]

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 upon request.
- (2) In addition to the requirement in subrule (1), the Commission may publicize the rules, or any amendment to the rules, in any other manner that it thinks fit.

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34. Decisions of Commission final

A decision or determination of the Commission in relation to an Oz lotto draw, and the declaration and payment of prizes under these rules, is final and binding upon the holders of receipted tickets and any other persons claiming prizes in respect of the Oz lotto draw.

**Schedule 1 — Calculating the total cost of entry —
Oz lotto draw**

[r. 3, 5, 6 and 7]

[Heading inserted in Gazette 6 Jun 2008 p. 2293.]

The unit cost of entering an Oz lotto draw is made up of a subscription of \$1.00 per game and an agent's component.

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.

$$((G \times \$1.00) \times .09 \rightarrow \text{rounded}) \times W = T$$

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 Oz lotto draw is calculated as follows —

Subscription [25 games @ \$1.00 each]	=	\$25.00
9% of subscription [.09 x \$25.00]	=	\$2.25
Rounding not required		
Total cost of entry	=	\$27.25

The total cost of entry for a System 9 entry for a single Oz lotto draw is calculated as follows —

Subscription [36 games @ \$1.00 each]	=	\$36.00
9% of subscription [.09 x \$36.00]	=	\$3.24
Rounded using "bankers rounding"	=	\$3.25
Total cost of entry	=	\$39.25

Lotteries Commission (Oz Lotto) Rules 1995

Schedule 1 Calculating the total cost of entry — Oz lotto draw

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

Subscription [6 x 36 games @ \$1.00 each]	=	\$216.00
9% of subscription [.09 x \$216.00]	=	\$19.44
Rounded using “bankers rounding”	=	\$19.45
Total cost of entry	=	\$235.45

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

Subscription for one week		
[25 games @ \$1.00 each]	=	\$25.00
9% of subscription [.09 x \$25.00]	=	\$2.25
Rounding not required		
Total cost of entry for one week	=	\$27.25
Total cost of entry for 10 weeks	=	\$272.50

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

[Schedule 1 inserted in Gazette 6 Jun 2008 p. 2293-5.]

Schedule 2 — System entries and game equivalents

[Heading inserted in Gazette 6 Jun 2008 p. 2295.]

Oz Lotto	
System	No. of games per game board
4	10 660
5	780
6	39
8	8
9	36
10	120
11	330
12	792
13	1 716
14	3 432
15	6 435
16	11 440
17	19 448
18	31 824
19	50 388
20	77 520

[Schedule 2 inserted in Gazette 6 Jun 2008 p. 2295-6.]

Schedule 3

[Rule 18]

System entry prize schedule

WINNING NUMBERS	NUMBER OF PRIZES															
	PRIZE TAKE DIVISIONS							SYSTEMS								
	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19	20
Seven and Two Supplementaries																
1	-	-	-	-	1	1	1	1	1	1	1	1	1	1	1	1
2	-	-	-	-	14	14	14	14	14	14	14	14	14	14	14	14
3	-	-	-	-	-	7	14	21	28	35	42	49	56	63	70	77
4	-	-	-	-	-	21	63	105	147	189	231	273	315	357	399	441
5	-	-	-	-	-	-	21	63	126	210	315	441	588	756	945	1155
6	-	-	-	-	-	35	140	350	700	1225	1960	2940	4200	5775	7700	10010
7	-	-	-	-	-	-	35	175	490	1050	1925	3185	4900	7140	9975	13475
Seven and One Supplementary																
1	-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1
2	-	-	-	7	7	7	7	7	7	7	7	7	7	7	7	7
3	-	-	-	-	7	14	21	28	35	42	49	56	63	70	77	84
4	-	-	-	-	21	42	63	84	105	126	147	168	189	210	231	252
5	-	-	-	-	-	21	63	126	210	315	441	588	756	945	1155	1386
6	-	-	-	-	-	35	140	350	700	1225	1960	2940	4200	5775	7700	10010
7	-	-	-	-	-	-	35	140	350	700	1225	1960	2940	4200	5775	7700
Seven																
1	-	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1
3	-	-	-	7	14	21	28	35	42	49	56	63	70	77	84	91
5	-	-	-	-	21	63	126	210	315	441	588	756	945	1155	1386	1638
6	-	-	-	-	-	35	140	350	700	1225	1960	2940	4200	5775	7700	10010
Six and Two Supplementaries																
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
4	-	-	-	6	18	30	42	54	66	78	90	102	114	126	138	150
5	-	-	-	-	6	18	36	60	90	126	168	216	270	330	396	468
6	-	-	-	-	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460
7	-	-	-	-	-	20	100	280	600	1100	1820	2800	4080	5700	7700	10120
Six and One Supplementary																
2	-	-	-	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
4	-	-	-	6	12	18	24	30	36	42	48	54	60	66	72	78
5	-	-	-	-	6	18	36	60	90	126	168	216	270	330	396	468
6	-	-	-	-	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460
7	-	-	-	-	-	20	80	200	400	700	1120	1680	2400	3300	4400	5720
Six																
1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-
3	-	-	36	2	3	4	5	6	7	8	9	10	11	12	13	14
5	-	-	-	6	18	36	60	90	126	168	216	270	330	396	468	546
6	-	-	-	-	15	60	150	300	525	840	1260	1800	2475	3300	4290	5460
Five and Two Supplementaries																
4	-	-	-	3	5	7	9	11	13	15	17	19	21	23	25	27
5	-	-	-	-	1	3	6	10	15	21	28	36	45	55	66	78
6	-	-	-	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275
7	-	-	-	-	10	50	140	300	550	910	1400	2040	2850	3850	5060	6500

