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TITLE 65 STATE LOTTERY COMMISSION

LSA Document #03-310(E)

DIGEST

Adds 65 IAC 4-335 concerning instant game number 676. Effective November 20, 2003.

65 IAC 4-335

SECTION 1. 65 IAC 4-335 IS ADDED TO READ AS FOLLOWS:

Rule 335. Instant Game 676

65 IAC 4-335-1 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 676, Blazin’ Bingo Doubler”. *(State Lottery Commission; 65 IAC 4-335-1; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)*

65 IAC 4-335-2 Ticket price

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

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 676 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-335-2; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)*

65 IAC 4-335-3 Play symbols

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

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 676 shall have four (4) separate and independent game play data areas, with the game play data area in the upper right side of each instant ticket referred to as “CALLER’S CARD”. The game play data area on each instant ticket shall have four (4) separate games labeled “CARD 1”, “CARD 2”, “CARD 3”, and “CARD 4”, respectively. The “CALLER’S CARD” shall have twenty-four (24) play symbols arranged in a matrix of four (4) rows and six (6) columns. “CARD 1”, “CARD 2”, “CARD 3”, and “CARD 4” shall have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for “CARD 1”, “CARD 2”, “CARD 3”, and “CARD 4” shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67

8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for “CALLER’S CARD” shall consist of the following possible play symbols:

SYMBOL SYMBOL SYMBOL SYMBOL SYMBOL

B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-335-3; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)

65 IAC 4-335-4 How to play

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

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 676 must remove the latex material covering the twenty-four (24) play symbols on the upper right side of the game play data area labeled “CALLER’S CARD”. (State Lottery Commission; 65 IAC 4-335-4; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191)

65 IAC 4-335-5 “Winning play” defined

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

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, “winning play” means play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

- (1) Five (5) play symbols in a vertical, horizontal, or diagonal line.
- (2) If the five (5) play symbols in a vertical, horizontal, or diagonal line are marked with “red”, the corresponding prize is doubled.
- (3) One (1) play symbol in each corner.
- (4) Eight (8) play symbols arranged from corner to corner in the form of an “X”.
- (5) If the eight (8) play symbols arranged from corner to corner in the form of an “X” are marked with “red”, the corresponding prize is doubled.

(b) There shall be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket in instant game 676. *(State Lottery Commission; 65 IAC 4-335-5; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191)*

65 IAC 4-335-6 “Pack” defined

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

Affected: IC 4-30

Sec. 6. For purposes of instant game number 676, “pack” means a set of instant tickets each bearing a common pack number, fan-folder in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-335-6; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191)*

65 IAC 4-335-7 Number of prizes

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

Affected: IC 4-30

Sec. 7. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 676 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1 – 5(a)(1)	\$2	306,000
CARD 2 – 5(a)(1)	\$3	244,800
CARD 1 – 5(a)(2)	\$4	102,000
CARD 1 – 5(a)(1) and CARD 2 – 5(a)(1)	\$5	81,600
CARD 2 – 5(a)(2)	\$6	102,000
CARD 3 – 5(a)(1)	\$10	20,400
CARD 3 – 5(a)(2)	\$20	20,400
CARD 4 – 5(a)(1)	\$25	19,720
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), and CARD 4 – 5(a)(1)	\$30	8,500
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), CARD 3 – 5(a)(1) and CARD 4 – 5(a)(1)	\$40	5,100
CARD 2 – 5(a)(3)	\$50	3,400
CARD 4 – 5(a)(2)	\$50	3,400
CARD 1 and CARD 3 – 5(a)(3) and CARD 4 – 5(a)(1)	\$200	544
CARD 1 and CARD 2 and CARD 3 – 5(a)(3) and CARD 4 – 5(a)(1)	\$250	340
CARD 2 – 5(a)(4)	\$250	340
CARD 4 – 5(a)(3)	\$250	340
CARD 1 – 5(a)(5)	\$300	170
CARD 3 – 5(a)(5)	\$2,000	34
CARD 4 – 5(a)(5)	\$10,000	10

(State Lottery Commission; 65 IAC 4-335-7; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191)

65 IAC 4-335-8 Number of tickets; odds; reorders

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

Affected: IC 4-30

Sec. 8. (a) A total of approximately four million (4,000,000) instant tickets will be initially available for instant game number 676.

(b) The odds of winning a prize with an instant ticket in instant game number 676 are approximately 1 in 4.44.

(c) All reorders of tickets for instant game number 676 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 4-335-8; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1192)*

65 IAC 4-335-9 Last day to claim prizes

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

Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of instant game 676 within which to claim their prizes. The last day to claim a prize in instant game number 676 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 4-335-9; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1192)*

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