

Specific Authority ~~39.407~~, 394.875(8)(40) FS. Law Implemented 394.875 FS. History–New 7-25-06, Amended.

65E-9.013 Restraint, Seclusion, and Time-Out.

(1) through (2) No change.

(3) Authorization of restraint or seclusion.

(a) Restraint or seclusion shall be used and continued only pursuant to an order by a board certified or board eligible psychiatrist licensed under Chapter ~~458 409~~, F.S., or licensed physician with specialized training and experience in diagnosing and treating mental disorders and who is the child’s treatment team physician. If the child’s treatment team physician is unavailable, the physician covering for the treatment team physician may meet these qualifications. Physicians allowed to order seclusion and restraint, pursuant to this rule, must be trained in the use of emergency safety interventions prior to ordering them.

(b) through (j)2. No change.

3. The emergency safety intervention ordered, including the length of time for which the physician authorized its use, which length of time shall not exceed the time limits set forth in subsection 65E-9.013(3)(f) 1.-3. ~~(4)~~, F.A.C.

(4) through (11) No change.

Specific Authority ~~39.407~~, 394.875(8)(40) FS. Law Implemented 394.875 FS. History–New 7-25-06, Amended.

65E-9.014 Medication Administration and Use of Psychotropic Medications

(1) through (14) No change.

Specific Authority ~~39.407~~, 394.875(8)(40) FS. Law Implemented 394.875 FS. History–New 7-25-06, Amended.

FINANCIAL SERVICES COMMISSION

OIR – Insurance Regulation

RULE NO.: RULE TITLE:
69O-167.004 Required Preinsurance Inspection of
Private Passenger Motor Vehicles

NOTICE OF CHANGE

Notice is hereby given that the following changes have been made to the proposed rule in accordance with subparagraph 120.54(3)(d)1., F.S., published in Vol. 34, No. 6, February 8, 2008 issue of the Florida Administrative Weekly.

1. Subsection (9) is changed as follows; An insurer may defer an inspection for thirty (30) seven ~~(7)~~ calendar days following the effective date of coverage for a new policy or the actual notice to the insurer or its agent of additional or replacement vehicle(s) to an existing policy, as permitted by Section 627.744(6), F.S. if an inspection at the time of the request for coverage would create a serious inconvenience for the applicant. The insurance file shall contain information necessary to identify those circumstances justifying the deferral ~~resulting in serious inconvenience.~~

2. The Office’s website is corrected to read <http://www.florid.com>.

3. Forms OIR-B1-506, OIR-B1-507 and OIR-B1-508 have been revised to conform to the rule.

The remainder of the reads as previously published and as revised by the Notice of Change published April 19, 2008 in Vol. 34, No. 16 of the Florida Administrative Weekly.

**Section IV
Emergency Rules**

BOARD OF TRUSTEES OF THE INTERNAL IMPROVEMENT TRUST FUND

Notices for the Board of Trustees of the Internal Improvement Trust Fund between December 28, 2001 and June 30, 2006, go to <http://www.dep.state.fl.us/> under the link or button titled “Official Notices.”

DEPARTMENT OF THE LOTTERY

RULE NO.: RULE TITLE:
53ER08-30 CASH 3®

SUMMARY: This emergency rule sets forth the provisions for the conduct of CASH 3®.

THE PERSON TO BE CONTACTED REGARDING THE EMERGENCY RULE IS: Faith L. Schneider, Legal Analyst, Department of the Lottery, 250 Marriott Drive, Tallahassee, Florida 32399-4011

THE FULL TEXT OF THE EMERGENCY RULE IS:

53ER08-30 CASH 3®.

(1) How to Play CASH 3®.

(a) CASH 3 is a lottery on-line game in which a player must select any two (2)- or three (3)-digit number from 000 to 999 inclusive. The digits may be the same or different; for example, 111, 122, and 123 are all valid selections.

(b) Players may choose play amounts of \$.50 or \$1.00 per play, per drawing, for a total of \$.50, \$1.00, \$1.50, \$3.00, or \$6.00, depending upon the play type selected and number of combinations covered.

(c) Players may make their CASH 3 ticket selections by marking a play slip or by telling the retailer their desired selections.

1. There are five panels on a play slip. Players electing to use a play slip to make their CASH 3 selections must mark the play type, draw time, play amount and number selection (or mark the “Quick Pick” box located at the bottom of each panel for the terminal to randomly select one (1) or more of the numbers for each panel played. If the draw time is not marked, the ticket will automatically be entered into the next available draw. A “Void” box is also located at the bottom of each panel and should be marked by the player if an error was made in his

or her selections in a panel. Players may mark the \$5 "Quick Picks" box to receive five (5) \$1.00 tickets, each with one (1) set of three (3) randomly selected numbers (straight play) for the next available CASH 3 drawing, or may mark the \$10 "Quick Picks" box to receive ten (10) \$1.00 tickets, each with one (1) set of three (3) randomly selected numbers (straight play) for the next available CASH 3 drawing. Players may mark Quick Picks in addition to panel plays. Players must use only blue or black ink or pencil for making selections. Play slips must be processed by a retailer in order to obtain a ticket.