Lotteries Commission (Oz Lotto) Rules 1995
System entry prize schedule Schedule 3

WINNING NUMBERS	NUMBER OF PRIZES																
	PRIZE TAKE DIVISIONS				SYSTEMS												
	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19	20	
Five and One Supplementary																	
2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	37	2	3	4	5	6	7	8	9	10	11	12	13	14	
5	-	-	-	1	3	6	10	15	21	28	36	45	55	66	78	91	
6	-	-	-	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275	
7	-	-	-	-	10	40	100	200	350	560	840	1200	1650	2200	2860	3640	
Five																	
1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	-	72	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	73	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	-	630	35	3	6	10	15	21	28	36	45	55	66	78	91	105	
6	-	-	-	5	20	50	100	175	280	420	600	825	1100	1430	1820	2275	
Four and Two Supplementaries																	
4	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	-	-	36	4	10	20	35	56	84	120	165	220	286	364	455	560	
7	-	-	-	4	20	56	120	220	364	560	816	1140	1540	2024	2600	3276	
Four and One Supplementary																	
2	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	111	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	-	666	36	4	10	20	35	56	84	120	165	220	286	364	455	560	
7	-	-	-	4	16	40	80	140	224	336	480	660	880	1144	1456	1820	
Four																	
1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	108	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	219	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	1890	105	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	8436	666	36	4	10	20	35	56	84	120	165	220	286	364	455	560	
Three and Two Supplementaries																	
4	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	-	144	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	-	630	35	5	14	30	55	91	140	204	285	385	506	650	819	1015	
Three and One Supplementary																	
2	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	222	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	2664	144	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	7770	630	35	4	10	20	35	56	84	120	165	220	286	364	455	560	
Three																	
3	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	210	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	2664	144	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	1225	69	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Two and Two Supplementaries																	
4	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	360	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	3150	175	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Two and One Supplementary																	
4	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	360	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	3150	175	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Two																	
5	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	360	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	345	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Lotteries Commission (Oz Lotto) Rules 1995
Schedule 3 System entry prize schedule

WINNING NUMBERS	PRIZE TAKE DIVISIONS		NUMBER OF PRIZES																
			SYSTEMS																
	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19	20			
One and Two Supplementaries	6	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
	7	525	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
One and One Supplementary	6	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
	7	525	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
One	6	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
	7	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
Two Supplementaries	7	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
One Supplementary	7	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		

[Schedule 3 inserted in Gazette 6 Sep 2005 p. 4125-7; amended in Gazette 29 Sep 2006 p. 4271.]

Schedule 4 — Summary of parameters within which Oz lotto is conducted

[Heading inserted in Gazette 6 Jun 2008 p. 2296.]

Unit cost	\$1.00 (+ a 9% agent's component)
Prize fund % 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	7
Winning numbers drawn	7
Supplementary numbers drawn	2
Odds of winning —	
division 1	1 in 45 379 620
division 2	1 in 3 241 401
division 3	1 in 180 078
division 4	1 in 29 602
division 5	1 in 3 430
division 6	1 in 154
division 7	1 in 87
Any prize	1 in 55
Forecast range	1 to 45 inclusive
Systems range	4-6/8-20 inclusive
Multiweek options (<i>if available</i>)	2, 5 or 10 weeks
Advance sales (maximum) (<i>if available</i>)	10 weeks
Entries per playslip (minimum)	1
Entries per playslip (maximum)	18 <i>(subject to maximum aggregate entry cost)</i>
Games per oral request (default)	6, 12, 18, 25, 30 or 50
Games per oral request (<i>if available</i>)	1 to 50
Syndicate entries may be purchased (<i>if available</i>)	(see Part 2A)
Systems entries per oral request	1
Prize payment period	12 months
Maximum aggregate entry cost	\$100 000

[Schedule 4 inserted in Gazette 6 Jun 2008 p. 2296-7.]

