

TITLE 65 STATE LOTTERY COMMISSION

LSA Document #03-247(E)

DIGEST

Adds 65 IAC 4-331 concerning instant game number 660. Effective September 3, 2003.

65 IAC 4-331

SECTION 1. 65 IAC 4-331 IS ADDED TO READ AS FOLLOWS:

Rule 331. Instant Game 660

65 IAC 4-331-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is “Instant Game Number 660, \$200,000 Cash Bonanza”. *(State Lottery Commission; 65 IAC 4-331-1; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200)*

65 IAC 4-331-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 660 shall sell for twenty dollars (\$20) per ticket. *(State Lottery Commission; 65 IAC 4-331-2; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200)*

65 IAC 4-331-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 660 shall contain forty-six (46) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Six (6) play symbols and play symbol captions shall appear in the area labeled “WINNING NUMBERS”. Forty (40) play symbols and play symbol captions shall appear in the area labeled “YOUR NUMBERS” and be arranged in pairs representing numbers, a picture of “\$\$”, and prize amounts.

(b) The play symbols and play symbol captions in instant game number 660, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1**
ONE
- (2) 2**
TWO
- (3) 3**
THR
- (4) 4**
FOR
- (5) 5**
FIV

(6) 6
SIX
(7) 7
SVN
(8) 8
EGT
(9) 9
NIN
(10) 10
TEN
(11) 11
ELV
(12) 12
TLV
(13) 13
TRN
(14) 14
FRN
(15) 15
FTN
(16) 16
SXT
(17) 17
SVT
(18) 18
ETN
(19) 19
NTN
(20) 20
TWY
(21) 21
TWN
(22) 22
TWT
(23) 23
TWR
(24) 24
TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT

(33) 33

TTH

(34) 34

TTF

(35) 35

THF

(36) 36

THS

(37) 37

TTS

(38) 38

THE

(39) 39

THN

(40) 40

FRY

(41) 41

FRO

(42) 42

FRT

(43) 43

FTH

(44) 44

FRF

(45) 45

FRV

(46) 46

FRS

(47) 47

FSN

(48) 48

FRE

(49) 49

FNI

(50) 50

FTY

(51) 51

FYO

(52) 52

FYT

(53) 53

FYH

(54) 54

FYF

(55) 55

FYV

(56) 56

FYS

(57) 57

FYN

(58) 58

FYE

(59) 59

FNN

(60) 60
SXY
(61) \$\$
WIN \$50

(State Lottery Commission; 65 IAC 4-331-3; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200)

65 IAC 4-331-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a valid instant ticket in instant game number 660 shall remove the latex material covering the forty-six (46) play symbols and play symbol captions. If one (1) or more of the play symbols and play symbol captions exposed in the "YOUR NUMBERS" area match any of the play symbols and play symbol captions exposed in the "WINNING NUMBERS" area, the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is exposed in the "YOUR NUMBERS" area, the holder is automatically entitled to a prize of fifty dollars (\$50). The matched prize play symbols, prize amounts, and number of winners in instant game number 660 are as follows:

Number of Matches or Winning Play Symbols	Total Prize Amount	Approximate Number of Winners
1 – \$10.00	\$10	187,200
4 – \$5.00	\$20	31,200
2 – \$10.00	\$20	62,400
1 – \$20.00	\$20	31,200
1 – \$25.00	\$25	18,200
10 – \$5.00	\$50	10,400
5 – \$10.00	\$50	10,400
2 – \$25.00	\$50	10,400
1 – \$50.00	\$50	10,400
1 – \$50.00 auto	\$50	10,400
10 – \$10.00	\$100	5,200
1 – \$50.00 + 1 – \$50.00 auto	\$100	5,200
20 – \$5.00	\$100	5,200
6 – \$25.00 + 1 – \$50.00	\$200	1,235
1 – \$50.00 + 1 – \$50.00 auto + 1 – \$100	\$200	1,235
20 – \$10.00	\$200	1,235
5 – \$100.00	\$500	260
1 – \$50.00 + 1 – \$50.00 auto + 2 – \$100 + 1 – \$200	\$500	260
1 – \$500	\$500	260
2 – \$500	\$1,000	91
1 – \$1,000 + 1 – \$2,000 + 4 – \$500	\$5,000	22
1 – \$5,000	\$5,000	22
1 – \$200,000	\$200,000	4

(State Lottery Commission; 65 IAC 4-331-4; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)

65 IAC 4-331-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately one million five hundred thousand (1,500,000) instant tickets initially available in instant game number 660.

(b) The odds of winning a prize in instant game number 660 are approximately 1 in 3.88.

(c) All reorders of tickets for instant game number 660 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-331-5; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)*

65 IAC 4-331-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 660 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-331-6; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)*

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