

KENO 10/20/70 RULES (LUCKY KENO 70)

Version 2
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TABLE OF CONTENTS

1.	GLOSSARY OF TERMS	3
2.	KENO 10/20/70 RULES	6
3.	KENO 10/20/70 DESCRIPTION	6
4.	HOW TO PLAY	7
5.	ENTRY TICKET	11
6.	COST OF THE TICKET	13
7.	KENO 10/20/70 PRIZES	14
8.	KENO 10/20/70 DRAWS	20
9.	CLAIM AND PAYMENT OF PRIZES	21
10.	HANDLING OF DISPUTED CLAIMS	23
11.	MEMBERSHIP CARDS	24
12.	RETAILER SYNDICATES	25
13.	COMPLAINTS	25

1. GLOSSARY OF TERMS

The following terms and definitions shall apply throughout these rules unless otherwise stated:

“**Act**” means the *Gambling Regulation Act (Vic) 2003*.

“**Advance Draw**” is a Keno 10/20/70 entry option available by marking the Advance box on the Entry Coupon. It allows the player to choose any future Draw up to twenty nine (29) Draws after the current Draw into which an entry can be effected.

“**Authorised Point of Sale**” is the location of a licensed Retailer approved by Intralot Australia where entries in Keno 10/20/70 may be purchased.

“**Claim Period**” means the period defined by Intralot Australia in which a prize can be claimed. This period ends six (6) months from the date that the Draw was conducted. If the last day, and any day or days immediately preceding it, is a Saturday, Sunday or public holiday, the period ends on the last working day before that day. All such periods end at the close of business on the nominated day.

“**Close of Draw Entries**” means the time and day determined by Intralot Australia after which entries into a Draw will not be accepted.

“**Draw**” means the drawing of Keno 10/20/70 numbers as described in these rules by which winning entries in Keno 10/20/70 are determined.

“**Draw Selection**” is a Keno 10/20/70 entry option available by marking the appropriate box on the Entry Coupon that allows the player to participate in the 2pm , 8pm or consecutive Draws.

“**Draw Malfunction**” is a failure of the random number generator(s) or any device integral to its operation.

“**Entry Cost**” is the amount determined by Intralot Australia which is paid by the player for the purchase of a Keno 10/20/70 Entry Ticket. This amount excludes any Retailer’s Commission and depends on the player’s selection on the Entry Coupon.

“**Entry Coupon**” is a form supplied by Intralot Australia for players to use in order to place an entry in Keno 10/20/70.

“**Entry Ticket**” is a record of entry in Keno 10/20/70 produced at any Authorised Point of Sale which is issued in accordance with these rules.

“**Game**” is a series of numbers chosen by the player or randomly selected by the system. The quantum of numbers corresponds to the Spot Number marked in the game panel.

“**HI & LOW**” is a Keno 10/20/70 entry option available by marking the HI or LOW box on the Entry Coupon. It allows the player to predict whether thirteen (13) or more of the twenty (20) numbers drawn will be either HI between thirty six (36) and seventy (70) inclusive or LOW between one (1) and thirty five (35) inclusive.

“Intralot Australia” means Intralot Australia Pty Ltd whose registered office is located at 299 Williamstown Road, Port Melbourne, VIC 3207. Being the entity which conducts and promotes public lotteries in accordance with the Act in the State of Victoria and participating jurisdictions.

“Intralot Australia’s Website” means Intralot Australia’s website located at www.intralot.com.au where the rules and other information relating to Keno 10/20/70 can be found.

“Keno 10/20/70” means the lottery game which is conducted by Intralot Australia twice daily and in accordance with these rules.

“Lucky Bonus” is a Keno 10/20/70 entry option available by marking the appropriate box on each main game panel (A) to (E) on the Entry Coupon. It allows the player to win a Lucky Bonus prize if they have matched all the numbers that correspond with the Spot Number selected.

“Lucky Pik” is a Keno 10/20/70 entry option available by marking the appropriate box provided on each main game panel (A) to (E) of the Entry Coupon. It allows the player to use Intralot Australia’s system to randomly generate numbers that correspond to the Spot Number selected in that particular Spot Number Area.

“Membership Card” is a card which enables the holder to register and store entries in Keno 10/20/70 in accordance with the terms of that membership and these rules.

“Minimum Guarantee Prize” is the amount defined by Intralot Australia which represents the starting amount for the Spot 10 Lucky Bonus prize category.

“Multi Draws” is a Keno 10/20/70 entry option available by marking the appropriate box(s) on the Entry Coupon. It allows the player to participate with the same Entry Coupon in more than one (1) consecutive Draw.

“Multi/Advance Entry” is when both the Advance and Multi Draws options have been selected by the player on the Entry Coupon.

“Playing Area” means the area on the Entry Coupon where the player can select numbers between one (1) and seventy (70) inclusive.

“Prize Fund” is a minimum of sixty per cent (60%) of the Entry Cost of Keno 10/20/70, that will be paid into a Prize Pool.

“Prize Pool” is the fund from which all Keno 10/20/70 prizes will be paid including any Promotional Prizes where applicable.

“Promotional Prizes” are additional prizes allocated to certain winning categories in accordance with these rules.

“PRS Number” is the player registration system number that applies to the registered Membership Card.

