

NOTICES OF FINAL RULEMAKING

The Administrative Procedure Act requires the publication of the final rules of the state's agencies. Final rules are those which have appeared in the Register first as proposed rules and have been through the formal rulemaking process including approval by the Governor's Regulatory Review Council. The Secretary of State shall publish the notice along with the Preamble and the full text in the next available issue of the *Arizona Administrative Register* after the final rules have been submitted for filing and publication.

NOTICE OF FINAL RULEMAKING

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

PREAMBLE

1. **Sections Affected**

R19-3-393	<u>Rulemaking Action</u>
R19-3-394	New Section
R19-3-395	New Section
R19-3-396	New Section
2. **The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):**

Authorizing statute: A.R.S. § 5-504(B)
Implementing statute: None listed.
The agency is also implementing R19-3-301.
3. **The effective date of the rules:**

July 17, 1995
4. **A list of all previous notices appearing in the Register addressing the rule:**

1	A.A.R.	422	May 5, 1995
Vol. #	Page #	Issue date	
5. **The name and address of agency personnel with whom persons may communicate regarding the rule:**

Name: Ralph Decker, Executive Director
Address: Arizona State Lottery Commission
4740 East University
Phoenix, Arizona 85034
Telephone: (602) 921-4400
6. **An explanation of the rule, including the agency's reasons for initiating the rule:**

The rules set forth provision unique to the conduct of the Arizona Lottery's instant games. The provisions of these rules are necessary to implement the requirements of A.R.S. § 5-504(B), which have not been specified generically in A.A.C. R19-3-301. The unique provisions described in these rules are the nature and location of play symbols, the ticket number, the validation code, the prize denominations, and the method of selecting a winning ticket.
7. **A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant of authority of a political subdivision of this state:**

Not applicable.
8. **The preliminary summary of the economic, small business, and consumer impact:**

These games will provide our players with a larger variety of instant games with a potential increase in sales. The only impact these rules have upon Lottery retailers is to specify how they determine if a ticket is a winning ticket, and, if so, the prize amount.
9. **A description of the changes between the proposed rules, including supplemental notices and final rules:**

The graphics (Exhibits A-D) are adopted with the corresponding rule, (as published by the Secretary of State's Office).
10. **A summary of the principal comments and the agency response to them:**

None.
11. **Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**

None.
12. **Incorporations by reference and their location in the rules:**

None.
13. **Whether the rule was previously adopted as an emergency rule, and if so, whether the text was changed between adoption as an emergency and the adoption of these final rules:**

Not applicable.

Arizona Administrative Register
Notices of Final Rulemaking

14. The full text of the rules follows:

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

ARTICLE 3. INSTANT LOTTERY GAMES

Section

- R19-3-393. Scratch, Match, and Win
- R19-3-394. Aces High
 - Exhibit A. Your Card
 - Exhibit B. House Card
- R19-3-395. Lucky Scratch
 - Exhibit C. Confirming Captions
- R19-3-396. Winning Card
 - Exhibit D. Dealer's Card/Your Card

ARTICLE 3. INSTANT LOTTERY GAMES

R19-3-393. "Scratch, Match, and Win"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side of the front of the ticket and are one of the following: "\$1", "\$2", "\$5", "\$10", "\$20", "\$50", or "\$100" with confirming captions.
- B. A pack-ticket number beginning with 300001 is located in the lower-left portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$50	FTYDOL
\$100	ONEHUND

- D. The retailer-validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, or \$100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE = \$1	TEN = \$10
TWO = \$2	TWY = \$20
FIV = \$5	FFY = \$50
	QNH = \$100

- E. A prize winner in the "SCRATCH, MATCH & WIN" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. The prizes are as follows:

Match 3	\$1 = \$1 (one dollar) or
Match 3	\$2 = \$2 (two dollars) or
Match 3	\$5 = \$5 (five dollars) or
Match 3	\$10 = \$10 (ten dollars) or
Match 3	\$20 = \$20 (twenty dollars) or
Match 3	\$50 = \$50 (fifty dollars) or
Match 3	\$100 = \$100 (one hundred dollars)

R19-3-394. "Aces High"

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with "YOUR CARD" printed above and can be one of the play symbols displayed in Exhibit A. Three play symbols appear in a vertical row with "HOUSE CARD" printed above, and can be one of the play symbols viewed in Exhibit B.
- B. Three prize symbols appear in a vertical row with "PRIZE" printed above and are one of the following: "\$1", "\$2", "\$5, "15", "\$50", and "\$500" with confirming captions. The prize symbols and confirming captions are as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$15	FTNDOL
\$50	FTYDOL
\$500	FIVHUND