2. Players electing to make their CASH 3 ticket selections by telling the retailer may specify the play type, play amount, draw time, and their desired number selections (or tell the retailer they desire to use the quick pick feature for the terminal to randomly select one (1) or more of the numbers). The terminal defaults to a \$1.00 straight play for the next available draw if the play type, play amount, and draw time are not specified by the player in conjunction with the selection of the quick pick feature.

(d) A player who selects the combo play type and who elects to use the quick pick feature will not be able to select the total cost of the ticket. The total cost will be determined by whether the quick pick numbers selected by the terminal comprise a 3-way combo or 6-way combo play type as described in paragraph (1)(g) below.

(e) A player who selects the box play type or the straight/box play type and who elects to use the quick pick feature will not be able to select the type of box play. The type of box play will be determined by whether the quick pick numbers selected by the terminal comprise a 3-way or 6-way box combination as described below.

(f) Players may play future consecutive midday, evening or both drawings within a fourteen (14)-day period or non-consecutive drawings within a seven-day period by using the "advance play" feature. To use the advance play feature, players may either mark the play slip or tell the retailer the advance play selections and draw time(s) they desire. For purposes of this paragraph (1)(f), both a fourteen (14)-day and a seven (7)-day period begin on the date of the next available CASH 3 drawing for the draw time(s) selected and continue through the next thirteen (13)/six (6) consecutive days for the draw time(s) selected. The advance play options are described more fully in subparagraphs 1. and 2. below.

1. Advance Play by Play Slip. Advance play selections made on a play slip are for consecutive drawings for the draw time(s) selected only. Players shall mark the desired number of consecutive drawings in the "Days" section and the desired draw time(s) in the "Draw Time" section of the play slip. The number of consecutive drawings marked will include the next available drawing for the draw time(s) selected and will apply to each panel (A-E) played. Advance Play does not apply to selections in the Quick Picks box.

a. If the midday (MID) box is selected, the ticket will be entered into the next available midday draw and consecutive midday draws through the selected number of days.

b. If the evening (EVE) box is selected, the ticket will be entered into the next available evening draw and consecutive evening draws through the selected number of days.

c. If the both (BOTH) box is selected, the ticket will be entered into the next available draw and consecutive midday and evening draws through the selected number of days.

2. Advance Play by Telling the Retailer. Players shall specify to the retailer their desired selections in one of the following advance play parameters:

a. Any single day for the draw time(s) selected in a seven (7)-day period;

b. Any two (2) non-consecutive days for the draw time(s) selected in a seven (7)-day period;

c. Any two (2) or more consecutive days for the draw time(s) selected in a seven (7)-day period, not including the next available drawing.

d. Up to fourteen (14) consecutive days for the draw time(s) selected, including the next available drawing.

(g) CASH 3 can be played and won as follows:

1. "Straight" play. In a straight play, if a player's digits are drawn in the exact order as they were chosen by the player, the player wins \$250.00 for a 50-cent play or \$500 for a \$1.00 play.

2. "Box" play. A box play allows a player to win if the player's selections are drawn in any order.

a. A "3-way box" is a play in which the player has selected a number with two (2) identical digits. Therefore, the play involves three (3) combinations; for example, a 122 box covers the combinations 122, 212, and 221, and pays a winner \$80.00 for a 50-cent play or \$160.00 for a \$1.00 play.

b. A "6-way box" is a play in which the player has selected a number in which all three (3) digits are different. Therefore, the play involves six (6) combinations; for example, a 123 box covers the combinations 123, 132, 213, 231, 312, and 321, and pays a winner \$40.00 for a 50-cent play or \$80.00 for a \$1.00 play.

3. "Straight and Box" play. A straight and box play combines a 50-cent straight play and a 50-cent box play for a \$1.00 play.

a. A "Straight and 3-way box" play pays a winner \$330.00 if a player's digits are drawn in the exact order as printed on the player's ticket, or \$80.00 if the player's digits are drawn in any other order.

b. A "Straight and 6-way box" play pays a winner \$290.00 if a player's digits are drawn in the exact order as printed on the ticket, or \$40.00 if the player's digits are drawn in any order.

4. “Combo” play. A combo is a play covering all straight combinations of a 3-digit number and will cost \$1.50 to \$6.00 depending upon the amount played (50 cents or \$1.00) and the number of like digits in the 3-digit number selected.

a. A “3-way combo” is a play in which the player has selected a number with two (2) identical digits. The combo involves three (3) straight play combinations; for example, a 122 combo covers the combinations 122, 212, and 221. A “3-way combo” pays \$250 for a \$1.50 play (\$.50 per combination) or \$500 for a \$3.00 play (\$1.00 per combination).

b. A “6-way combo” is a play in which the player has selected a number in which all three (3) digits are different. The combo involves six (6) straight play combinations; for example, a 123 combo covers the combinations 123, 132, 213, 231, 312, and 321. A “6-way combo” pays \$250 for a \$3.00 play (\$.50 per combination) or \$500 for a \$6.00 play (\$1.00 per combination).

5. “Front Pair” play. A front pair play allows a player to select only two (2) digits and pays \$25.00 for a 50-cent play or \$50.00 for a \$1.00 play if the two (2) digits as printed on the ticket match, in exact order, the first two (2) numbers drawn by the Lottery.

6. “Back Pair” play. A back pair play allows a player to select only two (2) digits and pays \$25.00 for a 50-cent play or \$50.00 for a \$1.00 play if the two (2) digits as printed on the ticket match, in exact order, the last two (2) numbers drawn by the Lottery.