“Retailer” is a person or corporation appointed by Intralot Australia to process entries in Keno 10/20/70.

“Retailer’s Commission” means the amount payable to the Retailer based on a percentage of the Entry Cost which makes up a component of the Total Ticket Cost. This amount is approved by the Minister for Gaming in accordance with the licence.

“Retailer Syndicate” is where a Retailer purchases an Entry Ticket in order to create equal shares out of this ticket and provide them to customers for participation in a particular Draw.

“Spot Number” indicates the amount of numbers that the player selects to participate in Keno 10/20/70.

“Spot Number Area” means the area on the Entry Coupon where the player selects the Spot Number they wish to play.

“Stake” means the Entry Cost per Game created in a game panel. The Stake increases the number of Games participating in the Draw. For example, a Spot 4 Standard Entry with a Stake of \$2 creates two (2) Games of the same four (4) numbers.

“Stake Area” is a specific area on each game panel of the Keno 10/20/70 Entry Coupon, which allows the player to select the Stake per Game.

“Standard Entry” is when the amount of numbers selected in the Playing Area is equal to the Spot Number selected in the Spot Number Area. This creates one (1) Game.

“System Entry” is when the amount of numbers in the Playing Area is greater than the Spot Number selected.

“Total Ticket Cost” is the Entry Cost in Keno 10/20/70 plus the Retailer’s Commission.

“Top Up” is a Keno 10/20/70 entry option available by marking the Top Up box provided on the Entry Coupon. It allows the player to use the system to generate a Spot 10 Lucky Pik entry for each of the unmarked main game panels on the Entry Coupon.

“VCGR” means the Victorian Commission for Gambling Regulation established by the Act.

“Winner Declaration Form” is a form supplied by Intralot Australia that is to be completed by all winners of prizes over four thousand Australian dollars (\$4,000), upon presentation of their Entry Ticket at Intralot Australia’s registered office.

2. KENO 10/20/70 RULES

2.1. The rules of Keno 10/20/70 will come into effect on 8 December 2008 and will be used for all Draws conducted after this date. Intralot Australia may amend these rules from time to time in accordance with the Act. If the change invalidates an Entry Ticket that has already been issued, the holder may seek a full refund of the Total Ticket Cost for that Entry Ticket, but Intralot Australia will not be liable for any other loss or damage suffered by the player as a result of such changes.

2.2. The rules will be available at:

2.2.1. Intralot Australia's registered office;

2.2.2. All Authorised Points of Sale; and

2.2.3. Intralot Australia's Website.

2.3. Purchase of an Entry Ticket will bind Intralot Australia and the player contractually in accordance with these rules. The player acknowledges and agrees to be bound by these rules and will accept any decisions made by Intralot Australia in resolving any claim pursuant to these rules.

2.4. Entry into Keno 10/20/70 is only open to persons eighteen (18) years of age or over.

2.5. The rules as stated herein will prevail and be used to resolve any differences that may occur from time to time between any instruction on an Entry Coupon, Entry Ticket, or advertising and promotional material available in the public domain.

3. KENO 10/20/70 DESCRIPTION

3.1. Keno 10/20/70 Objective

The player's objective when participating in Keno 10/20/70 is to correctly predict:

3.1.1. Spot Entry

from three (3) up to ten (10) winning numbers from the twenty (20) numbers drawn, out of a range of numbers from one (1) to seventy (70); and/or

3.1.2. HI & LOW

that thirteen (13) or more of the twenty (20) numbers drawn will be either HI between thirty six (36) and seventy (70) inclusive, or LOW between one (1) and thirty five (35) inclusive.

3.2. Entry Coupon Description

- 3.2.1.** The Entry Coupon is used to indicate the selection of numbers or playing options (e.g. Lucky Bonus, Lucky Pik, Multi Draws, etc) that the player has made.
- 3.2.2.** Each Entry Coupon contains five (5) main game panels (marked “A” to “E”) for player number selections and one additional game panel for entry into HI & LOW. Each of the main game panels contain a:
- a)** Spot Number Area;
 - b)** Playing Area;
 - c)** Stake Area;
 - d)** Lucky Bonus box;
 - e)** System box;
 - f)** Lucky Pik box; and
 - g)** Void box.
- 3.2.3.** The HI & LOW game panel contains:
- a)** The HI and LOW boxes;
 - b)** A Stake Area; and
 - c)** A Void box.
- 3.2.4.** Each Entry Coupon also contains the following:
- a)** An Advance box;
 - b)** A Multi Draws area;
 - c)** A Draw Selection area; and
 - d)** A Top Up box.
- 3.2.5.** Only an Entry Coupon that is provided by Intralot Australia will be accepted as an Entry Coupon.

4. HOW TO PLAY

- 4.1.** At least one (1) of the game panels should be selected, to have a valid entry in Keno 10/20/70.
- 4.2.** To make a valid entry:
- 4.2.1.** For the five (5) main game panels A-E (spot entries):

- a) the player must select the desired Spot Number by marking one (1) of the boxes from three (3) to ten (10) in the Spot Number Area. The Spot Number represents the amount of numbers that the player wishes to predict out of the twenty (20) that will be drawn from the pool of seventy (70) (ranging from 1 to 70 inclusive).
- b) the player must then mark the individual numbers that they wish to predict from the Playing Area in that respective game panel. The amount of numbers marked should be equal to the Spot Number in the case of a Standard Entry, or more than the Spot Number in the case of a System Entry.

