

**Reprint
as at 4 September 1997**



Bingo Rules 1996
(SR 1996/179)

Pursuant to section 90 of the Gaming and Lotteries Act 1977 (as substituted by section 3(1) of the Gaming and Lotteries Amendment Act 1987), the Minister of Internal Affairs hereby approves the Bingo Rules 1996, which were made by the New Zealand Lotteries Commission on 21 June 1996, and of which a copy is set out in the Schedule.

**Schedule
Bingo Rules 1996**

Pursuant to section 90 of the Gaming and Lotteries Act 1977 (as substituted by section 3(1) of the Gaming and Lotteries Amendment Act 1987), the New Zealand Lotteries Commission hereby makes the following rules.

Contents

	Page
1 Title and commencement	3
2 Interpretation	3
2A Meanings of terms if prizes payable in kind	6

Note

Changes authorised by section 17C of the Acts and Regulations Publication Act 1989 have been made in this reprint.

A general outline of these changes is set out in the notes at the end of this reprint, together with other explanatory material about this reprint.

These rules are administered by the New Zealand Lotteries Commission.

Schedule	Bingo Rules 1996	Reprinted as at 4 September 1997
3	Bingo	6
	Part 1	
	Method of play	
4	Cost of ticket	6
5	Making selection for a game	7
6	Entry into a game	7
7	Cancellation of ticket	7
8	Player responsibility	8
9	Multi draw tickets	8
10	Selections by post or other delivery service	9
11	Players' agents	10
	Part 2	
	Part 2	
	Conduct of games	
12	General provisions	12
13	Game specification	12
	Part 3	
	Part 3	
	Draws and division of prizes	
14	Procedure for drawings	13
15	Selection of winning numbers	13
16	Prizes	13
17	Amount of prize pool for each game	13
18	Division of prizes and allocation of prize pool	14
19	Supplementary, augmenting, and jackpot amounts	15
20	Prize Reserve Fund	15
21	Results	16
22	Extraordinary prizes	16
	Part 4	
	Part 4	
	Payment of prizes and ticket validation requirements	
23	Payment of prizes	17
24	Determination of prize claims	18
25	Ticket validation requirements	19
26	Certain syndicate tickets invalid	19
27	Consequences of ticket being invalid	20
	Part 5	
	Part 5	
	Advance entries	

Reprinted as at 4 September 1997	Bingo Rules 1996	Schedule
28	Advance selections	20
29	Advance entries	21
	Part 6	
	Part 6	
	Claiming a prize	
30	Time limit on claims	21
31	Prizes of \$1,000 or less	21
32	Prizes of more than \$1,000	22
32A	Payment of prizes of more than \$1,000	23
	Part 7	
	Part 7	
	General provisions	
33	Limitation of Commission's liability	24
34	Decisions of Commission binding	24

Rules

1 Title and commencement

- (1) These rules may be cited as the Bingo Rules 1996.
- (2) These rules shall come into force on 4 July 1996.

2 Interpretation

In these rules, unless the context otherwise requires,—

Act means the Gaming and Lotteries Act 1977

advance selection means—

- (a) a player selection; or
- (b) a computer generated selection,—

in a game specified by the Commission (being the game next following or up to such number of games following the game current at the time of the selection as the Commission from time to time determines)

Bingo has the meaning given to it by rule 3

board means the space on a coupon for marking a player's selection from the range on that coupon

bonus square means the location or square on a ticket, if any, which is determined in the game specification to contribute to the completion of a game pattern

Commission means the New Zealand Lotteries Commission established under the Act

computer generated selection means the numbers in the range that, instead of being chosen by the player, are chosen on a random basis by the Commission's computer system

cost of selection means the amount nominated by the player on a coupon in accordance with the instructions printed on it for a game or, in the case of a computer generated selection, means the amount nominated by the player and advised to the retailer in accordance with the cost options available for a game as specified in the game specification

coupon means any card provided by the Commission for use in making a player's selection

division means each stage within a game as determined by the Commission in accordance with the game specification

drawing means the process used by the Commission to select on a random basis the winning numbers; and **drawn** has a corresponding meaning

extraordinary prize means a prize distributed in accordance with rule 22

game means a game of bingo beginning at the time ticket sales for the game commence and ending with a drawing for that game

game pattern means the arrangement of the winning numbers for a division used to determine the winning selections as determined by the Commission in accordance with the game specification

game specification means the game specification that, for the purposes of these rules, is determined by the Commission in accordance with rule 13

mail order retailer means any retailer appointed by the Commission as a mail order selling agent for bingo

match means a selection matching all, or some of the winning numbers drawn in a game to the game pattern

multi draw selection has the meaning given to it by rule 9(2)

player means any person participating in a game

player selection means the numbers in the range and the location on the board selected by a player

players' agent means an agent approved by the Commission to undertake, on behalf of players, the services described in rule 11