(h) A liability limit of \$10 million is established for CASH 3. When the play of a particular three digit number for a drawing reaches the Lottery’s CASH 3 liability limit of \$10 million, no further ticket sales for any type of play that would involve that three digit number will be allowed for that drawing. In addition, no Front Pair or Back Pair play that involves the first two or last two digits, respectively, of the three digit number will be allowed for that drawing.

(2) CASH 3 Drawings.

(a) CASH 3 drawings are conducted twice daily.

(b) CASH 3 drawings shall be public and witnessed by an accountant employed by an independent certified public accounting firm (“Accountant”) who shall certify to the integrity, security, and fairness of each drawing.

(c) The equipment (ball set(s) and drawing machine(s)) used in a CASH 3 drawing shall be determined by random selection and shall be inspected by an employee of the Florida Lottery’s Security Division (“Draw Manager”) and the Accountant before and after each drawing.

(d) The equipment shall be configured so that one ball is drawn from each of three units of balls numbered zero through nine.

(e) Once the ball set(s) has been selected and inspected, the selected drawing machine(s) shall be loaded by the Draw Manager and the ball set(s) mixed by the action of an air blower.

(f) Three balls shall be drawn by vacuum action, one (1) each into three (3) separate display devices. The numbers shown on the three (3) balls, after certification by the Draw Manager and the Accountant, shall be the official winning numbers for the drawing.

(g) In the event a malfunction in the drawing procedures occurs, or the drawing equipment malfunctions, the Florida Lottery shall use such substitute procedures as are fair and effective to perform the drawing. Such substitute procedures shall be determined in consultation with the Accountant referred to in paragraph (2)(b). In using such substitute procedures the Florida Lottery shall strive to maintain the highest level of public confidence, security and integrity.

(h) The Florida Lottery shall not be responsible for incorrect circulation, publication or broadcast of official winning numbers.

(3) CASH 3 Odds of Winning. The odds of winning in CASH 3 are as follows:

(a) Straight	1 in 1000
(b) Box 3-Way	1 in 333.33
(c) Box 6-Way	1 in 166.67
(d) Straight and Box 3-Way	1 in 1000 and 1 in 333.33
(e) Straight and Box 6-Way	1 in 1000 and 1 in 166.67
(f) Combo 3-Way	1 in 333.33
(g) Combo 6-Way	1 in 166.67
(h) Front Pair	1 in 100
(i) Back Pair	1 in 100.

(4) CASH 3 Rules and Prohibitions.

(a) By purchasing a CASH 3 ticket the player agrees to comply with and abide by all rules and regulations of the Florida Lottery.

(b) CASH 3 prize payments shall be made in accordance with rules of the Florida Lottery governing payment of prizes.

(c) Tickets shall not be purchased by or sold to persons under the age of eighteen (18).

(d) Subject to a retailer’s hours of operation and on-line system availability, CASH 3 lottery tickets are available for purchase daily between the hours of 6:00 a.m. and midnight, Eastern Time (ET).

(e) The scheduled time for the daily CASH 3 drawing is approximately 1:30 p.m. ET for the midday draw and 7:57 p.m. ET for the evening draw. Ticket sales for a specific CASH 3 drawing will close approximately ten (10) minutes prior to that drawing. Any ticket sold after the close of game will be printed with the next available CASH 3 draw date and draw time unless the player specifies another CASH 3 draw date and draw time within the selection parameters.

(f) Retailer cancellations of CASH 3 tickets can only be performed by the retailer who sold the ticket, using the selling terminal's optical mark reader, and within two (2) hours after printing, except that no CASH 3 ticket can be cancelled after game close for the related drawing. The two (2)-hour ticket cancellation period may be reduced due to the selling retailer's hours of business operation, the hours of on-line system availability, or the time of the related CASH 3 close of game.

(g) It is the responsibility of the player to determine the accuracy of the selected panels of numbers, draw date(s) and time(s), and play types on tickets. In the event that a ticket given to the player by the retailer contains selections that are not consistent with the player's selections, it shall be the responsibility of the player to immediately advise the retailer of that fact. In such event and upon request of a player, the retailer shall make a good faith effort to cancel the ticket. A retailer is not required to cancel a ticket produced upon request of a player by the "quick pick" method of number selection.

A copy of the current rule can be obtained from the Florida Lottery, Office of the General Counsel, 250 Marriott Drive, Tallahassee, Florida 32399-4011.

(5) This emergency rule replaces 53ER05-22, Florida Administrative Code.

Specific Authority 24.105(2), 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.109(1), 24.115(1) FS. Law Implemented 24.105(2), 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.115(1), 24.116(1), 24.117(2), 24.124(1) FS. History--New 5-16-08, Replaces 53ER05-22.

THIS RULE TAKES EFFECT UPON BEING FILED WITH THE DEPARTMENT OF STATE UNLESS A LATER TIME AND DATE IS SPECIFIED IN THE RULE.

EFFECTIVE DATE: May 16, 2008

DEPARTMENT OF THE LOTTERY

RULE NO.: 53ER08-31
RULE TITLE: PLAY 4™

SUMMARY: This emergency rule sets forth the provisions for the conduct of PLAY 4™.

