

Western Australia

## **Lotteries Commission (Cash 3) Rules 1998**

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## Lotteries Commission (Cash 3) Rules 1998

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## Lotteries Commission (Cash 3) Rules 1998

### Part 1 — Preliminary

**1. Citation**

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

**2. Application**

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

**3. Interpretation**

In these rules —

**“advance play option”**, where offered, 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;

**“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;

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

“**entry**” means an entry as described in rule 5;

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

“**game board**” means that part of an entry coupon 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;

“**receipted ticket**” means a ticket that is produced and issued by an agent as a result of processing an entry coupon 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 6.30 pm 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.]*

## **Part 2 — Requirements for entry**

### **4. Entry coupon**

The Commission is to ensure that an entry coupon for Cash 3 displays —

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

as the Commission considers necessary.

### **5. Methods of entry**

- (1) A person may enter Cash 3 by —
  - (a) filling out an entry coupon 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,

and paying the appropriate wager amounts set out in these rules.

- (2) An entry coupon 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 an entry coupon 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. 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 entry coupon**

- (1) To enter Cash 3 using an entry coupon, a subscriber must select a 3-digit number (one digit per column) in at least one of the game boards on the entry coupon.
- (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.

- (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 an entry coupon 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 3 game selections per entry coupon.
- (6) An erroneously completed game board may be selectively marked “void” so as to exclude that game board from the entry coupon without affecting other entries on that coupon.
- (7) An entry coupon is only valid if —
  - (a) it is marked by hand in pencil or blue ball point pen, in accordance with the instructions on that coupon; and
  - (b) it is not generated by mechanical or electronic means.



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*[Rule 8 amended in Gazette 20 Aug 1999 p. 3888; 5 Aug 2005 p. 3598.]*

**9. Oral request for entry**

- (1) To enter Cash 3 without an entry coupon, a subscriber must make an oral request to an agent stating —
  - (a) that the entry is for Cash 3;
  - (b) the amount to be wagered;
  - (c) the type of play; and
  - (d) the number of draws.
  
- (2) A subscriber may request —
  - (a) 2 (minimum), 6, 12, 14, 18 or 25 games per draw; or
  - (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
    - (iii) 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).
  
- (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.

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- (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.]*

**10. Receipted tickets**

- (1) Subject to rule 6, where a subscriber gives to an agent an entry coupon completed in accordance with these rules and makes the appropriate payment, the agent must use that entry coupon to generate a receipted ticket or tickets 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.

**11. Surrender of receipted tickets**

- (1) 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.
- (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.

**12. Accuracy of receipted ticket**

An agent who generates a receipted ticket by processing an entry form or as a result of an oral request for entry is under no duty to

ensure that receipted ticket accurately reflects the entry coupon or request.

**13. Validity of receipted ticket**

- (1) Subject to subrule (2), a receipted ticket is an acknowledgement by the Commission that it has accepted an entry, or a number of entries, as appearing on the ticket, in the numbered Cash 3 games shown on the ticket.
- (2) Subrule (1) does not apply to a receipted ticket that —
  - (a) has been surrendered in accordance with rule 11;
  - (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.

### **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 authorised retailer 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.]*

**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
  - (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;
- (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

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- (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) 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 syndicate 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.

**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) An agent must issue a PRS number to a subscriber on receipt of —
  - (a) a request from the subscriber including the subscriber’s name and address; and
  - (b) payment of \$10.00.
- (3) A person who presents a winning receipted ticket that is endorsed with a PRS number, within 5 weeks of the relevant draw, will be paid in accordance with these rules, unless —
  - (a) the Commission has been notified that the particular ticket has been lost or stolen, in time to set up appropriate monitoring or cancellation processes; or
  - (b) the Commission requests verification of ownership or identity at the time of presentation, by means of a statutory declaration, and that verification is not provided.
- (4) The prize entitlement of a winning receipted ticket that —
  - (a) is endorsed with a PRS number; and
  - (b) is not claimed, or paid, within 5 weeks of the relevant draw,

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will be paid in a manner determined by the Commission to the person named, and at the address recorded, in the PRS.

- (5) Payment of a prize entitlement under subrule (3) or (4) discharges the liability of the Commission in relation to any particular winning receipted ticket that is endorsed with a PRS number, and registration by a subscriber with the Player Registration Service 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.]*

## **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 entry coupon used, and on the back of the receipted ticket.
- (2) If there is an inconsistency between the instructions on an entry coupon or receipted ticket and these rules, these rules prevail to the extent of the inconsistency.

### **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.

**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 therefor 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.]*

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**Notes**

- <sup>1</sup> 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**

<b>Citation</b>	<b>Gazettal</b>	<b>Commencement</b>
<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)
<b>Reprint 1: The Lotteries Commission (Cash 3) Rules 1998 as at 12 Dec 2003</b> (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 October 2005 (see r. 2)