4.2.2. For the HI & LOW game panel the player should mark only one of the boxes either HI or LOW.

4.3. Standard Entry

4.3.1. For a Standard Entry the player should mark only the amount of numbers that are equivalent to the Spot Number selected in the relevant game panel. The player can also select the Stake in the Stake Area. If no selection is made in the Stake Area then the Entry Cost per Game will be the minimum as defined in Rule 6.1. A Standard Entry participation creates one (1) Game.

4.4. System Entry

4.4.1. For a System Entry the player should mark an amount of numbers that is greater than the Spot Number selected in the relevant game panel, to a maximum of twenty (20). In order to have a valid System Entry the player must also mark the System box included in the relevant game panel. In addition the player may select a Stake as detailed in the Stake Area. If no selection is made on the Stake Area then the Entry Cost per Game will be the minimum as defined in Rule 6.3. A System Entry participation creates multiple Games. The number of Games created is dependent upon the Spot Number and the amount of numbers selected in the Playing Area.

4.5. Lucky Bonus

4.5.1. Lucky Bonus is an option available on Standard, System and Lucky Pik entries by marking the appropriate box on the main (A-E) game panels. It allows the player to win an additional prize on top of their selected entry. This option is not available on HI & LOW entries.

4.6. Lucky Pik

4.6.1. The Lucky Pik option is only available with a Standard Entry participation. The player can also select the Stake per Game in the Stake Area. If no selection is made on the Stake Area then the Entry Cost per Game will be the minimum as defined in Rule 6.1.

4.7. HI & LOW

4.7.1. The player can choose either “HI” or “LOW” by marking the appropriate box in the HI & LOW game panel. HI & LOW is an additional way of participation in Keno 10/20/70 that entails the prediction of whether thirteen (13) or more of the twenty (20) numbers drawn will be either HI between thirty six (36) and seventy (70) inclusive, or LOW between one (1) and thirty five (35) inclusive. HI & LOW can be played independently. The player can also select the Stake per Game in the Stake Area. If no selection is made on the Stake Area then the Entry Cost per Game will be the minimum as defined in Rule 6.1.

4.8. Top Up

4.8.1. If the player selects the Top Up option on the Entry Coupon the system will generate Spot 10 Lucky Pik entries for each of the unmarked main game panels on the Entry Coupon. The Top Up option is also available if the player has marked only the HI & LOW game panel.

4.9. Advance Draw

4.9.1. If the player wants to place an entry for a future Draw(s) the player must mark the Advance box and instruct the Retailer as to which Draw the player would like to enter. The player can choose up to twenty nine (29) Draws after the current Draw. The Draw Selection option can also apply to Advance entries. For example if the player selects the “2pm” box from the Draw Selection area and the Advance box, the Entry Ticket can be advanced up to twenty nine (29) 2pm Draws after the current 2pm Draw. The Advance Draw entry will apply to all Games played on that particular Entry Coupon.

4.10. Verbal Play

4.10.1. Instead of marking an Entry Coupon the player can instruct the Retailer to enter the player's choices manually by inserting the information into the terminal. The terminal will then print an Entry Ticket. The same rules (and provisions) as detailed on the Entry Coupon will apply in the case of verbal play.

4.11. Draw Selection

4.11.1. The player can select to participate in either the 2pm or 8pm Draw by marking the relevant box ("2pm" or "8pm") on the Entry Coupon or for the next available Draw(s) by marking the "consecutive" box. If the player does not make a selection on the Entry Coupon, it will default to the next available Draw.

4.12. Multi Draws Entry

4.12.1. To participate in more than one (1) Draw with the same Entry Coupon, the player can mark the number of Draws in the Multi Draws area. The Draw Selection option is also available to Multi Draws entries. For example if a player selected "2pm" in the Draw Selection area and Multi Draws two (2), the Entry Ticket will be valid for the following two consecutive 2pm Draws. Selections from two (2) to ten (10) Multi Draws are available plus the player can multiply their selection by two (2) or three (3) to create a maximum of thirty (30) consecutive Draws. The selected number of Multi Draws will apply to all Games played on the Entry Coupon. If the Multi Draws area is not marked the Entry Coupon will be for a single entry only and will default to the next available Draw.

4.13. Multi/Advance Entry

4.13.1. To participate in Multi Draws and an Advance Draw the player must ensure that both the Advance and the Multi Draws selection boxes are marked. This option may only be used if the last Draw contained on that entry does not exceed twenty nine (29) Draws after the current Draw. The combined Multi/Advance entry will apply to all Games played on the Entry Coupon.

4.14. Include different playing method on the same Entry Coupon

4.14.1. The player may participate in Keno 10/20/70 with different entry options on the one (1) Entry Coupon. For example, the same Entry Coupon may include a Standard Entry in one (1) or more game panel(s) and/or a Lucky Pik in any other game panel(s).

4.15. Cancellation of a game panel

4.15.1. The player may cancel a specific game panel prior to submitting the Entry Coupon to the Retailer by marking the void box on the specific game panel that the player chooses to cancel.

4.16. Membership Card participation

4.16.1. The player may participate in Keno 10/20/70 by using their Membership Card. Further details relating to the use of Membership Cards are contained in Rule 11.