THE PERSON TO BE CONTACTED REGARDING THE EMERGENCY RULE IS: Faith L. Schneider, Legal Analyst, Department of the Lottery, 250 Marriott Drive, Tallahassee, Florida 32399-4011

THE FULL TEXT OF THE EMERGENCY RULE IS:

53ER08-31 PLAY 4™.

(1) How to Play PLAY 4™.

(a) PLAY 4 is a lottery on-line game in which a player must select any two (2)- or four (4)-digit number from 0000 through 9999 inclusive. The digits may be the same or different; for example, 1111, 1212, and 1348 are all valid selections.

(b) Players may choose play amounts of \$.50 or \$1.00 per play, per drawing, for a total of \$.50, \$1.00, \$2.00, \$3.00, \$4.00, \$6.00, \$12.00, or \$24.00, depending upon the play type selected and number of combinations covered.

(c) Players may make their PLAY 4 ticket selections by marking a play slip or by telling the retailer their desired selections.

1. There are five panels on a play slip. Players electing to use a play slip to make their PLAY 4 ticket selections must mark the play type, draw time, play amount, and number selection (or mark the "Quick Pick" box located at the bottom of each panel for the terminal to randomly select one (1) or more of the numbers) for each panel played. If the draw time is not marked, the ticket will automatically be entered into the next available draw. A "Void" box is also located at the bottom of each panel and should be marked by the player if an error was made in his or her selections in a panel. Players may mark the \$5 "Quick Picks" box to receive five (5) \$1.00 tickets each with one (1) set of four (4) randomly selected numbers (straight play) for the next PLAY 4 drawing, or may mark the \$10 "Quick Picks" box to receive ten (10) \$1.00 tickets, each with one (1) set of four (4) randomly selected numbers (straight play) for the next available PLAY 4 drawing. Players may mark Quick Picks in addition to panel plays. Players must use only blue or black ink or pencil for making selections. Play slips must be processed by a retailer in order to obtain a ticket.

2. Players electing to make their PLAY 4 ticket selections by telling the retailer may specify the play type, draw time, play amount, and their desired number selections (or tell the retailer they desire to use the quick pick feature for the terminal to randomly select one (1) or more of the numbers). The terminal defaults to a \$1.00 straight play for the next available draw if the play type, play amount, and draw time are not specified by the player in conjunction with the selection of the quick pick feature.

(d) A player who selects the combo play type and who elects to use the quick pick feature will not be able to select the total cost of the ticket. The total cost will be determined by whether the quick pick numbers selected by the terminal comprise a 4-way combo, 6-way combo, 12-way combo, or 24-way combo play type as described below.

(e) A player who selects the box play type or the straight/box play type and who elects to use the quick pick feature will not be able to select the type of box play. The type of box play will be determined by whether the quick pick numbers selected by the terminal comprise a 4-way box, 6-way box, 12-way box, or 24-way box combination as described in paragraph (1)(g) below.

(f) Players may play future consecutive midday, evening, or both drawings within a fourteen (14)-day period or non-consecutive drawings within a seven (7)-day period by using the "advance play" feature. To use the advance play feature, players may either mark the play slip or tell the retailer

the advance play selections and draw times they desire. For purposes of this paragraph (1)(f), both a fourteen (14)-day and a seven (7)-day period begin on the date of the next available PLAY 4 drawing for the draw time selected and continue through the next thirteen (13)/six (6) consecutive days for the draw time selected. The advance play options are described more fully in subparagraphs 1. and 2. below.

1. Advance Play by Play Slip. Advance play selections made on a play slip are for consecutive drawings for the draw time(s) selected only. Players shall mark the number of consecutive drawings in the "Days" section and the desired draw time(s) in the "Draw Time" section of the play slip. The number of consecutive drawings marked will include the next available drawing for the draw time(s) selected and will apply to each panel (A-E) played. Advance play does not apply to Quick Picks.

a. If the midday (MID) box is selected, the ticket will be entered into the next available midday draw and consecutive midday draws through the selected number of days.

b. If the evening (EVE) box is selected, the ticket will be entered into the next available evening draw and consecutive evening draws through the selected number of days.

c. If the both (BOTH) box is selected, the ticket will be entered into the next available draw and consecutive midday and evening draws through the selected number of days.

2. Advance Play by Telling the Retailer. Players shall specify to the retailer their desired selections in one (1) of the following advance play parameters:

a. Any single day for the draw time(s) selected in a seven (7)-day period;

b. Any two (2) non-consecutive days for the draw time(s) selected in a seven (7)-day period;

c. Any two (2) or more consecutive days for the draw time(s) selected in a seven (7)-day period, not including the next available drawing.

d. Up to fourteen (14) consecutive days for the draw times selected, including the next available drawing.

(g) PLAY 4 can be played and won as follows:

1. "Straight" play. In a straight play, if a player's digits are drawn in the exact order as they were chosen by the player, the player wins \$2,500 for a 50-cent play or \$5,000 for a \$1.00 play.