Prize Reserve Fund means the fund of that name established by the Commission pursuant to rule 20 of the Lotto Rules 1996 (SR 1996/8)

range means the numbers between 1 and the number from time to time determined by the Commission as being the highest number from which winning numbers will be drawn in respect of a particular game so that a range could be, for example, the numbers between 1 and 75 (inclusive)

retailer means any person, company, partnership, or association appointed by the Commission as a selling agent for bingo

selection means—

- (a) an advance selection; or
- (b) a computer generated selection; or
- (c) a player selection; or
- (d) a multi draw selection

special prize means, in relation to a game, any prize the Commission may determine will be payable to a player in that game in addition to other prizes in that game

syndicate means any combination of persons, whether formal or informal, having as its purpose, or as one of its purposes, participation directly or indirectly in the prizes of any game

terminal means the online computer terminal that has been installed by the Commission for the purpose of issuing tickets and entering, receiving, and processing bingo transactions

ticket means the ticket or tickets issued by the terminal to record the selections, the game number or numbers, cost, and other information as determined by the Commission from time to time for the purpose of evidencing a right to participate in or to claim a prize in bingo

turnover, in relation to any given game, means the gross receipts from total ticket sales for that game, less the total of—

- (a) the amount of goods and services tax charged in respect of the supply of services by the Commission to players in the game; and
- (b) the amount of lottery duty payable by the Commission under the Gaming Duties Act 1971 in respect of the game

winning numbers means the numbers drawn on a random basis from the range at each drawing and used to determine the winning selections

winning selection means a match that completes the relevant game pattern.

Rule 2 **Prize Reserve Fund**: substituted, on 9 January 1997, by rule 2 of the Bingo Rules 1996, Amendment No 1 (SR 1997/1).

2A Meanings of terms if prizes payable in kind

If the Commission makes a determination under rule 23(2), in these rules—

- (a) **payment** includes the handing over of a prize in kind, and **pay** has a corresponding meaning;
- (b) **prize** includes a prize payable in kind;
- (c) **prize money** includes the monetary value of a prize payable in kind.

Rule 2A: inserted, on 4 September 1997, by rule 2 of the Bingo Amendment Rules 1997 (SR 1997/185).

3 Bingo

Bingo is a New Zealand lottery in which each player endeavours to win prizes by selecting or being allocated not more than a specified quantity of numbers from a given range and by matching all or some of the numbers selected or allocated with the relevant game pattern.

Part 1 Method of play

4 Cost of ticket

The cost of each ticket shall be the sum of the cost of the selections for that ticket, as determined by the game specification.

Part 1—*continued*

5 Making selection for a game

- (1) Where the Commission offers computer generated selections, the retailer shall, through the terminal, issue a ticket that has on it the numbers and location of each number allocated by the computer for the game for which the ticket has been issued.
- (2) The Commission may from time to time specify the number of computer generated selections, if any, for which a ticket may be issued in any game.
- (3) Where the Commission offers a player selection, each player shall select, by hand on a coupon in accordance with the instructions printed on it, the numbers from the range and the location of each number selected from the range.
- (4) The player selection shall be made by the player selecting, in accordance with subclause (3), on the board, such quantity of numbers required to be selected according to the game specification.
- (5) The completed coupon shall then be submitted to the retailer for processing through the terminal that will issue the ticket recording the selection marked on the coupon.
- (6) Any machine-completed coupons shall not be processed by the retailer.

6 Entry into a game

- (1) Each selection made for a game shall be a separate entry for that game.
- (2) A ticket shall be the only proof of a selection and is accordingly the only valid basis for claiming a prize or prizes.
- (3) A coupon has no monetary or prize value and shall not in any circumstances constitute evidence of ticket purchase or of any selection.

7 Cancellation of ticket

- (1) Subject to rules 10(7) and 11(8) and to subclause (3), a ticket may be cancelled only if, on the same day as the day on which it was purchased, it is returned to the issuing retailer—
 - (a) before the close of ticket sales on that day; or

Part 1—*continued*

- (b) where the day is a draw day, before the close-off time for the returning of tickets that are to be cancelled for that day.
- (2) On cancellation of a ticket the player shall be entitled to a refund from the retailer equal to the cost of the ticket.
- (3) Where, in the case of multi draw selections or advance selections, any game to which the multi draw or advance selections relates is not held, a player shall be entitled, notwithstanding rules 10(7) and 11(8), to return for cancellation any ticket on which any such selections are recorded, and on the cancellation of any such ticket shall be entitled to a refund equal to the cost of the selection made for the game that has not been held.