5. ENTRY TICKET**5.1. Ticket Information**

5.1.1. The Entry Ticket will contain the following:

- a) The game logo;
- b) The player's selected Spot(s) and numbers;
- c) The player's Stake for participation;
- d) The player's PRS number, (if applicable) or the words NOT PRS REGISTERED;
- e) The Draw number, date and time for a single Draw entry, or if it is a Multi Draws entry the Draw number range, and the first and the last Draw date and time, to which the entry relates;
- f) "SINGLE DRAW" for a single Draw entry or "MULTI DRAW" for a Multi Draws entry;
- g) The Draw Selection details, either "2pm", "8pm" or "CONSECUTIVE";
- h) If applicable, "ADVANCE DRAW" which indicates that there is a selection for an Advance entry;
- i) If applicable, "LP" which indicates the selection on the specific game panel is a Lucky Pik;
- j) If applicable, "LB" which indicates the participation on the specific game panel is a Lucky Bonus;
- k) If applicable, "SYSTEM" which indicates the selection on the specific game panel is a System Entry;

- l)** On the top of the Entry Ticket the indication of “ENTRY COUPON”, if the selections are made by using an Entry Coupon, or “VERBAL” if the player has asked the Retailer to process the entry(s) without the use of the Entry Coupon;
- m)** If applicable, “TU” which indicates the selection is a Top Up;
- n)** The details of the Retailer and relevant terminal from which the Entry Ticket was sold;
- o)** The date and time of purchase;
- p)** The Entry Cost, the Retailer’s Commission and the Total Ticket Cost of the Entry Ticket;
- q)** If applicable, “HIGH” or “LOW” indicating the participation in the HI & LOW game.
- r)** The unique Entry Ticket number; and
- s)** The barcode.

5.1.2. It is the player’s responsibility to ensure that the numbers and play options printed on the Entry Ticket correspond to those requested.

5.2. Ticket Cancellation

- 5.2.1.** Cancellation of Entry Tickets may only take place at the terminal where the Entry Ticket was issued
- 5.2.2.** Entry Tickets may only be cancelled up to six (6) hours after the Entry Ticket has been issued but no less than five (5) minutes prior to the scheduled Draw that was active during the time of issuing of the Entry Ticket.
- 5.2.3.** The player is entitled to a refund of the Total Ticket Cost if cancellation of the Entry Ticket is within the time parameters detailed in 5.2.2 above.
- 5.2.4.** A Multi Draws Entry Ticket may only be cancelled up to six (6) hours after the Entry Ticket has been issued but not less than five (5) minutes prior to the scheduled Draw that was active during the time of issuing of the Entry Ticket.
- 5.2.5.** An Advance or Multi/Advance Entry Ticket may only be cancelled up to six (6) hours after the Entry Ticket has been issued but not less than five (5) minutes prior to the scheduled Draw that was active during the time of issuing of the Entry Ticket.
- 5.2.6.** Upon cancellation, the Entry Ticket will be handed back to the player with a printed indication on it showing that the Entry Ticket has been cancelled.

6. COST OF THE TICKET

6.1. The minimum Total Ticket Cost for a Standard Entry or HI & LOW entry is the Entry Cost which is one Australian Dollar (\$1) plus the Retailer's Commission. This cost applies for one (1) Game (one combination) and is the minimum participation for an entry into Keno 10/20/70.

6.2. The Entry Cost (which excludes the Retailer's Commission) per Game can be up to one hundred Australian dollars (\$100) for each standard Game and for the HI & LOW game, by marking the Stake [10] and [X10].

6.3. If the player participates in a System Entry (not available for HI & LOW) the Entry Cost (which excludes the Retailer's Commission) per Game (Stake) as detailed in 6.1, is multiplied by the number of Games created in that game panel.

6.4. If the player participates in Keno 10/20/70 by selecting numbers in more than one (1) game panel and/or HI & LOW panel then the Total Ticket Cost is the sum of the Entry Costs of all game panels plus the Retailer's Commission.

6.5. If a player participates in Keno 10/20/70 with a Standard Entry and also selects the Lucky Bonus box, the Entry Cost (which excludes the Retailer's Commission) for the Lucky Bonus will be an extra Australian Dollar (\$1) for the relevant game panel (irrespective of the Stake selected by the player).

Example:

If the player participates in Keno 10/20/70 with one (1) Game and \$1 Stake and also selects to participate in the Lucky Bonus game then the Total Ticket Cost is calculated as follows:

$$\begin{aligned} \text{Total Ticket Cost} &= (\text{Number of Games} \times \text{Entry Cost per Game}) + \\ &\quad \text{Lucky Bonus Entry Cost} + \text{Retailer's Commission} \\ &= (1 \times \$1) + \$1 + (\$2 \times 10\%) = \$2.20 \end{aligned}$$

6.6. If the player participates in Keno 10/20/70 with a System Entry (not available for HI & LOW) and also selects the Lucky Bonus Box, the Entry Cost for Lucky Bonus will be an extra Australian Dollar (\$1) for each of the multiple Games created at the relevant game panel (irrespective of the Stake selected by the player).