- C. A pack-ticket number is located on the lower-left side of the back of the ticket and begins with 400001.
- D. The retailer-validation code verifies instant winners of \$1, \$2, \$5, \$10, \$15, \$50, \$100, \$150, and \$500. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE = \$1	FFY = \$50
TWO = \$2	ONH = \$100
FIV = \$5	OFY = \$150
TEN = \$10	FHN = \$500
FTN = \$15	

- E. A prize winner in the "ACES HIGH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as "Game 1", the two play symbols and prize symbol identified as "Game 2", and the two play symbols and prize symbol identified as "Game 3". Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder's "YOUR CARD" beats "HOUSE CARD" in either "Game 1", "Game 2", or "Game 3", the player wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

\$1	= \$1 (one dollar) or
\$2	= \$2 (two dollars) or
\$1 + \$2 + \$2	= \$5 (five dollars) or
\$5	= \$5 (five dollars) or
\$5 + \$5	= \$10 (ten dollars) or
\$15	= \$15 (fifteen dollars) or
\$50	= \$50 (fifty dollars) or
\$50 + \$50	= \$100 (one hundred dollars) or
\$50 + \$50 + \$50	= \$150 (one hundred fifty dollars) or
\$500	= \$500 (five hundred dollars) or

Arizona Administrative Register

Notices of Final Rulemaking

$\$500 + \$500 = \$1,000$ (one thousand dollars) or
 $\$500 + \$500 + \$500 = \$1,500$ (one thousand five hundred dollars)

**Exhibit A
YOUR CARD**



**Exhibit B
HOUSE CARD**



the right side on the front of the ticket and are one of the following: "\$1", "\$2", "\$5", "\$10", "\$15", "\$100", or "\$1000" with confirming captions as illustrated in Exhibit C.

- B. A pack-ticket number beginning with 500001 is located in the lower-left portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows and illustrated in Exhibit C:

Play Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$15	FTNDOL
\$100	ONEHUND
\$1000	ONETHOU

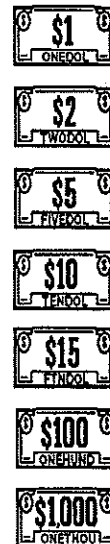
- D. The retailer-validation code verifies instant winners of \$1, \$2, \$5, \$10, \$15, or \$100 tickets. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE = \$1	TEN = \$10
TWO = \$2	FTN = \$15
FIV = \$5	ONH = \$100

- E. A prize winner in the "LUCKY SCRATCH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. The prizes are as follows:

Match 3	\$1	= \$1 (one dollar) or
Match 3	\$2	= \$2 (two dollars) or
Match 3	\$5	= \$5 (five dollars) or
Match 3	\$10	= \$10 (ten dollars) or
Match 3	\$15	= \$15 (fifteen dollars) or
Match 3	\$100	= \$100 (one hundred dollars) or
Match 3	\$1000	= \$1000 (one thousand dollars)

**Exhibit C
CONFIRMING CAPTIONS**



R19-3-395. "Lucky Scratch"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on

Arizona Administrative Register
Notices of Final Rulemaking

R19-3-396. "Winning Card"

- A.** Four play symbols, which are in a horizontal row, appear under the latex in the play area located on the center right portion of the ticket with "YOUR CARD" printed above each play symbol and are one of the play spots displayed in Exhibit D. One winning number symbol appears on the upper-right portion of the play area with "DEALER'S CARD" printed above and is one of the play spots displayed in Exhibit D.
- B.** A pack-ticket number beginning with 600001 is located in lower-left portion on the back of the ticket.
- C.** Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$100	ONEHUND
\$2,000	TWOTHOU

- D.** The retailer-validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, or \$100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE = \$1	TEN = \$10
TWO = \$2	TWY = \$20
FIV = \$5	FFY = \$50
	ONH = \$100

- E.** A prize winner in the "WINNING CARD" instant game is determined by removing the latex from the play area on the front of the ticket to determine the four play symbols and the winning number symbol. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR CARD" symbol matches the "DEALER'S CARD" symbol, the player wins the prize amount directly under the play symbol. There may be four ways to win on a ticket. The prizes are as follows:

\$1 _____ = \$1 (one dollar) or

\$2	= \$2 (two dollars) or
\$2+ \$2 + \$1	= \$5 (five dollars) or
\$3 + \$2	= \$5 (five dollars) or
\$5 + \$5	= \$10 (ten dollars) or
\$5 + \$3 + \$2	= \$10 (ten dollars) or
\$5 + \$5 + \$10	= \$20 (twenty dollars) or
\$10 + \$5 + \$3 + \$2	= \$20 (twenty dollars) or
\$50	= \$50 (fifty dollars) or
\$100	= \$100 (one hundred dollars) or
\$2,000	= \$2,000 (two thousand dollars)

Exhibit D

DEALER'S CARD / YOUR CARD

