

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.

TITLE 10. LAW

CHAPTER 1. DEPARTMENT OF LAW ATTORNEY GENERAL'S OFFICE

PREAMBLE

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|---|---|
| 1. <u>Sections Affected</u>
R10-1-201 | <u>Rulemaking Action</u>
Repeal |
|---|---|
- 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. § 41-192(B)(2)
Implementing statute: A.R.S. § 41-192(A)(2)
- 3. The effective date of the rules:**
November 2, 1995
- 4. A list of all previous notices appearing in the Register addressing the final rule:**
Notice of Rulemaking Docket Opening:
1 A.A.R. 1441, August 25, 1995

Notice of Proposed Rulemaking:
1 A.A.R. 1481, September 1, 1995

Correction to Notice of Proposed Rulemaking:
1 A.A.R. 1660, September 22, 1995
- 5. The name and address of agency personnel with whom persons may communicate regarding the rule:**
Name: Elizabeth Stewart
Address: Attorney General's Office
1275 West Washington
Phoenix, Arizona 85007
Telephone: (602) 542-8331
Fax: (602) 542-4385
- 6. An explanation of the rule, including the agency's reasons for initiating the rule:**
The Attorney General intends to repeal this Section since A.R.S. § 41-772 establishes limitations on political activities for attorneys.
- 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 summary of the economic, small business, and consumer impact:**
It is not anticipated that the repeal of this Section will have any economic, small business, or consumer impact.
- 9. A description of the changes between the proposed rules, including supplemental notices, and final rules (if applicable):**
There were no changes between the proposed rules and the final rules.
- 10. A summary of the principal comments and the agency response to them:**
No comments were received on these rules.
- 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. Was this rule previously adopted as an emergency rule?:**
No.
- 14. The full text of the rule follows:**

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TITLE 10. LAW

CHAPTER 1. DEPARTMENT OF LAW
ATTORNEY GENERAL'S OFFICE

ARTICLE 2. POLITICAL ACTIVITY

Section

R10-1-201. Prohibition of political activity

ARTICLE 2. POLITICAL ACTIVITY

R10-1-201. Prohibition of political activity

- A. No Assistant Attorney General or attorney who has been assigned permanent responsibility for supervising other attorneys employed by the Department of Law may:
 1. Use any political endorsement in connection with any appointment to a position in public employment.
 2. Use or promise to use any official authority or influence for the purpose of influencing the vote or political action of any person or for any consideration.
- B. No Assistant Attorney General or attorney who has been assigned permanent responsibility for supervising other attorneys may be a member of any national, state, or local committee of a political party, or an officer or chairman of a committee of a partisan political club, or a candidate for nomination or election to any paid public office, or shall take

any part in the management or affairs of any political party or in any political campaign, except that any employee may express his or her opinion, attend meetings for the purpose of becoming informed concerning the candidates for public office and the political issues, and cast his or her vote.

- C. The provisions of this Section do not apply to school board elections or community college district governing board elections, and an Assistant Attorney General or attorney who has been assigned permanent responsibility for supervising other attorneys may serve as a member of the board of trustees of a common or high school district or as a member of the community college district governing board.
- D. Nothing contained in this Section shall be construed as denying any Assistant Attorney General or attorney who has been assigned permanent responsibility for supervising other attorneys his or her civil or political liberties as guaranteed by the United States and Arizona Constitutions.
- E. The provisions of this rule shall not apply to any employee of the Administrative Division of the Attorney General's Office if the Attorney General, in writing, specifically waives the applicability of this rule.

NOTICE OF FINAL RULEMAKING

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

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

PREAMBLE

1. Sections Affected

R19-3-305	<u>Rulemaking Action</u>
Illus. A	New Section
Illus. B	New Illustration
Illus. C	New Illustration
2. The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):
Authorizing statutes: A.R.S. § 5-504(B)
3. The effective date of the rules:
November 3, 1995
4. A list of all previous notices appearing in the Register addressing the final rule:
 - Notice of Rulemaking Docket Opening:
 - 1 A.A.R. 1355, August 11, 1995
 - Notice of Proposed Rulemaking:
 - 1 A.A.R. 1439, August 25, 1995
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:
 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 R19-3-301. The unique provisions described in this rule 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

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- 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 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.
9. A description of the changes between the proposed rules, including supplemental notices, and final rules (if applicable): There are no changes in the adopted rules from the proposed rules as published in the Register.
10. A summary of the principal comments and the agency response to them: No comments were received by the agency.
11. Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules: Not applicable.
12. Incorporations by reference and their location in the rules: Not applicable.
13. Was this rule previously adopted as an emergency rule?: No.
14. The full text of the rule 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. "Line"
Illus. B. "Four Corners"
Illus. C. "X"

ARTICLE 3. INSTANT LOTTERY GAMES

R19-3-305. "Bingo"

- A. In the latex play area located on the right side of the ticket, 4 play areas called "PLAYER'S CARDS" appear and are identified as "CARD 1", "CARD 2", "CARD 3", and "CARD 4". Within each "CARD", 5 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 "T" 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 3 columns of 8 and are one of the following: B1, B2, B3, B4, B5, B6, B7, B8, B9, B10, B11, B12, B13, B14, B15, B16, B17, B18, B19, B20, B21, B22, B23, B24, B25, B26, B27, B28, B29, B30, B31, B32, B33, B34, B35, B36, B37, B38, B39, B40, B41, B42, B43, B44, B45, G46, G47, G48, G49, G50, G51, G52, G53, G54, G55, G56, G57, G58, G59, G60, G61, G62, G63, G64, G65, G66, G67, G68, G69, G70, G71, G72, G73, G74, and G75.
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:

Table with 2 columns: Prize Amount and Retailer-Validation Code.
\$2 = TWO, \$3 = THR, \$5 = FIV, \$10 = TEN, \$25 = TWF, \$30 = TRY, \$40 = FRY, \$50 = FTY, \$150 = ONF, \$200 = THN, \$250 = THY

- 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 4 "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 5 consecutive play symbols on one of the 4 "PLAYER'S CARDS" in any horizontal, vertical, or diagonal line as shown in illustration number 1 on the back of each "BINGO" instant game and Illustration A, matches play symbols in all 4 corners in one of the 4 "PLAYER'S CARDS" as shown in illustration number 2 on the back of each "BINGO" card and Illustration B, or matches 5 consecutive play symbols in both diagonals forming an "X" in any one of the 4 cards as shown in illustration number 3 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 4 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,

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- 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
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.