8 Player responsibility

- (1) It shall be the sole responsibility of the player to verify—
 - (a) that the game number or numbers and the issue date on the ticket are correct; and
 - (b) where the Commission offers a player selection, that the player selection recorded on the ticket corresponds with the player selection made on the coupon.
- (2) Where the Commission offers a player selection, by accepting a ticket the player shall be taken to have accepted that the player selection recorded on the ticket corresponds with the player selection made on the coupon.
- (3) Neither the Commission nor any retailer shall in any circumstances be liable for any errors or omissions in respect of the information recorded on the ticket (whether details of selection, game numbers, or otherwise whatsoever).
- (4) Cancellation of a ticket pursuant to rule 7 constitutes a player's or other person's sole and exclusive remedy where there is an error or omission on a ticket.

9 Multi draw tickets

- (1) The Commission may choose to give players the option of having the selections on the coupon entered for 2 or more consecutive games, and, if such an option is provided, coupons—

Part 1—*continued*

- (a) shall have printed on them boxes designated “multi draw”; and
 - (b) shall specify the number of consecutive games that a player can enter.
- (2) The option provided for in subclause (1) is referred to in these rules as a multi draw selection.
 - (3) Where the Commission offers a computer generated selection, the player may make a multi draw selection by advising the retailer of the multi draw selection option required from the options available.
 - (4) To make a multi draw selection, where the Commission offers a player selection, a player (in addition to marking the player selection on the coupon) shall select the appropriate multi draw box, if any, on the coupon in accordance with the instructions on the coupon so as to indicate the number of consecutive games for which player selections have been made.
 - (5) In all other respects the multi draw entry shall be completed and selections made in accordance with these rules.
 - (6) Should a ticket issued for a multi draw selection win and be paid a prize, the bearer of that winning ticket shall, on surrender of that ticket, be issued with a substitute ticket for any games entered that are not drawn at the time the prize is paid.

10 Selections by post or other delivery service

- (1) The Commission may choose to accept entries for a game delivered to it or to a mail order retailer by post or other delivery service.
- (2) Where the Commission chooses to accept entries by post or other delivery service, coupons or a written instruction for a computer generated selection completed in accordance with these rules and in each case accompanied by the required payment and a stamped (with correct postage) self-addressed envelope must be delivered to the office of the Commission or to any mail order retailer.
- (3) The Commission and a mail order retailer shall use all reasonable efforts to ensure that completed entries for a game

Part 1—*continued*

received by them by post or other delivery service shall be entered in the game that, in the Commission's opinion or the retailer's opinion, as the case may require, is most likely to take place after the date that the ticket in respect of the entries has been returned by post or other delivery service to the addressee of the entry.

- (4) If, at the time of processing a coupon, any selection is found to be invalid or deficient, the person authorised by the Commission to process the coupon shall,—
 - (a) where the player has marked the coupon by hand in a manner that is illegible, incomplete, or outside the range, select 1 or more numbers at random to complete the selection and location:
 - (b) in any other case, at the discretion of the Commission or the mail order retailer processing the coupon, either—
 - (i) remedy the error and process the coupon; or
 - (ii) refer the error back to the player for correction.
- (5) Players using the entry by post or other delivery service facility shall bear and accept (without recourse to either the Commission or the mail order retailer) the consequences of any failure to win a prize or prizes due to delays, errors, or omissions on the part of the Commission or on the part of a mail order retailer in processing entries or arising from loss of entries or tickets in transit.
- (6) The ticket shall be returned to the player by post in the stamped self-addressed envelope supplied by the player.
- (7) Any ticket issued to a player who used the entry by post or other delivery service facility to obtain that ticket may not be cancelled.

11 Players' agents

- (1) A players' agent may, on behalf of players, accept at such premises, if any, as are approved for the purpose by the Commission, completed coupons.

Part 1—*continued*

- (2) Each coupon accepted under subclause (1) by a players' agent shall be forwarded by the players' agent to a retailer approved by the Commission for the issue of a ticket.
- (3) The ticket issued shall be returned by the players' agent to the player.
- (4) The ticket shall be for the game that, in the retailer's opinion, is most likely to take place in the period immediately after the retailer expects the ticket to be returned to the player.
- (5) The players' agent, in addition to receiving from the player the cost of the selections, shall be entitled to charge the player a fee for having the coupon processed and for returning the ticket to the player. The amount of the fee shall be approved by the Commission from time to time.
- (6) If, at the time of processing a coupon, any selection is found to be invalid or deficient, the person authorised by the Commission to process the coupon shall,—
 - (a) where the player has marked the coupon by hand in a manner that is illegible, incomplete, or outside the range, select 1 or more numbers at random to complete the selection and location:
 - (b) in any other case, at the discretion of the players' agent, either—
 - (i) remedy the error and process the coupon; or
 - (ii) refer the error back to the player for correction.
- (7) Every player who uses a players' agent shall bear and accept (without recourse to either the Commission or the players' agent) the consequences of any failure to win a prize or prizes due to delays, errors, or omissions on the part of a players' agent in processing entries or arising from loss of entries or tickets in transit.
- (8) Any ticket issued to a player who uses the services of a players' agent to obtain that ticket may not be cancelled.