Example:

If the player participates in Keno 10/20/70 with three (3) Games and a \$1 Stake and also selects to participate to the Lucky Bonus game then the Total Ticket Cost is calculated as follows:

$$\begin{aligned} \text{Total Ticket Cost} &= (\text{Number of Games} \times \text{Entry Cost per Game}) + \\ &\quad \text{Lucky Bonus Entry Cost} + \text{Retailer's Commission} \\ &= (3 \times \$1) + \$3 + (\$6 \times 10\%) = \$6.60 \end{aligned}$$

6.7. If the player participates in Keno 10/20/70 by selecting the Multi Draws option then the Total Ticket Cost results from the sum of the Entry Costs of all game panels multiplied by the number of consecutive Draws marked in the Entry Coupon plus the Retailer's Commission.

7. KENO 10/20/70 PRIZES

7.1. Winning Categories

7.1.1. Prizes will be payable in accordance with Table 1a below. Only the highest prize match will be redeemable per Spot Number. Prizes for HI & LOW will be payable in accordance with Table 1b below.

TABLE 1a:

SPOT NUMBER	MATCHES
3	3
4	4, 3
5	5, 4
6	6, 5
7	7, 6, 5
8	8, 7, 6
9	9, 8, 7, 6
10	10, 9, 8, 7, 0

TABLE 1b:

Selection	Drawn
HI	If thirteen (13) or more of the twenty (20) numbers drawn are between thirty six (36) and seventy (70)
LOW	If thirteen (13) or more of the twenty (20) numbers drawn are between one (1) and thirty five (35)

- 7.1.2.** The player who has selected a Spot Number referred to in Column 1 of Table 2 and successfully achieves a match referred to in Column 2 of Table 2, wins the winning multiplier referred to in Column 3 of Table 2. The winning multiplier is multiplied by the Stake. The player may also win any additional Promotional Prizes where applicable.
- 7.1.3.** The player who has selected to participate in Lucky Bonus will be eligible to win the relevant prize as detailed in Column 4 of Table 2 in accordance with Rule 7.1.2.

Example A:

The player plays a Spot 7 Standard Entry with a \$2 Stake and also participates in Lucky Bonus. If the player matches the seven (7) numbers selected then the winnings will be calculated as follows:

Winnings (per game) for Spot 7 = 3,000 x \$2 = \$6,000
Winnings for Lucky Bonus = \$4,000 (fixed amount)
Total winnings = (\$6,000 + \$4,000) = \$10,000

Example B:

The player plays a Spot 7 System Entry, by selecting eight (8) numbers in the Playing Area, with a \$2 Stake and also participates in Lucky Bonus. If the player matches the eight (8) numbers selected then the winnings will be calculated as follows:

Winnings (per Game) for Spot 7 = 3,000 x \$2 = \$6,000
Winnings for 8 Games for Spot 7 System Entry = \$6,000 x 8 = \$48,000
Winnings for Lucky Bonus for 8 winning combinations created = \$4,000 x 8 = \$32,000
Total winnings = (\$48,000 + \$32,000) = \$80,000

- 7.1.4.** The winning multipliers and Lucky Bonus prizes as described in Table 2 and in Rule 7.1.6 in the case of HI & LOW refer to the minimum payouts for these winning categories. Intralot Australia may increase the winning multipliers (column 3 of Table 2) and/or the Lucky Bonus prizes (column 4 of Table 2) upon prior notification to the VCGR.
- 7.1.5.** Keno 10/20/70 Spot winning prize categories are predefined. Lucky Bonus winning prize categories are predefined with the exception of Lucky Bonus winning prize category of Spot 10 that offers a jackpot.

TABLE 2:

Column 1-Spot	Column 2-Match	Column 3-Winning Multiplier	Column 4-Lucky Bonus prize (\$)
3	3	20.00	25.00
4	3	4.50	-
4	4	58.00	65.00
5	4	14.50	-
5	5	230.00	260.00
6	5	48.00	-
6	6	1,000.00	1,200.00
7	5	14.50	-
7	6	100.00	-
7	7	3,000.00	4,000.00
8	6	30.00	-
8	7	400.00	-
8	8	20,000.00 (Maximum 5 winning Games)	25,000.00 (Maximum 5 winning Games)
9	6	11.00	-
9	7	80.00	-
9	8	800.00	-
9	9	100,000.00 (Maximum 5 winning Games)	130,000.00 (Maximum 5 winning Games)
10	0	2.20	-
10	7	30.00	-
10	8	250.00	-
10	9	3,000.00	-
10	10	400,000.00 (Maximum 4 winning Games)	Jackpot (provisional if won)

7.1.6. The player who has selected to participate in Keno 10/20/70 with HI & LOW, will win 6.50 times their Stake if the prediction is correct.

7.1.7. If the player selects to participate in a Draw with a System Entry then the player can claim the prize in each of the winning Games created. For example if the player selects a Spot 3 and marks four (4) numbers in the Playing Area then four (4) Game combinations of three (3) numbers will be created. If the four (4) selected numbers are matched with the drawn numbers then all four (4) Game

combinations will win the prize corresponding to the highest matched numbers as stated in Table 2.

- 7.1.8. If in any Draw there is more than one (1) winning Game for Spot 10 Lucky Bonus prize, the Lucky Bonus prize will be apportioned equally between the winning Games.
- 7.1.9. Total winnings per Entry Ticket will be rounded up or down to the nearest five (5) cents where necessary.