2. "Box" play. A box play allows a player to win if the player's selections are drawn in any order.

a. A "4-way box" is a play in which the player has selected a number with three (3) identical digits. Therefore, the play involves four (4) combinations; for example, a 1112 box covers the combinations 1112, 1121, 1211 and 2111, and pays a winner \$599 for a 50-cent play or \$1,198 for a \$1.00 play.

b. A "6-way box" is a play in which the player has selected a number with pairs of two (2) unique digits. Therefore, the play involves six (6) combinations; for example, a 1122 box

covers the combinations 1122, 1212, 1221, 2112, 2121, and 2211, and pays a winner \$400 for a 50-cent play or \$800 for a \$1.00 play.

c. A "12-way box" is a play in which the player has selected a number with two (2) identical digits. Therefore, the play involves twelve (12) combinations; for example, a 1123 box covers the combinations 1123, 1132, 1213, 1231, 1312, 1321, 2113, 2131, 2311, 3112, 3121, and 3211, and pays a winner \$200 for a 50-cent play or \$400 for a \$1.00 play.

d. A "24-way box" is a play in which the player has selected a number with four (4) unique digits. Therefore, the play involves twenty-four (24) combinations; for example, a 1234 box covers the combinations 1234, 1243, 1324, 1342, 1423, 1432, 2134, 2143, 2314, 2341, 2413, 2431, 3124, 3142, 3214, 3241, 3412, 3421, 4123, 4132, 4213, 4231, 4312, and 4321, and pays a winner \$100 for a 50-cent play or \$200 for a \$1.00 play.

3. "Straight and Box" play. A straight and box play combines a 50-cent straight play and a 50-cent box play for a \$1.00 play.

a. A "Straight and 4-way box" play pays a winner \$3,099 if a player's digits are drawn in the exact order as printed on the player's ticket, or \$599 if the player's digits are drawn in any other order.

b. A "Straight and 6-way box" play pays a winner \$2,900 if a player's digits are drawn in the exact order as printed on the player's ticket, or \$400 if the player's digits are drawn in any other order.

c. A "Straight and 12-way box" play pays a winner \$2,700 if a player's digits are drawn in the exact order as printed on the player's ticket, or \$200 if the player's digits are drawn in any other order.

d. A "Straight and 24-way box" play pays a winner \$2,600 if a player's digits are drawn in the exact order as printed on the player's ticket, or \$100 if the player's digits are drawn in any other order.

4. "Combo" play. A combo is a play covering all straight combinations of a four (4)-digit number and will cost \$2.00 to \$24.00 depending upon the amount played (50 cents or \$1.00) and the number of like digits in the four (4)-digit number selected.

a. A "4-way combo" is a play in which the player has selected a number with three (3) identical digits. The 4-way combo is comprised of four (4) straight play combinations; for example, a 1112 4-way combo covers the combinations 1112, 1121, 1211, and 2111 and pays a winner \$2,500 for a \$2.00 play or \$5,000 for a \$4.00 play.

b. A "6-way combo" is a play in which the player has selected a number with two (2) pairs of unique digits. The 6-way combo is comprised of six (6) straight play combinations; for example, a 1122 6-way combo covers the

combinations 1122,1212, 1221, 2112, 2121, and 2211, and pays a winner \$2,500 for a \$3.00 play or \$5,000 for a \$6.00 play.

c. A “12-way combo” is a play in which the player has selected a number with two (2) identical digits. The 12-way combo is comprised of twelve (12) straight play combinations; for example, a 1123 12-way combo covers combinations 1123, 1132, 1213, 1231, 1312, 1321, 2113, 2131, 2311, 3112, 3121, and 3211, and pays a winner \$2,500 for a \$6.00 play or \$5,000 for a \$12.00 play.

d. A “24-way combo” is a play in which the player has selected a number with four (4) unique digits. The 24-way combo is comprised of twenty-four (24) straight play combinations; for example, a 1234 24-way combo covers the combinations 1234, 1243, 1324, 1342, 1423, 1432, 2134, 2143, 2314, 2341, 2413, 2431, 3124, 3142, 3214, 3241, 3412, 3421, 4123, 4132, 4213, 4231, 4312, and 4321, and pays a winner \$2,500 for a \$12.00 play or \$5,000 for a \$24.00 play.

5. “Front Pair” play. A front pair play allows a player to select only two (2) digits and pays \$25.00 for a 50-cent play or \$50.00 for a \$1.00 play if the two (2) digits as printed on the ticket match, in exact order, the first two (2) numbers drawn by the Lottery.

6. “Mid Pair” play. A mid pair play allows a player to select only two (2) digits and pays \$25.00 for a 50-cent play or \$50.00 for a \$1.00 play if the two (2) digits as printed on the ticket match, in exact order, the middle two (2) numbers drawn by the Lottery.

7. “Back Pair” play. A back pair play allows a player to select only two (2) digits and pays \$25.00 for a 50-cent play or \$50.00 for a \$1.00 play if the two (2) digits as printed on the ticket match, in exact order, the last two (2) numbers drawn by the Lottery.

(h) A liability limit of \$5 million is established for PLAY 4. When the play of a particular four digit number for a drawing reaches the Lottery’s PLAY 4 liability limit of \$5 million, no further ticket sales for any type of play that would involve that four digit number will be allowed for that drawing.

(2) PLAY 4 Drawings.

(a) PLAY 4 drawings are conducted twice daily.

(b) PLAY 4 drawings shall be public and witnessed by an accountant employed by an independent certified public accounting firm (“Accountant”) who shall certify to the integrity, security, and fairness of each drawing.

(c) The equipment (ball set(s) and drawing machine(s)) used in a PLAY 4 drawing shall be determined by random selection and shall be inspected by an employee of the Florida Lottery’s Security Division (“Draw Manager”) and the Accountant before and after each drawing.