Part 2

Conduct of games

12 General provisions

- (1) Games shall be conducted in accordance with the Act, and these rules, and at times and places, and pursuant to methods, policies, and procedures, determined by the Commission from time to time.
- (2) The frequency and duration of games shall be determined from time to time by the Commission.

13 Game specification

- (1) Every game shall be conducted in accordance with a game specification determined, from time to time, by the Commission.
- (2) The game specification shall specify—
 - (a) the divisions for the game; and
 - (b) the bonus square, if any, for the game; and
 - (c) the game patterns for the game; and
 - (d) the highest number in the range for the game; and
 - (e) the quantity of numbers that the Commission specifies must be selected from the range; and
 - (f) any restrictions on the making of a selection; and
 - (g) the close-off time for the returning of tickets to be cancelled for the game; and
 - (h) the cost options to be offered in the game; and
 - (i) any minimum cost of entry to the game; and
 - (j) any minimum number of selections necessary for entry to the game; and
 - (k) the number or minimum or maximum quantity of numbers to be drawn for a division; and
 - (l) the percentage of the turnover for the game which will constitute the prize pool; and
 - (m) the percentage of the prize pool payable for a division of the game; and
 - (n) any augmenting feature; and
 - (o) any jackpotting feature; and
 - (p) the number of games which shall be played before the jackpot or any part of it is paid into the Prize Reserve Fund under rule 19(3); and

Part 2—*continued*

- (q) any supplementary amount allocated to a division or the game; and
 - (r) any special prizes payable in the game; and
 - (s) any extraordinary prizes payable in the game; and
 - (t) such other information as the Commission thinks fit.
- (3) The Commission shall publish the game specification, which shall be publicly available, upon request.

Part 3

Draws and division of prizes

14 Procedure for drawings

Drawings shall be conducted in accordance with the Act, at times and places and pursuant to methods, policies, and procedures determined by the Commission from time to time.

15 Selection of winning numbers

- (1) Drawings shall be made using such equipment as the Commission may from time to time determine.
- (2) At each drawing the winning numbers shall be selected on a random basis by that equipment.

16 Prizes

- (1) A player shall be eligible for a prize in a division or consecutive divisions of the game by obtaining a winning selection on or before that part of the draw for that division is completed.
- (2) For the purposes of clarity, winning numbers drawn and matched in a division in a game do not contribute to the completion of game patterns in preceding divisions, if any, and therefore do not attract prizes retrospectively.

17 Amount of prize pool for each game

- (1) The prize pool for each game shall be such percentage of the turnover of the game, as is determined by the Commission in accordance with the game specification.

Part 3—*continued*

- (2) The Commission may, in its discretion, set aside from out of the prize pool for each game an amount, up to a maximum amount of 3% of ticket sales for the game, to be paid into the Prize Reserve Fund under rule 20(1)(a).
- (3) The available prize pool for any game shall comprise—
 - (a) the prize pool for that game as determined by the Commission under subclause (1) less any amount set aside for the Prize Reserve Fund; and
 - (b) any additional amounts included in the prize pool pursuant to rule 18(2).

18 Division of prizes and allocation of prize pool

- (1) The prize pool for each game (as determined in accordance with rule 17(1) less any amount set aside for the Prize Reserve Fund under rule 17(2)) shall be allocated on a percentage basis between the divisions as provided in the game specification.
- (2) There shall also be included in the available prize pool or, as applicable, in a particular division or divisions of the available prize pool,—
 - (a) any additional (supplementary, augmenting, or jackpot) amounts in accordance with rule 19; and
 - (b) any allocations made by the Commission from the Prize Reserve Fund.
- (3) In all divisions the amount payable, if any, to each player entitled to a prize shall be—
 - (a) rounded up to the nearest dollar for amounts greater or equal to a 50 cent multiple; and
 - (b) rounded down to the nearest dollar for amounts less than a 50 cent multiple.
- (4) All money left over after rounding shall be transferred to the Prize Reserve Fund.
- (5) *[Revoked]*

Rule 18(5): revoked, on 4 September 1997, by rule 3 of the Bingo Amendment Rules 1997 (SR 1997/185).

