

NOTICES OF PROPOSED RULEMAKING
Initiated Before January 1, 1995

Unless exempted by A.R.S. § 41-1055, each agency shall begin the rulemaking process by first filing a Notice of Proposed Rulemaking with the Governor's Regulatory Review Council as specified by A.R.S. § 41-1052. The agency shall also submit the text of the rules being proposed, an estimate of the economic impact, and a cost/benefit analysis of the proposed action. Following the Council's review and approval of the rule, the Council shall forward the rule to the Office of the Secretary of State for filing and publication in the *Arizona Administrative Register*.

Under the Administrative Procedure Act (A.R.S. § 41-1001 *et seq.*), an agency must allow at least 30 days to elapse after the publication of the Notice of Proposed Rulemaking in the *Register* before beginning any proceedings for adoption, amendment, or repeal of any rule. A.R.S. §§ 41-1013 and 41-1022 and A.A.C. R1-2-202.

TITLE 17. TRANSPORTATION

CH. 4. DEPARTMENT OF TRANSPORTATION
MOTOR VEHICLE DIVISION

The undersigned hereby gives notice that pursuant to the statutory authority of A.R.S. §§ 28-202, 28-430.01, 28-1085.06, and 28-1236, the following actions are proposed:

Adopt:

- R17-4-414. Envelope Permit Point System
- R17-4-501. Third-party Driver License Processor and Tester

Amend:

- R17-4-445. Motor Carrier Financial Responsibility
- R17-4-448. Certification when Form E is Not Required

Summary

R17-4-414 sets forth a system for determining if there has been such frequency of violations against traffic regulations by the holder of an envelope permit as to warrant suspension or revocation of the envelope permit.

The proposed amendments to R17-4-445 and R17-4-448 eliminate self-certification affidavits as acceptable proof of insurance for motor carriers and will instead require certificates of insurance as proof of coverage for those motor carriers encompassed by the rules.

R17-4-501 sets forth the requirements for a private entity to be authorized to administer driver license training. It also sets forth the application procedure, duties and responsibilities, audit procedures, and grounds for denial and revocation.

Governor's Regulatory Review Council

The proposed rules with the economic impact, cost/benefit analysis, and impact on small businesses were heard by the Governor's Regulatory Review Council on July 11, 1995.

Opportunity for Public Comment

Notice is given that any person may file written comments on the proposed rulemaking with the agency contact person on or before October 20, 1995.

Contact: Randall X. Ramsey, Department of Transportation,
4747 North Seventh Avenue, Phoenix, Arizona 85013-2401,
(602) 255-7737.

The Commission has scheduled oral proceedings to be held as follows:

Date: October 10, 1995
Time: 10 a.m.
Location: Flagstaff City Hall
City Council Chambers
211 West Aspen
Flagstaff, Arizona

Date: October 11, 1995
Time: 1 p.m.
Location: Department of Transportation
206 South 17th Avenue (Auditorium)
Phoenix, Arizona

Date: October 13, 1995
Time: 10 a.m.
Location: Arizona State Building, Room 222
400 West Congress
Tucson, Arizona

Dated: July 7, 1995

/s/ Russell K. Pearce
Division Director

Filed in the Office of the
Secretary of State 8/4/95

**NOTICES OF PROPOSED RULEMAKING
Initiated After January 1, 1995**

Unless exempted by A.R.S. § 41-1005, each agency shall begin the rulemaking process by first filing a Notice of Proposed Rulemaking, containing the preamble and the full text of the rules, with the Secretary of State's Office. 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*.

Under the Administrative Procedure Act (A.R.S. § 41-1001 *et seq.*), an agency must allow at least 30 days to elapse after the publication of the Notice of Proposed Rulemaking in the *Register* before beginning any proceedings for adoption, amendment, or repeal of any rule. A.R.S. §§ 41-1013 and 41-1022.

NOTICE OF PROPOSED RULEMAKING

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

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

1. **Sections Affected:** **Rulemaking Action**
R19-3-305 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:**
Authorizing statute: A.R.S. § 5-504(B)
Implementing statute: A.R.S. § 5-504(B)

3. **The name and address of agency personnel with whom persons may communicate regarding the rulemaking:**
Name: Mr. Ralph Decker, Executive Director
Address: Arizona State Lottery Commission
4740 East University
Phoenix, Arizona 85034
Telephone: (602) 921-4400

4. **An explanation of the rules, including the agency's reasons for initiating the rules:**
R19-3-305 sets forth provisions unique to the conduct of the Arizona Lottery's instant games. The provisions of this rule 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.

5. **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.

6. **The summary of the economic, small business, and consumer impact:**
This game will allow our players to play one of the most popular instant games in the country and will provide the state with a potential increase in sales. The only impact this rule has upon Lottery retailers is to specify how they determine if a ticket is a winning ticket and, if so, the prize amount.

7. **The name and address of agency personnel with whom persons may communicate regarding the accuracy of the economic, small business, and consumer impact statement:**
Name: Ralph W. E. Decker, Executive Director
Address: Arizona State Lottery Commission
4740 East University Drive
Phoenix, Arizona 85034
Telephone: (602) 921-4400

8. **The time, place, and nature of the proceedings for the adoption, amendment, or repeal of the rule or, if no proceeding is scheduled, where, when, and how persons may request an oral proceeding on the proposed rule:**
Date: Friday, October 20, 1995
Time: 10 a.m.
Location: Arizona State Lottery Commission
4740 East University Drive
Phoenix, Arizona
Nature: Public Meeting and Commission Meeting

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9. **Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**
The close of record for written comments is 5 p.m. on October 19, 1995.
The close of record for oral comments is October 20, 1995.
10. **Incorporations by reference and their location in the rules:**
Not applicable.
11. **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