7.2. Minimum Guarantee Prize

- 7.2.1. There will be a Minimum Guarantee Prize (starting amount: minimum \$200,000) for the Spot 10 Lucky Bonus prize category after the jackpot has been won.

7.3. Promotional Prizes

- 7.3.1. Promotional Prizes are in addition to those prizes payable for each winning category as shown in Table 2 above. When in use, these prizes may be apportioned equally between the winning Games and/or winning categories, at Intralot Australia's discretion.
- 7.3.2. Any Promotional Prizes will be subject to prior notification to the VCGR and as detailed in terms and conditions (regarding eligibility, prize values, determination and payment) published on promotional and point of sale materials advertised throughout the period.

7.4. Limitations on the Prize Fund

- 7.4.1. If the total winnings for a Spot 10 entry(s) exceed one million and six hundred thousand Australian dollars (\$1,600,000) in a particular Draw, winners will share the above amount according to the value of their Stake, (amounts will be rounded up or down to the nearest five (5) cents where necessary). The maximum winning amount for a Spot 10 entry is one million and six hundred thousand Australian dollars (\$1,600,000).

Example: For Spot 10 Standard Entry

If player A plays a Spot 10 Standard Entry with a \$2 Stake and player B plays a Spot 10 Standard Entry with a \$3 Stake, the total number of Games (i.e. Games with an Entry Cost of \$1) created will be five (5). If both players match their ten (10) number selections, all five (5) Games created will win the Spot 10 category. In this case, as there are more than four (4) winning Games, their winnings will be calculated as follows:

Winnings per Game = $\$1,600,000 / 5$ (no. of Games) = $\$320,000.00$
Player A's Winnings = $\$320,000 \times 2$ winning Games = $\$640,000$
Player B's Winnings = $\$320,000 \times 3$ winning Games = $\$960,000$

- 7.4.2.** If the total winnings for a Spot 9 entry(s) exceed five hundred thousand Australian dollars (\$500,000) in a particular Draw, winners will share the above amount according to the value of their Stake, (amounts will be rounded up or down to the nearest five (5) cents where necessary). The maximum winning amount for a Spot 9 entry is five hundred thousand Australian dollars (\$500,000).

Example: For Spot 9 Standard Entry

If player A plays a Spot 9 Standard Entry with a \$3 Stake and player B plays a Spot 9 Standard Entry with a \$5 Stake, the total number of Games (i.e. Games with an Entry Cost of \$1) created will be eight (8). If both players match their nine (9) number selections, all eight (8) Games created will win the Spot 9 category. In this case, as there are more than five (5) winning Games, their winnings will be calculated as follows:

Winnings per Game = $\$500,000 / 8$ (no of Games) = $\$62,500$
Player A's Winnings = $\$62,500 \times 3$ winning Game = $\$187,500$
Player B's Winnings = $\$62,500 \times 5$ winning Games = $\$312,500$

- 7.4.3.** If the total winnings for a Spot 9 Lucky Bonus entry(s) exceed six hundred and fifty thousand Australian dollars (\$650,000) in a particular Draw, winners will share the above amount equally (amounts will be rounded up or down to the nearest five (5) cents where necessary). The maximum winning amount for Spot 9 Lucky Bonus entry is six hundred and fifty thousand Australian dollars (\$650,000).

Example - Spot 9 Lucky Bonus Entry:

If there are six (6) players participating in Lucky Bonus for Spot 9 and all players match their nine (9) number selections then the winning amount that will be allocated to each player will be calculated as follows:

Winnings per Lucky Bonus combination =

$\$650,000 / 6$ (no of winning combinations) = $\$108,333$

The Stake amount is irrelevant when distributing a Spot 9 Lucky Bonus.

7.4.4. If the total winnings for a Spot 8 entry(s) exceed one hundred thousand Australian dollars (\$100,000) in a particular Draw, winners will share the above amount according to the value of their Stake, (amounts will be rounded up or down to the nearest five (5) cents where necessary). The maximum winning amount for a Spot 8 entry is one hundred thousand Australian dollars (\$100,000).

Example: For Spot 8 Standard Entry:

If player A plays a Spot 8 Standard Entry with a \$6 Stake and player B plays a Spot 8 Standard Entry with a \$2 Stake, the total number of Games (i.e. Games with an Entry Cost of \$1) created will be eight (8). If both players match their eight (8) number selections, all eight (8) Games created will win the Spot 8 category. In this case, as there are more than five (5) winning Games, their winnings will be calculated as follows:

Winnings per Game = \$100,000 / 8 (no of Games) = \$12,500

Player A's Winnings = \$12,500 x 6 winning Game = \$75,000

Player B's Winnings = \$12,500 x 2 winning Games = \$25,000

7.4.5. If the total winnings for a Spot 8 Lucky Bonus entry(s) exceed one hundred and twenty five thousand Australian dollars (\$125,000) in a particular Draw, winners will share the above amount equally (amounts will be rounded up or down to the nearest five (5) cents where necessary). The maximum total winning amount for Spot 8 Lucky Bonus entry is one hundred and twenty five thousand Australian dollars (\$125,000).

Example - Spot 8 Lucky Bonus Entry:

If there are eight (8) players participating in Lucky Bonus for Spot 8 and all players match their eight (8) number selections then the winning amount that will be allocated to each player will be calculated as follows:

Winnings per Lucky Bonus combination =

\$125,000 / 8 (no of winning combinations) = \$15,625

The Stake amount is irrelevant when distributing a Spot 8 Lucky Bonus.