Part 3—*continued*

19 Supplementary, augmenting, and jackpot amounts

- (1) The Commission may, in accordance with the game specification, in addition to the prizes payable under rule 17(1), allocate to the prizes for a game (or for any division) a supplementary amount.
- (2) Notwithstanding subclause (1), if a drawing for a game results in no player having correctly selected by way of a player selection or computer generated selection the winning selections entitling a player to a prize for that game or division, the Commission may pay the total amount that has not been struck to—
 - (a) another division or divisions of that current game (a sum known as the **augmenting** amount); or
 - (b) a division or divisions of a future game or games (a sum known as the **jackpot**).
- (3) If the jackpot is not won within the number of games determined by the game specification, the Commission may pay an amount equal to the jackpot or a proportion of it into the Prize Reserve Fund and the jackpot shall be reduced accordingly.

20 Prize Reserve Fund

- (1) The Commission shall pay into the Prize Reserve Fund—
 - (a) such amounts as the Commission may set aside for payment into the fund pursuant to rule 17(2) or rule 18(4) or rule 19(3); and
 - (b) prize money in respect of tickets that do not comply with the requirements contained in rule 25 and any provision of Part 7 of the Act; and
 - (c) prize money unclaimed after 12 months from the date of the drawing in which the prize was won.
- (2) The Commission may from time to time, at its discretion, allocate from the Prize Reserve Fund such sum or sums of money as it sees fit to—
 - (a) the total available prizes in a game:
 - (b) some or all of the divisions in a game:
 - (c) any supplementary amount in a division or a game:
 - (d) any special prizes in a game:
 - (e) any extraordinary prizes in a game.

Part 3—*continued*

- (3) These rules allow the payment into the Prize Reserve Fund of sums of money and the allocation from the Prize Reserve Fund of sums of money, but do not otherwise affect the provisions of the Lotto Rules 1996.

Rule 20(1): amended, on 9 January 1997, by rule 3(1) of the Bingo Rules 1996, Amendment No 1 (SR 1997/1).

Rule 20(2): amended, on 9 January 1997, by rule 3(2) of the Bingo Rules 1996, Amendment No 1 (SR 1997/1).

Rule 20(3): added, on 9 January 1997, by rule 3(3) of the Bingo Rules 1996, Amendment No 1 (SR 1997/1).

21 Results

- (1) The results of each drawing shall, as soon as practicable after each drawing, be displayed by retailers in their premises in the area designated by the Commission for the sale of game products, and may also be published or broadcast in such other manner as the Commission may from time to time determine.
- (2) The information displayed and published shall include—
- (a) the number of the game:
 - (b) the winning numbers and patterns, if any:
 - (c) the total prize pool for the game:
 - (d) the amount payable for each correct selection in each prize division:
 - (e) such other information as the Commission may from time to time determine.
- (3) The Commission shall maintain a record of results for 12 months after each drawing.
- (4) The Commission may publish the name of any prize winner who, on the bingo prize claim form, authorises the publication of his or her name as a prize winner.

22 Extraordinary prizes

- (1) The Commission may—
- (a) determine, from time to time, to conduct a draw for extraordinary prizes in a game; and
 - (b) determine—

Part 3—*continued*

- (i) the value of the extraordinary prizes to be distributed in accordance with the draw; and
 - (ii) the class of player, or classes of players, that may enter the draw; and
 - (c) conduct the draw.
- (2) In subclause (1), **draw** means a draw that—
- (a) may be entered—
 - (i) by members of a particular class of player; or
 - (ii) by members of particular classes of players; or
 - (iii) by members of all classes of players; and
 - (b) determines the players entitled to extraordinary prizes—
 - (i) by lot; or
 - (ii) on a random basis; or
 - (iii) wholly by chance.
- (3) A sum or sums of money for extraordinary prizes must be allocated from the Prize Reserve Fund.

Rule 22: substituted, on 4 September 1997, by rule 4 of the Bingo Amendment Rules 1997 (SR 1997/185).

Part 4

Payment of prizes and ticket validation
requirements

23 Payment of prizes

- (1) Prizes payable to players are payable in money.
- (2) The Commission may from time to time determine that prizes payable to players are payable in kind.
- (3) Prizes are available for payment, in accordance with these rules,—
 - (a) in the period beginning as soon as practicable following the drawing and ending with the close of the day following the drawing; and
 - (b) at any time in that period when the terminal and the Commission's online gaming computer system are operating.

Part 4—*continued*

Rule 23: substituted, on 4 September 1997, by rule 5 of the Bingo Amendment Rules 1997 (SR 1997/185).