Notes

- ¹ This is a compilation of the *Lotteries Commission (Oz Lotto) Rules 1995* 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 (Oz Lotto) Rules 1995</i>	30 Oct 1995 p. 5007-27	20 Nov 1995 (see r. 2 and <i>Gazette</i> 30 Oct 1995 p. 5065)
<i>Lotteries Commission (Oz Lotto) Amendment Rules 1997</i> ³	29 Apr 1997 p. 2145-6	5 May 1997 (see r. 2)
<i>Lotteries Commission (Lotto and Soccer Pools) Amendment Rules 1997</i>	31 Oct 1997 p. 6017	3 Nov 1997 (see r. 2)
<i>Lotteries Commission (Oz Lotto) Amendment Rules 1998</i>	15 May 1998 p. 2818	15 May 1998
<i>Lotteries Commission (Oz Lotto) Amendment Rules 2001</i>	9 Mar 2001 p. 1337-41	11 Mar 2001 (see r. 2)
<i>Lotteries Commission (Oz Lotto) Amendment Rules 2002</i>	28 Mar 2002 p. 1763	2 Apr 2002 (see r. 2)
Reprint of the <i>Lotteries Commission (Oz Lotto) Rules 1995</i> as at 17 May 2002 (includes amendments listed above)		
<i>Lotteries Commission (Oz Lotto) Amendment Rules 2003</i>	8 Aug 2003 p. 3580-1	10 Aug 2003 (see r. 2)
<i>Lotteries Commission (Oz Lotto) Amendment Rules 2005</i>	5 Aug 2005 p. 3597-8	5 Aug 2005
<i>Lotteries Commission (Oz Lotto) Amendment Rules (No. 2) 2005</i>	6 Sep 2005 p. 4119-28	12 Oct 2005 (see r. 2)
<i>Lotteries Commission (Oz Lotto) Amendment Rules 2006</i>	29 Sep 2006 p. 4270-1	29 Sep 2006
Reprint 2: The <i>Lotteries Commission (Oz Lotto) Rules 1995</i> as at 17 Nov 2006 (includes amendments listed above)		
<i>Lotteries Commission (Oz Lotto) Amendment Rules 2007</i>	26 Jun 2007 p. 3054-5	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))
<i>Lotteries Commission (Oz Lotto) Amendment Rules 2008</i>	6 Jun 2008 p. 2275-97	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))

Citation	Gazettal	Commencement
Reprint 3: The Lotteries Commission (Oz Lotto) Rules 1995 as at 3 Apr 2009 (includes amendments listed above)		
<i>Lotteries Commission Amendment Rules 2009 Pt. 3</i>	15 May 2009 p. 1632-5	17 May 2009 (see r. 2(b))
<i>Lotteries Commission (Oz Lotto) Amendment Rules 2010</i>	12 Mar 2010 p. 944-6	r. 1 and 2: 12 Mar 2010 (see r. 2(a)); Rules other than r. 1 and 2: 14 Mar 2010 (see r. 2(b))
<i>Lotteries Commission (Oz Lotto) Amendment Rules (No. 2) 2010</i>	19 Nov 2010 p. 5723-6	r. 1 and 2: 19 Nov 2010 (see r. 2(a)); Rules other than r. 1 and 2: 20 Nov 2010 (see r. 2(b))

- ² Repealed by the *Lotteries Commission (Saturday Lotto) Rules 1996*.
- ³ The *Lotteries Commission (Oz Lotto) Amendment Rules 1997* r. 9 is a transitional provision that is of no further effect.

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)
agent.....	3
agent's component	3
authorised payout centre	3
entry	3
game.....	3
National Lotto Bloc.....	3
Oz lotto	3
Oz lotto draw	3
payout period	3
player's card.....	3
player's card number.....	3
playslip.....	3
prize pool	3
promotional coupon	3
receipted ticket.....	3
selling period.....	3
supplementary number.....	3
syndicate sales (subscription) adjustment	12B(6)
total prize pool	3
validation period	3
winning number	3