LOTTERIES

LO301*

Lotteries Commission Act 1990

Lotteries Commission (Cash 3) Amendment Rules 1999

Made by the Lotteries Commission under section 28.

1. Citation

These rules may be cited as the Lotteries Commission (Cash 3) Amendment Rules 1999.

2. Commencement

These rules come into operation on 26 August 1999.

3. The rules amended

The amendments in these rules are to the *Lotteries Commission* (Cash 3) Rules 1998*.

[* Published in Gazette 4 September 1998, pp. 4873-87.]

4. Rule 3 amended

Rule 3 is amended as follows:

- (a) by deleting the definitions of "advance play option",
 "Consecutive days" and "Pick a Day/s";
- (b) in the definition of "game" by deleting "with a" and inserting
 - " with at least one ";
- (c) by inserting in the appropriate alphabetical order the following definition —

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"advance play option" is where -

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

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5. Rule 5 amended

Rule 5 is amended by deleting "shown in Schedule 1." and inserting instead —

" set out in these rules.".

6. Rule 8 amended

- (1) Rule 8(2) is repealed and the following subrule is inserted instead
 - "
- (2) For each game board filled out on the entry coupon, 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.

(2) Rule 8(5) is amended by deleting "6" and inserting instead —
 "3".

7. Rule 9 amended

- (1) Rule 9(2) is amended as follows:
 - (a) at the end of paragraph (a) by deleting "and" and inserting instead —

" or ";

- (b) by deleting paragraph (b) and inserting the following paragraph instead
 - "
- (b) one of the "default" options, being either ---
 - (i) an 'Exact order' play type, for 7 consecutive days, with a 50 cent wager per day (\$3.50);
 - (ii) an 'Any order' play type, for 7 consecutive days, with a 50 cent wager per day (\$3.50); or
 - (ii) a combination of subparagraphs (i) and
 (ii) (*i.e. an 'Exact order' play type, and an 'Any order' play type, for 7 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)* (\$7.00).

Rule 9(3) (b) is amended by deleting "an 'Exact /Any' play type" and inserting instead —
 "

a combination of an 'Exact order' and an 'Any order' play type

(3) Rule 9(5) is repealed.

8. Rule 17 replaced

Rule 17 is repealed and the following rule is inserted instead —

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17. Availability of results

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

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9. Rule 18 amended

Rule 18(1) is amended by deleting "used for Cash 3 bonus prizes in a manner determined by the Commission from time to time." and inserting instead —

"

used —

- (a) to promote bonus prizes that are to be offered; and
- (b) for Cash 3 bonus prizes,

in a manner determined by the Commission from time to time.

10. Rule 21 amended

Rule 21(c) is amended by deleting "an "Exact/Any — 6 way" play" and inserting instead —

"

both an 'Exact order — 6 way' and an 'Any order — 6 way' play

11. Rule 22 amended

Rule 22(c) is amended by deleting "an "Exact/Any — 3 way" play" and inserting instead —

"

both an 'Exact order — 3 way' and an 'Any order — 3 way' play

12. Schedule 1 replaced

Schedule 1 is deleted and the following Schedule is inserted instead —

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Schedule 1 —	- Types of Play,	Odds, etc.
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Description of possible 3 Digit individual play types / Odds	If you pick <i>(Eg)</i>	You win if any of these combinations are drawn <i>(Eg)</i>		Payout 50 cent wager	Payout \$1.00 wager
Exact order Odds 1 in 1000	123	12	23	\$250	\$500
Any order – 3 way (Playing 2 like digits) Odds 1 in 333.33	118	118 181 811		\$80	\$160
Any order – 6 way (Playing 3 different digits) Odds 1 in 166.67	158	158 518 815	185 581 851	\$40	\$80

Description of possible 3 Digit combination play types / Odds	If you pick <i>(Eg)</i>	You win if these comb are drawn	inations	Payout For a 50 cent wager on each	Payout For a \$1.00 wager on each
Both an Exact order and an Any order – 3 way (Playing 2 like digits) Odds 1 in 333.33	797	797 977	779	\$250 + \$80 = \$330 \$80	\$500 + \$160 = \$660 \$160
Both an Exact order and an Any order – 6 way (Playing 3 different digits) Odds 1 in 166.67	654	0.0	465 564	\$250 + \$40 = \$290 \$40	\$500 + \$80 = \$580 \$80
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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 therefor be accompanied by either a \$1.00 or a \$2.00 total wager per day entered*).

The Common Seal of the)	
Commission was affixed on the)	LS
30 day of July 1999,)	LS
by order and in the presence of —)	

LLOYD STEWART, Chairperson. ANNE GRIFFITHS, Member. JENNY ROGERS, Member.

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