8. KENO 10/20/70 DRAWS

8.1. Draw Frequency

- 8.1.1.** Keno 10/20/70 is drawn twice daily, every day of the week and a player can participate by purchasing an Entry Ticket at any Authorised Point of Sale, subject to Rule 8.1.2 and/or from Intralot Australia's Website in accordance with Rule 13.
- 8.1.2.** Entry into all Keno 10/20/70 Draws closes five (5) minutes before the scheduled beginning of the Draw.

8.2. Conduct of the Draw

- 8.2.1.** Each Keno 10/20/70 Draw will have a corresponding Draw number. The winning numbers will be randomly drawn by Intralot Australia. For each Draw, twenty (20) numbers will be randomly drawn from the pool of seventy (70) numbered from one (1) to seventy (70) inclusive. A Draw is completed when exactly twenty (20) numbers are drawn following the requirements of these rules. These twenty (20) numbers drawn are then the valid winning numbers for that specific Draw.
- 8.2.2.** Each Draw will be conducted under the supervision of a representative, nominated by the VCGR, and will be considered to be complete when the official result sheet is signed by an Intralot Australia Draw official and countersigned by the VCGR representative.
- 8.2.3.** In the case of a Draw Malfunction, the validity or invalidity of any numbers drawn is the decision of the VCGR representative. This decision is final and binding on Intralot Australia and the players.

8.3. How many Draws can a player enter

- 8.3.1.** The player can participate in up to thirty (30) consecutive Draws with one (1) Entry Coupon as detailed in Rule 4.12, Multi Draws.

8.4. Draw Results

- 8.4.1.** Intralot Australia will publish the results for each Draw as soon as practicable after the completion of the Draw. Keno 10/20/70 results are available at:
- a)** Intralot Australia's Website; and
 - b)** At any Authorised Point of Sale:
 - i.** The Draw results are transmitted to all Authorised Points of Sale. The Retailer can scan the player's Entry Ticket through the terminal to confirm the Entry Ticket as a winning Entry Ticket or not.

Alternatively the player can request the Draw numbers to be printed off the terminal.

- ii. Membership Card holders can request the Retailer to swipe the card through the terminal and be informed of any winning entries.

- 8.4.2.** In case of a conflict between the published results and the results provided by the terminal as registered in Intralot Australia's central system, the results provided by the terminal will be deemed to be the valid results.

9. CLAIM AND PAYMENT OF PRIZES

9.1. The original printed Entry Ticket is the only valid document for prize payment. The player can only claim prizes upon presentation of the original Entry Ticket that has been issued in a manner authorised by Intralot Australia and in accordance with these rules.

9.2. Keno 10/20/70 prizes up to one thousand Australian dollars (\$1,000) are payable at all Authorised Points of Sale which are equipped with an on-line terminal.

9.3. All Retailers have the discretion to pay higher level prizes but only up to four thousand Australian dollars (\$4,000).

9.4. Keno 10/20/70 prizes over four thousand Australian Dollars (\$4,000) are payable during office hours at Intralot Australia's registered office upon presentation of identification and the original printed Entry Ticket.

9.5. In the event that a player wins in more than one (1) Draw with a Multi Draws or Multi/Advance Entry Ticket, and the total winning amounts to more than four thousand Australian Dollars (\$4,000) the player is to present the winning Entry Ticket and identification to Intralot Australia's registered office to claim the winning amount.

9.6. The player can claim their winning Entry Tickets by forwarding the winning Entry Ticket to Intralot Australia's registered office along with a stamped self-addressed envelope. The delivery of any prize winning Entry Ticket is the responsibility and at the expense of the player. Proof of posting will not be accepted as proof of ownership or delivery of an Entry Ticket. The player will accept all risks, losses, delays, errors or omissions which may occur through Australia Post and Intralot Australia will be under no obligation to send any remittances by registered,

recorded or security post. The cost of remittance of prize money may be deducted from the prize payable to the player.

9.7. Payment of prizes by cash will only be paid up to four thousand Australian dollars (\$4,000), all amounts greater than four thousand Australian dollars (\$4,000) will be paid by cheque.

9.8. Each time a player redeems a prize the player may be given a receipt produced by the terminal as evidence that the prize(s) has been paid.

9.9. When a player participates in more than a single Draw with a Multi Draws Entry Ticket, the prizes claimed will be paid in the same sequence as the Draws were conducted. The player must claim the winnings of each Draw with the presentation of the original Entry Ticket issued by the terminal.

9.10. Personal data of winning players who have signed an anonymity request will be kept confidential and will not be publicised. An anonymity request can be made by the player marking the relevant section on the back of the Entry Ticket or by filling in a “Winner Declaration Form” at the time the prize is claimed.

9.11. Based on these rules, Intralot Australia has the right under any circumstances to publish the suburb and prize amount.

9.12. Winning Entry Tickets may be claimed at any Authorised Point of Sale or at Intralot Australia’s registered office within the Claim Period. After that period, Entry Tickets for unclaimed prizes may be presented:

- 9.12.1.** at Intralot Australia’s registered office for forwarding to the relevant State Revenue Office; or
- 9.12.2.** directly to the State Revenue Office, for validation and prize payment by that State Revenue Office.