(d) The equipment shall be configured so that one ball is drawn from each of four units of balls numbered zero through nine.

(e) Once the ball set(s) has been selected and inspected, the selected drawing machine(s) shall be loaded by the Draw Manager, and the ball set(s) mixed by the action of an air blower.

(f) Four balls shall be drawn by vacuum action, one each into four separate display devices. The numbers shown on the four balls, after certification by the Draw Manager and the Accountant, shall be the official winning numbers for the drawing.

(g) In the event a malfunction in the drawing procedures occurs or the drawing equipment malfunctions, the Florida Lottery shall use such substitute procedures as are fair and effective to perform the drawing. Such substitute procedures shall be determined in consultation with the Accountant referred to in paragraph (2)(b). In using such substitute procedures the Florida Lottery shall strive to maintain the highest level of public confidence, security and integrity.

(h) The Florida Lottery shall not be responsible for incorrect circulation, publication or broadcast of official winning numbers.

(3) PLAY 4 Odds of Winning.

The odds of winning in PLAY 4 are as follows:

(a) Straight	1 in 10,000
(b) Box 4-Way	1 in 2,500
(c) Box 6-Way	1 in 1,666.67
(d) Box 12-Way	1 in 833.33
(e) Box 24-Way	1 in 416.67
(f) Straight/ Box 4-Way	1 in 10,000 and 1 in 2,500
(g) Straight/ Box 6-Way	1 in 10,000 and 1 in 1,666.67
(h) Straight/ Box 12-Way	1 in 10,000 and 1 in 833.33
(i) Straight/ Box 24-Way	1 in 10,000 and 1 in 416.67
(j) Combo 4-Way	1 in 2,500
(k) Combo 6-Way	1 in 1,666.67
(l) Combo 12-Way	1 in 833.33
(m) Combo 24-Way	1 in 416.67
(n) Front Pair	1 in 100
(o) Middle Pair	1 in 100
(p) Back Pair	1 in 100.

(4) PLAY 4 Rules and Prohibitions.

(a) By purchasing a PLAY 4 ticket a player agrees to comply with and abide by all rules and regulations of the Florida Lottery.

(b) PLAY 4 prize payments shall be made in accordance with rules of the Florida Lottery governing payment of prizes.

(c) Tickets shall not be purchased by or sold to persons under the age of eighteen (18).

(d) Subject to a retailer’s hours of operation and on-line system availability, PLAY 4 lottery tickets are available for purchase daily between the hours of 6:00 a.m. and midnight, Eastern Time (ET).

(e) The scheduled time for the daily PLAY 4 drawing is approximately 1:30 p.m. ET for the midday draw and 7:57 p.m., ET for the evening draw. Ticket sales for a specific PLAY 4 drawing will close approximately ten (10) minutes prior to that drawing. Any ticket sold after the close of game will be printed with the next available PLAY 4 draw date and time unless the player specifies another PLAY 4 draw date and time within the selection parameters.

(f) Retailer cancellations of PLAY 4 tickets can only be performed by the retailer who sold the ticket, using the selling terminal's optical mark reader, and within two (2) hours after printing, except that no PLAY 4 ticket shall be cancelled after close of game for the related drawing. The two (2)-hour ticket cancellation period may be reduced due to the selling retailer's hours of business operation, the hours of on-line system availability, or the time of the related PLAY 4 close of game.

(g) It is the responsibility of the player to determine the accuracy of the selected panels of numbers, draw date(s), draw time(s) and play types on tickets. In the event that a ticket given to the player by the retailer contains selections that are not consistent with the player's selections, it shall be the responsibility of the player to immediately advise the retailer of that fact. In such event and upon request of a player, the retailer shall make a good faith effort to cancel the ticket. A retailer is not required to cancel a ticket produced upon request of a player by the "quick pick" method of number selection.

A copy of the current rule can be obtained from the Florida Lottery, Office of the General Counsel, 250 Marriott Drive, Tallahassee, Florida 32399-4011.

(5) This emergency rule replaces 53ER05-23, Florida Administrative Code.

Specific Authority 24.105(2), 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.109(1), 24.115(1) FS. Law Implemented 24.105(2), 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.115(1), 24.116(1), 24.117(2), 24.124(1) FS. History--New 5-16-08, Replace 53ER05-23.

THIS RULE TAKES EFFECT UPON BEING FILED WITH THE DEPARTMENT OF STATE UNLESS A LATER TIME AND DATE IS SPECIFIED IN THE RULE.
EFFECTIVE DATE: May 16, 2008

DEPARTMENT OF THE LOTTERY

RULE NO.: 53ER08-32
RULE TITLE: Retailer Bonus Sales Commission

SUMMARY: Effective May 19, 2008 through June 22, 2008, the Florida Lottery will award retailers a bonus sales commission on each \$2.00 and \$3.00 Lotto Plus™ ticket sold in their store.

THE PERSON TO BE CONTACTED REGARDING THE EMERGENCY RULE IS: Faith L. Schneider, Legal Analyst, Department of the Lottery, 250 Marriott Drive, Tallahassee, Florida 32399-4011

THE FULL TEXT OF THE EMERGENCY RULE IS:

53ER08-32 Retailer Bonus Sales Commission.