24 Determination of prize claims

- (1) In all cases the determination of prize entitlement shall be subject to the ticket validation requirements set out in rule 25.
- (2) A ticket shall in all circumstances be regarded by the Commission and by retailers as being owned by the bearer (physical possessor) of the ticket determined in accordance with these rules.
- (3) The person named on a duly completed bingo prize claim form shall be deemed to be the bearer of the ticket accompanying the bingo prize claim form. If more than 1 person is named on a bingo prize claim form, the person first-named shall be deemed to be the bearer of the accompanying ticket.
- (4) Notwithstanding that a ticket bears the name or other identification of any person or syndicate, the Commission and retailers shall only be bound to recognise the bearer of the ticket as the owner and, except as ordered by a court of competent jurisdiction, shall not be bound to take notice of any trust (express, implied, or constructive) to which any ticket or prize money may be subject.
- (5) The surrender of a ticket to the Commission or to a retailer and the receipt by the bearer of the ticket of any prize money payable in respect of the ticket shall be a good and complete discharge of the Commission, notwithstanding any notice the Commission may have of the alleged right, title, interest, or claim of any other person or persons to the prize money.
- (6) Neither the Commission nor any retailer shall be responsible or liable as a result of the payment of a prize to the bearer of any lost or stolen ticket, whether or not advice of the loss or theft has been reported or notified to the Commission before payment of the prize.

Part 4—*continued*

25 Ticket validation requirements

In addition to any other requirements specified in these rules, the following requirements shall apply before a ticket shall be regarded as a valid prize winning ticket:

- (a) the ticket shall have been issued on behalf of the Commission by a retailer through a terminal in the authorised manner:
- (b) the ticket shall be intact and shall not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner:
- (c) the information recorded on the ticket shall correspond with the Commission's computer record of prize winning tickets:
- (d) each number on the ticket, whether a selection number, game number, or other number and the game pattern shall be fully legible:
- (e) the ticket shall not be defectively printed or produced in error to an extent that it cannot be processed by the Commission or retailer:
- (f) the ticket shall not be counterfeit or cancelled:
- (g) the ticket shall not appear on the Commission's computer record of cancelled tickets:
- (h) all information appearing on the ticket shall appear in the Commission's official computer record of winning tickets, and another ticket with identical data shall not have been already paid:
- (i) the ticket shall pass all additional confidential validation tests and security criteria established by the Commission:
- (j) the ticket shall not have been issued for a machine-completed coupon.

26 Certain syndicate tickets invalid

- (1) Any ticket purchased by or on behalf of a syndicate in or for which any person—
 - (a) obtains direct or indirect financial gain for forming, conducting, assisting in forming or conducting, or promot-

Part 4—*continued*

- ing that syndicate (in this rule referred to as a commercial syndicate); or
- (b) advertises by any means that he or she will receive money for a commercial syndicate; or
 - (c) publicly advertises for persons to join, form, conduct, or assist in the forming or conducting of a syndicate— shall be deemed to be void and ineligible for any prize.
- (2) For the purposes of subclause (1)(c), a person will be regarded as having publicly advertised in terms of that rule if, among other things, the person advertises by means of television, radio, newspaper, magazine, or direct marketing.
 - (3) Any ticket that is deemed by subclause (1) to be void and ineligible for any prize may not be cancelled.
 - (4) The Commission shall not replace a ticket that under subclause (1) is void and ineligible for any prize.
 - (5) For the purposes of this rule, a person does not obtain a financial gain by receiving any payment that represents the person's proportional share (based on the amount the person paid towards the tickets purchased by or on behalf of the syndicate) of any prize.

27 Consequences of ticket being invalid

- (1) In the event that a ticket fails to pass all the criteria set out in rule 25, the ticket shall be deemed void and ineligible for any prize.
- (2) The Commission may, solely in its discretion, replace an invalid ticket with a ticket of equivalent sales price for any subsequent game.

Part 5

Advance entries

28 Advance selections

The Commission may from time to time authorise the issuance of, and issue advance selections for, games specified by the Commission.

Part 5—*continued*

29 Advance entries

- (1) Where the Commission offers a computer generated selection, the player may make an advance selection entry by advising the retailer or marking the coupon accordingly.
- (2) To make an advance selection entry, where the Commission offers a player selection, a player shall (in addition to marking the player's selections on the coupon) either select, in accordance with instructions on the coupon, the box designated "advance" (if such a box is provided on the coupon) or advise the retailer that it is an advance selection entry.
- (3) In all other respects the advance selection entry shall be completed and selections made in accordance with these rules.

