

Document: Emergency Rule, **Register Page Number:** 26 IR 1587

Source: February 1, 2003, Indiana Register, Volume 26, Number 5

Disclaimer: This document was created from the files used to produce the official CD-ROM Indiana Register . However, this document is unofficial.

TITLE 65 STATE LOTTERY COMMISSION

LSA Document #02-355(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 051. Effective December 20, 2002.

SECTION 1. **The name of this pull-tab game is “Pull-Tab Game Number 051, Hot 13s”.**

SECTION 2. **Pull-tab tickets for pull-tab game number 051 shall sell for fifty cents (\$0.50) per ticket.**

SECTION 3. **Pull-tab game number 051 is a criss-cross game.**

SECTION 4. **A pull-tab ticket in pull-tab game number 051 shall contain fifteen (15) play symbols and play symbol captions arranged in a matrix of five (5) rows and three (3) columns. Each row shall be covered by a tab. The play symbols and play symbol captions in pull-tab game number 051 shall consist of the following possible play symbols:**

(1) A picture of a bunch of cherries

CHERRIES

(2) A picture of a stack of chips

CHIPS

(3) A picture of a diamond

DIAMOND

(4) A picture of a dollar sign

MONEY

(5) A picture of the number “13”

13’s

(6) A picture of a block of ice with cherries

ICE

(7) A picture of a star

STAR

(8) A picture of a bunch of grapes

GRAPES

SECTION 5. **A row, column, or diagonal on a pull-tab ticket in pull-tab game number 051 which contains three (3) play symbols in a combination set forth in SECTION 6 of this rule [document] is not a criss-cross winning combination unless all of the following are true:**

(1) **The play symbols and play symbol captions in the line are consistent with those specified in SECTION 4 of this rule [document].**

(2) **The three (3) play symbols and play symbol captions in the line are bisected by a blue arrow.**

(3) **The prize amount appears on the left side of the line in red ink on a yellow box.**

SECTION 6. **Subject to SECTION 5 of this rule [document], the holder of a valid pull-tab ticket for pull-tab game number 051 containing a criss-cross winning combination is entitled to a prize the amount and the approximate number of which are as follows:**

Matching Play Symbols in Criss-Cross Winning Combinations	Prize Amount	Approximate Number Number [sic.] of Prizes
2–13’s + 1 Cherries	\$.50	201,690

2-13's + 1 Chips	\$1	29,133
2-13's + 1 Diamond	\$3	6,723
2-13's + 1 Money	\$25	2,241
3-13's	\$125	2,241

SECTION 7. A total of approximately one million five hundred thousand (1,500,000) pull-tab tickets will be initially available for pull-tab game number 051. The odds of winning a prize in pull-tab game 051 are approximately 1 in 6.22. If additional pull-tab tickets are made available for this pull-tab game, the approximate number of each prize shall increase proportionally.

SECTION 8. The last day to claim prizes in pull-tab game number 051 shall be sixty (60) days after the end of the game. End of game dates are available at any pull tab retailer location, on the commission's Web site at www.hoosierlottery.com, and via the commission's customer service center which can be contacted toll-free at 1-800-955-6886.

LSA Document #02-355(E)

Filed with Secretary of State: December 20, 2002, 11:46 a.m.