(1) Beginning May 19 through June 22, 2008, the Florida Lottery will pay retailers a bonus sales commission of five percent (5%), in addition to the regular commission set forth in Rule 53ER05-14, F.A.C., for each \$2.00 and \$3.00 Lotto Plus™ ticket sold in their store.

(2) The bonus sales commissions will be paid by electronic funds transfer within two weeks of the end of the promotion. The Lottery reserves the right to apply a bonus commission earned against a retailer's outstanding debt to the Lottery and to award the remaining balance of the bonus commission, if any.

(3) Bonus sales commissions will be considered compensation to the retailer for Internal Revenue Service purposes.

(4) Retailers whose Florida Lottery contracts are terminated or inactivated prior to the bonus commission award shall be paid the bonus commission earned provided said termination or inactivation was not due to noncompliance with Chapter 24, Florida Statutes, Chapter 53, Florida Administrative Code, or contract terms.

Specific Authority 24.105(9)(i), 24.109(1), 24.112(1) FS. Law Implemented 24.105(9)(i), 24.112(1) FS. History--New 5-16-08.

THIS RULE TAKES EFFECT UPON BEING FILED WITH THE DEPARTMENT OF STATE UNLESS A LATER TIME AND DATE IS SPECIFIED IN THE RULE.
EFFECTIVE DATE: May 16, 2008

DEPARTMENT OF THE LOTTERY

RULE NO.: 53ER08-33
RULE TITLE: Instant Game Number 753, DIAMONDS & 7's

SUMMARY: This emergency rule describes Instant Game Number 753, "DIAMONDS & 7's," for which the Department of the Lottery will start selling tickets on a date to be determined by the Secretary of the Department. The rule sets forth the specifics of the game; determination of prizewinners; estimated odds of winning, value and number of prizes in the game.

THE PERSON TO BE CONTACTED REGARDING THE EMERGENCY RULE IS: Faith L. Schneider, Legal Analyst, Department of the Lottery, 250 Marriott Drive, Tallahassee, Florida 32399-4011

THE FULL TEXT OF THE EMERGENCY RULE IS:

53ER08-33 Instant Game Number 753, DIAMONDS & 7's.

(1) Name of Game. Instant Game Number 753, "DIAMONDS & 7's."

(2) Price. DIAMONDS & 7's lottery tickets sell for \$2.00 per ticket.

(3) DIAMONDS & 7's lottery tickets shall have a series of numbers in machine readable code (or bar code) on the back of the ticket, along with a validation number under the latex area on the ticket. To be a valid winning DIAMONDS & 7's lottery ticket, the ticket must meet the applicable requirements of Rule 53ER08-20, F.A.C.

(4) The play symbols and play symbol captions are as follows:



(5) The legends are as follows:

- SPIN 1
- SPIN 2
- SPIN 3
- SPIN 4
- SPIN 5
- SPIN 6
- SPIN 7

(6) Determination of Prizewinners.

(a) There are seven (7) SPINs on a ticket. Each SPIN is played separately. A ticket having three play symbols and play symbol captions in a SPIN that match three play symbols in the exact order shown in the PRIZE LEGEND play area shall entitle the claimant to the corresponding prize shown.

(b) The prizes are: TICKET, \$3, \$7, \$17, \$27, \$77, \$777 and \$7,777. A claimant who is entitled to a prize of a "TICKET" shall be entitled to a prize of a \$2.00 instant ticket or combination of instant tickets with a total value of \$2.00, except as follows. A person who submits by mail a DIAMONDS & 7's lottery ticket which entitles the claimant to a prize of a \$2.00 instant ticket and whose mailing address is outside the state of Florida will receive a check for \$2.00 in lieu of an actual ticket.

(7) The estimated odds of winning, value and number of prizes in Instant Game Number 753 are as follows:

<u>GAME PLAY</u>	<u>WIN</u>	<u>ODDS OF</u>	<u>NUMBER OF</u>
<u>TICKET</u>	<u>\$2 TICKET</u>	<u>1 IN</u>	<u>WINNERS IN</u>
			<u>42 POOLS OF</u>
			<u>180,000 TICKETS</u>
			<u>PER POOL</u>
\$3	\$3	12.50	604,800
\$7	\$7	21.43	352,800
\$17	\$17	75.00	100,800
\$27	\$27	150.00	50,400
\$77	\$77	486.49	15,540
\$777	\$777	90,000.00	84
\$7,777	\$7,777	540,000.00	14

(8) The estimated overall odds of winning some prize in Instant Game Number 753 are 1 in 4.02. Prizes, including the top prizes, are subject to availability at the time of ticket

purchase. Prizes may be unavailable due to prior sale or other causes occurring in the normal course of business including, but not limited to, ticket damage, defect, theft, or loss.

(9) For reorders of Instant Game Number 753, the estimated odds of winning, value, and number of prizes shall be proportionate to the number of tickets reordered.

(10) By purchasing a DIAMONDS & 7's lottery ticket the player agrees to comply with and abide by all prize payment rules of the Florida Lottery.

(11) Payment of prizes for DIAMONDS & 7's lottery tickets shall be made in accordance with rules of the Florida Lottery governing payment of prizes.

A copy of the current rule can be obtained from the Florida Lottery, Office of the General Counsel, 250 Marriott Drive, Tallahassee, Florida 32399-4011.