Part 6

Claiming a prize

30 Time limit on claims

- (1) All prizes must be claimed within 12 months from the date of the drawing at which the winning numbers were drawn.
- (2) Any prize not claimed within the 12-month period in the manner specified in these rules shall be forfeited, and the unclaimed prize money shall be paid into the Prize Reserve Fund.

31 Prizes of \$1,000 or less

- (1) Where the prize, or the aggregate of the prizes, that may be claimed on any 1 ticket is \$1,000 or less, a claimant may either present the ticket to any retailer or submit a claim to the Commission for payment.
- (2) Retailers are authorised to pay such prize money up to 12 months from the date of the drawing at which the winning numbers were drawn.
- (3) Retailers shall pay the bearer of a ticket winning \$1,000 or less, presented within the 12-month period, where all the ticket validation criteria and other requirements set forth in these rules

Part 6—*continued*

have been satisfied, and all other procedures required of a retailer by the Commission have been properly followed.

- (4) In the event that the retailer is for any reason unable to validate the claimant's ticket, or is not authorised to pay the prize, or the claimant decides to submit the claim direct to the Commission, the claimant shall make the claim to the Commission in the manner and on the basis specified in rule 32.

32 Prizes of more than \$1,000

- (1) Where the prize, or the aggregate of the prizes, that may be claimed on any 1 ticket is more than \$1,000, a claimant may make a claim for payment either directly to the Commission or through a retailer. Payment of any such prize money shall be made only by the Commission.
- (2) Claims for prizes submitted directly to the Commission may be submitted either by mail (with stamped self-addressed envelope) or by personal presentation to the office of the Commission.
- (3) The procedure for prize claims made through a retailer shall be as follows:
- (a) the claimant shall sign the back of the ticket and present it to the retailer who shall process the ticket through the terminal to register the claim and then provide the claimant with a bingo prize claim form:
 - (b) the claimant shall forthwith complete and return the bingo prize claim form to the retailer:
 - (c) the retailer shall endorse the bingo prize claim form and return to the claimant 1 copy of the endorsed form as a receipt for the surrender of the ticket:
 - (d) the bingo prize claim form with the accompanying ticket shall then be forwarded by the retailer to the Commission for validation.
- (4) Where a claim for a prize is submitted to the Commission without a duly completed bingo prize claim form, the Commission, before paying any prize, may require the person making the claim to complete a bingo prize claim form.

Part 6—*continued*

- (5) *[Revoked]*
- (6) *[Revoked]*
- (7) *[Revoked]*
- (8) Prize money posted to the claimant's address notified on the bingo prize claim form shall be deemed to have been received by the claimant at the time when the letter containing the prize money would in the ordinary course of post be delivered.

Rule 32(5): revoked, on 4 September 1997, by rule 6 of the Bingo Amendment Rules 1997 (SR 1997/185).

Rule 32(6): revoked, on 4 September 1997, by rule 6 of the Bingo Amendment Rules 1997 (SR 1997/185).

Rule 32(7): revoked, on 4 September 1997, by rule 6 of the Bingo Amendment Rules 1997 (SR 1997/185).

32A Payment of prizes of more than \$1,000

- (1) If—
 - (a) all the ticket validation criteria set out in these rules have been satisfied; and
 - (b) the Commission has not made a determination under rule 23(2),—

the Commission must pay a claimant under rule 32 in the manner set out in subclause (2).
- (2) A cheque payable to the order of the claimant or a direct credit to the claimant, for the amount of the prize due, must be—
 - (a) in the case of a cheque, either posted to the claimant or, for a claim made in person, handed to the claimant; or
 - (b) in the case of a direct credit, transferred to the bank account nominated by the claimant.
- (3) A cheque posted to the claimant's address on the bingo prize claim form is deemed to have been received by the claimant at the time when the letter containing the cheque would have been delivered in the ordinary course of post.
- (4) If—
 - (a) all the ticket validation criteria set out in these rules have been satisfied; and
 - (b) the Commission has made a determination under rule 23(2),—

Part 6—*continued*

the Commission must pay a claimant under rule 32 in a manner determined by the Commission.

- (5) If a ticket is not validated by the Commission, the claim must be refused, and the claimant notified promptly of the refusal.

Rule 32A: inserted, on 4 September 1997, by rule 7 of the Bingo Amendment Rules 1997 (SR 1997/185).

Part 7

General provisions

33 Limitation of Commission's liability

Neither the Commission nor any retailer shall, in any circumstances, be liable for any loss (direct or indirect) suffered by a player, bearer of a ticket, or any other person due to—

- (a) the failure of, or damage or destruction to, the Commission's computer system or records; or
- (b) delays, losses, errors, or omissions in or made by the postal or other delivery service or by the banking system; or
- (c) any other action or event which prevents or hinders the issue of a valid ticket; or
- (d) otherwise arising from participation in any game.