- R19-3-305. "Bingo"
Illus. A. Lines
Illus. B. Four Corners
Illus. C. "X"

\$2 = TWO	\$40 = FRY
\$3 = THR	\$50 = FTY
\$5 = FIV	\$150 = ONF
\$10 = TEN	\$200 = THN
\$25 = TWF	\$250 = THY
\$30 = TRY	

ARTICLE 3. INSTANT LOTTERY GAMES

R19-3-305. "Bingo"

- A. In the latex play area located on the right side of the ticket, four play areas called "PLAYER'S CARDS" appear and are identified as "CARD 1", "CARD 2", "CARD 3", and "CARD 4". Within each "CARD", five play symbols appear in a vertical row with "B" above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", or "15". Five play symbols appear in a vertical row with "I" printed above and are one of the following: "16", "17", "18", "19", "20", "21", "22", "23", "24", "25", "26", "27", "28", "29", or "30". Five play symbols appear in a vertical row with "N" printed above and are one of the following: "31", "32", "33", "34", "35", "36", "37", "38", "39", "40", "41", "42", "43", "44", or "45". The third play spot in column "N" will always be the word "FREE". Five play symbols appear in a vertical row with "G" printed above and are one of the following: "46", "47", "48", "49", "50", "51", "52", "53", "54", "55", "56", "57", "58", "59", or "60". Five play symbols appear in a vertical row with "O" printed above and are one of the following: "61", "62", "63", "64", "65", "66", "67", "68", "69", "70", "71", "72", "73", "74", or "75".
- B. In the latex area located on the left side of the ticket is a play area identified as "CALLER'S CARD". Twenty-four play spots appear in three columns of eight and are one of the following: B1, B2, B3, B4, B5, B6, B7, B8, B9, B10, B11, B12, B13, B14, B15, I16, I17, I18, I19, I20, I21, I22, I23, I24, I25, I26, I27, I28, I29, I30, N31, N32, N33, N34, N35, N36, N37, N38, N39, N40, N41, N42, N43, N44, N45, G46, G47, G48, G49, G50, G51, G52, G53, G54, G55, G56, G57, G58, G59, G60, O61, O62, O63, O64, O65, O66, O67, O68, O69, O70, O71, O72, O73, O74, and O75.
- C. A pack-ticket number beginning with 500001 is located on the lower-left area on the back of the ticket.
- D. The retailer-validation code verifies instant winners of a \$2, \$3, \$5, \$10, \$25, \$30, \$40, \$50, \$150, \$200, or \$250 ticket. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

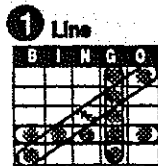
- E. A prize winner in the "BINGO" instant game is determined by removing the latex from the "CALLER'S CARD" play area on the front of the ticket to determine the play symbols. The player matches the play symbols on the "CALLER'S CARD" to the play symbols on the four "PLAYER'S CARDS". Neither the retailer-validation 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 matches five consecutive play symbols on one of the four "PLAYER'S CARDS" in any horizontal, vertical, or diagonal line as shown in illustration number one on the back of each "BINGO" instant game and Illustration A, matches play symbols in all four corners in one of the four "PLAYER'S CARDS" as shown in illustration number two on the back of each "BINGO" card and Illustration B, or matches five consecutive play symbols in both diagonals forming an "X" in any one of the four cards as shown in illustration number three on the back of each "BINGO" instant game and Illustration C, the player wins the prize amount indicated on the appropriate winning "PLAYER'S CARD". Players can win up to four times on a ticket. The prizes are as follows:

Horizontal, vertical, or diagonal line, Card 1	=	\$2 (two dollars) or
Horizontal, vertical, or diagonal line, Card 2	=	\$3 (three dollars) or
Horizontal, vertical, or diagonal line, Card 1 plus Card 2	=	\$5 (five dollars) or
Horizontal, vertical, or diagonal line, Card 3	=	\$10 (ten dollars) or
Horizontal, vertical, or diagonal line, Card 4	=	\$25 (twenty-five dollars) or
Horizontal, vertical, or diagonal line, on Card 1, plus Card 2, plus Card 4	=	\$30 (thirty dollars) or
Horizontal, vertical, or diagonal line on Card 1, plus Card 2, plus Card 3, plus Card 4	=	\$40 (forty dollars) or
Four corners, Card 2	=	\$50 (fifty dollars) or

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- Both diagonal lines ("X"),
Card 1 = \$150 (one hundred
fifty dollars) or
- Four corners on Card 1, plus four
corners on Card 3, plus a horizontal,
vertical, or diagonal line
on Card 4 = \$200 (two hundred
dollars) or
- Four corners on Card 2, plus both
diagonal lines ("X")
on Card 1 = \$200 (two hundred
dollars) or
- Four corners on Card 4 = \$250 (two hundred fifty
dollars) or
- Four corners on Card 1, plus Card
2, plus Card 3, plus a horizontal,
vertical, or diagonal line on
Card 4 = \$250 (two hundred fifty
dollars) or
- Both diagonal lines ("X") on
Card 2 = \$250 (two hundred fifty
dollars) or
- Both diagonal lines ("X") on
Card 3 = \$1,000 (one thousand
dollars) or
- Both diagonal lines ("X") on
Card 4 = \$10,000 (ten thousand
dollars)

Illustration A. Line



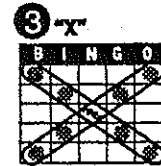
1 - Match all bingo numbers in a complete horizontal, vertical, or diagonal line to win \$2 to \$25.

Illustration B. Four Corners



2 - Match all bingo numbers in all 4 corners to win \$25 to \$250.

Illustration C. "X"



3 - Match all bingo numbers to make a complete "X" (8 numbers + "Free Space") to win \$15 to \$10,000.