9.13. Restrictions

- 9.13.1.** An Entry Ticket must meet the following conditions to be valid:
 - a)** pass all security and verification checks performed by Intralot Australia; and
 - b)** not be deemed to be in breach of these rules by Intralot Australia.
- 9.13.2.** The player will not be able to claim any prize(s) if:
 - a)** the player is a minor or a prohibited ticket holder; or
 - b)** the Entry Ticket is cancelled, stolen, paid, duplicated, lost or destroyed; or
 - c)** the Entry Ticket has been tampered with in any way.

- 9.13.3.** Intralot Australia will only recognise the bearer of a winning Entry Ticket as the sole owner of the Entry Ticket.
- 9.13.4.** Intralot Australia may withhold payments if required to do so by a Court pending resolution.
- 9.13.5.** The extent of Intralot Australia's liability in relation to a player which arises from:
- a)** any negligence on the part of an employee, Retailer or contractor of Intralot Australia or any other person; or
 - b)** an utterance either made by an employee, Retailer or contractor of Intralot Australia or any other person, about the conduct of a Draw; or
 - c)** any unlawful act of an employee, Retailer or contractor of Intralot Australia or other party; or
 - d)** as a result of any fire, flood, tempest, storm, riot, civil commotion, lockout, strike or equipment failure,
- will be limited to the Total Ticket Cost of the player's Entry Ticket in that Draw.

10. HANDLING OF DISPUTED CLAIMS

10.1. Retailers are responsible for handling any dispute in relation to a player. If the Retailer is unable to resolve the matter, the player may be directed to call Intralot Australia's Help Desk where they can report the claim to the relevant department that will resolve the disputed claim. Alternatively the player may file a written complaint by completing the appropriate form and forwarding it to Intralot Australia's registered office. All complaints must be handled in accordance with the relevant section of the Act.

10.2. A written claim may be sent to Intralot Australia's registered office in which case Intralot Australia will:

- 10.2.1.** Upon receipt of a claim immediately try to resolve the claim; or
- 10.2.2.** If Intralot Australia is not able to resolve the claim, promptly provide written notice to the claimant advising:
 - a)** of Intralot Australia's decision on the claim; and
 - b)** that the player may, within ten (10) days after receiving the notice, request the VCGR to review the decision.
- 10.2.3.** If the claim is not resolved, the player may ask the VCGR:
 - a)** to review Intralot Australia's decision on the claim if the player has received a notice as detailed in 10.2.2; or
 - b)** to resolve the claim in the event that the player has not received a notice from Intralot Australia.

- 10.2.4.** A request to the VCGR under rule 10.2.3:
- a) must be in the form approved by the VCGR; and
 - b) if the player received a notice under 10.2.2 must be made within ten (10) days of the player receiving the notice.
- 10.2.5.** If a request is made to the VCGR, the VCGR may carry out any investigations the VCGR considers necessary to resolve the matter in dispute.

10.3. Intralot Australia will not consider a claim for prizes which has been remitted as unclaimed prizes to the State Revenue Office in accordance with the Act.

11. MEMBERSHIP CARDS

- 11.1.** A player may apply for a Membership Card at any Authorised Point of Sale.
- 11.2.** Preferred play options and number combinations for Keno 10/20/70 can be selected on an Entry Coupon and recorded on the player's Membership Card. Each time a player wishes to play a stored entry, the player should present the Membership Card and inform the Retailer of which entry the player would like to play. The Membership Card can store up to two hundred and fifty (250) favourite Entry Coupons.
- 11.3.** Unclaimed winnings for Membership Card holders will be handled in accordance with the Terms and Conditions as detailed in the Membership Card registration form.
- 11.4.** Membership Card holders may check any unclaimed prizes at any Authorised Point of Sale by providing their Membership Card. The Retailer swipes the Membership Card through the terminal which will detail the amount of prizes that have not been claimed for that card holder.
- 11.5.** Proof of ownership of the Membership Card and/or identification may be required from any person presenting an original Entry Ticket which is registered to a Membership Card holder prior to any payment of prizes being processed. Payment of a prize will be made upon presentation of the original Entry Ticket.

12. RETAILER SYNDICATES

12.1. An individual Retailer may organise a syndicate by acting as a representative of their Authorised Point of Sale and will be liable for all shares provided to their customers. In this situation the Retailer will be deemed to be the player for the purposes of the Act and these rules. Under no circumstances, will a Retailer organising a syndicate act as a representative of Intralot Australia for the purposes of providing a syndicate.

12.2. In the event of a Retailer organising a syndicate, Intralot Australia will not be liable for any payment or cancellation in any form which relates to the allocation of shares or issuing of receipts to customers. The original printed Entry Ticket is the only valid document for prize payment which in the case of a Retailer Syndicate will be payable to the Retailer as the bearer of the Entry Ticket.

12.3. Intralot Australia bears no responsibility for any agreement or condition of sale between the Retailer and the customer participating in the Retailer Syndicate.

12.4. Intralot Australia will bear no responsibility for any Retailer Syndicate other than a syndicate organised by Intralot Australia through its system and/or retail network on a whole.

13. COMPLAINTS

The player may make a complaint to Intralot Australia and the VCGR in accordance with section 5.5.10(5) of the Act.