34 Decisions of Commission binding

All decisions of the Commission on questions of fact concerning bingo, including decisions as to the validity of tickets, the identity of the bearer of any ticket, the determination of prize winners, and the amount and division of prize money shall be final and binding on all players and any other person or persons concerned for any reason with these matters.

Dated at Wellington this 21st day of June 1996.

The Common Seal of the New Zealand Lotteries Commission was, pursuant to a resolution of the Commission, hereunto affixed in the presence of:

[Seal]

G W F Thompson,
Presiding Member.

D W Bale,
Chief Executive, New Zealand Lotteries Commission.

Dated at Wellington this 26th day of June 1996.

Peter Dunne,
Minister of Internal Affairs.

Issued under the authority of the Acts and Regulations Publication Act 1989.
Date of notification in *Gazette*: 1 July 1996.

Contents

- 1 General
 - 2 Status of reprints
 - 3 How reprints are prepared
 - 4 Changes made under section 17C of the Acts and Regulations Publication Act 1989
 - 5 List of amendments incorporated in this reprint (most recent first)
-

Notes**1 *General***

This is a reprint of the Bingo Rules 1996. The reprint incorporates all the amendments to the rules as at 4 September 1997, as specified in the list of amendments at the end of these notes. Relevant provisions of any amending enactments that contain transitional, savings, or application provisions that cannot be compiled in the reprint are also included, after the principal enactment, in chronological order. For more information, *see* <http://www.pco.parliament.govt.nz/reprints/>.

2 *Status of reprints*

Under section 16D of the Acts and Regulations Publication Act 1989, reprints are presumed to correctly state, as at the date of the reprint, the law enacted by the principal enactment and by the amendments to that enactment. This presumption applies even though editorial changes authorised by section 17C of the Acts and Regulations Publication Act 1989 have been made in the reprint.

This presumption may be rebutted by producing the official volumes of statutes or statutory regulations in which the principal enactment and its amendments are contained.

3 *How reprints are prepared*

A number of editorial conventions are followed in the preparation of reprints. For example, the enacting words are not included in Acts, and provisions that are repealed or revoked are omitted. For a detailed list of the editorial conventions,

see <http://www.pco.parliament.govt.nz/editorial-conventions/> or Part 8 of the *Tables of New Zealand Acts and Ordinances and Statutory Regulations and Deemed Regulations in Force*.

4 *Changes made under section 17C of the Acts and Regulations Publication Act 1989*

Section 17C of the Acts and Regulations Publication Act 1989 authorises the making of editorial changes in a reprint as set out in sections 17D and 17E of that Act so that, to the extent permitted, the format and style of the reprinted enactment is consistent with current legislative drafting practice. Changes that would alter the effect of the legislation are not permitted. A new format of legislation was introduced on 1 January 2000. Changes to legislative drafting style have also been made since 1997, and are ongoing. To the extent permitted by section 17C of the Acts and Regulations Publication Act 1989, all legislation reprinted after 1 January 2000 is in the new format for legislation and reflects current drafting practice at the time of the reprint.

In outline, the editorial changes made in reprints under the authority of section 17C of the Acts and Regulations Publication Act 1989 are set out below, and they have been applied, where relevant, in the preparation of this reprint:

- omission of unnecessary referential words (such as “of this section” and “of this Act”)
- typeface and type size (Times Roman, generally in 11.5 point)
- layout of provisions, including:
 - indentation
 - position of section headings (eg, the number and heading now appear above the section)
- format of definitions (eg, the defined term now appears in bold type, without quotation marks)
- format of dates (eg, a date formerly expressed as “the 1st day of January 1999” is now expressed as “1 January 1999”)
- position of the date of assent (it now appears on the front page of each Act)

- punctuation (eg, colons are not used after definitions)
- Parts numbered with roman numerals are replaced with arabic numerals, and all cross-references are changed accordingly
- case and appearance of letters and words, including:
 - format of headings (eg, headings where each word formerly appeared with an initial capital letter followed by small capital letters are amended so that the heading appears in bold, with only the first word (and any proper nouns) appearing with an initial capital letter)
 - small capital letters in section and subsection references are now capital letters
- schedules are renumbered (eg, Schedule 1 replaces First Schedule), and all cross-references are changed accordingly
- running heads (the information that appears at the top of each page)
- format of two-column schedules of consequential amendments, and schedules of repeals (eg, they are rearranged into alphabetical order, rather than chronological).

5 *List of amendments incorporated in this reprint
(most recent first)*

Bingo Amendment Rules 1997 (SR 1997/185)

Bingo Rules 1996, Amendment No 1 (SR 1997/1)