Specific Authority 24.105(9)(a), (b), (c), 24.109(1), 24.115(1) FS. Law Implemented 24.105(9)(a), (b), (c), 24.115(1) FS. History—New 5-16-08.

THIS RULE TAKES EFFECT UPON BEING FILED WITH THE DEPARTMENT OF STATE UNLESS A LATER TIME AND DATE IS SPECIFIED IN THE RULE.

EFFECTIVE DATE: May 16, 2008

DEPARTMENT OF THE LOTTERY

RULE NO.:

RULE TITLE:

53ER08-34

Instant Game Number 752, 9s IN A LINE

SUMMARY: This emergency rule describes Instant Game Number 752, "9s IN A LINE," for which the Department of the Lottery will start selling tickets on a date to be determined by the Secretary of the Department. The rule sets forth the specifics of the game; determination of prizewinners; estimated odds of winning, value and number of prizes in the game.

THE PERSON TO BE CONTACTED REGARDING THE EMERGENCY RULE IS: Faith L. Schneider, Legal Analyst, Department of the Lottery, 250 Marriott Drive, Tallahassee, Florida 32399-4011

THE FULL TEXT OF THE EMERGENCY RULE IS:

53ER08-34 Instant Game Number 752, 9s IN A LINE.

(1) Name of Game. Instant Game Number 752, "9s IN A LINE."

(2) Price. 9s IN A LINE lottery tickets sell for \$1.00 per ticket.

(3) 9s IN A LINE lottery tickets shall have a series of numbers in machine readable code (or bar code) on the back of the ticket, along with a validation number under the latex area on the ticket. To be a valid winning 9s IN A LINE lottery ticket, the ticket must meet the applicable requirements of Rule 53ER08-20, F.A.C.

(4) The play symbols and play symbol captions are as follows:



(5) The "PRIZE" symbols and prize symbol captions are as follows:



(6) The legends are as follows:

PRIZE

(7) Determination of Prizewinners.



(a) A ticket having three "NINE" play symbols and corresponding play symbol captions in any vertical, horizontal or diagonal row shall entitle the claimant to the prize shown in the "PRIZE" box.

(b) The prizes are: TICKET, \$1.00, \$2.00, \$4.00, \$5.00, \$9.00, \$10.00, \$19.00, \$25.00, \$50.00, \$99.00, \$250 and \$999. A claimant who is entitled to a prize of a "TICKET" shall be entitled to a prize of a \$1.00 instant ticket, except as follows. A person who submits by mail a 9s IN A LINE lottery ticket which entitles the claimant to a prize of a \$1.00 instant ticket and whose mailing address is outside the state of Florida will receive a check for \$1.00 in lieu of an actual ticket.

(8) The estimated odds of winning, value and number of prizes in Instant Game Number 752 are as follows:

GAME PLAY	WIN	NUMBER OF WINNERS IN 56 POOLS OF	
		ODDS OF	180,000 TICKETS
TICKET	\$1 TICKET	10.00	PER POOL 1,008,000
\$1	\$1	18.75	537,600
\$2	\$2	30.00	336,000
\$4	\$4	60.00	168,000
\$5	\$5	75.00	134,400
\$9	\$9	150.00	67,200
\$10	\$10	300.00	33,600
\$19	\$19	300.00	33,600
\$25	\$25	300.00	33,600
\$50	\$50	9,000.00	1,120
\$99	\$99	15,000.00	672
\$250	\$250	45,000.00	224
\$999	\$999	90,000.00	112

(9) The estimated overall odds of winning some prize in Instant Game Number 752 are 1 in 4.28. Prizes, including the top prizes, are subject to availability at the time of ticket purchase. Prizes may be unavailable due to prior sale or other causes occurring in the normal course of business including, but not limited to, ticket damage, defect, theft, or loss.

(10) For reorders of Instant Game Number 752, the estimated odds of winning, value, and number of prizes shall be proportionate to the number of tickets reordered.

(11) By purchasing a 9s IN A LINE lottery ticket the player agrees to comply with and abide by all prize payment rules of the Florida Lottery.

(12) Payment of prizes for 9s IN A LINE lottery tickets shall be made in accordance with rules of the Florida Lottery governing payment of prizes.

A copy of the current rule can be obtained from the Florida Lottery, Office of the General Counsel, 250 Marriott Drive, Tallahassee, Florida 32399-4011.

Specific Authority 24.105(9)(a), (b), (c), 24.109(1), 24.115(1) FS. Law Implemented 24.105(9)(a), (b), (c), 24.115(1) FS. History—New 5-16-08.

THIS RULE TAKES EFFECT UPON BEING FILED WITH THE DEPARTMENT OF STATE UNLESS A LATER TIME AND DATE IS SPECIFIED IN THE RULE.

EFFECTIVE DATE: May 16, 2008

DEPARTMENT OF ENVIRONMENTAL PROTECTION

Notices for the Department of Environmental Protection between December 28, 2001 and June 30, 2006, go to <http://www.dep.state.fl.us/> under the link or button titled "Official Notices."

**Section V
Petitions and Dispositions Regarding Rule
Variance or Waiver**

**BOARD OF TRUSTEES OF THE INTERNAL
IMPROVEMENT TRUST FUND**

Notices for the Board of Trustees of the Internal Improvement Trust Fund between December 28, 2001 and June 30, 2006, go to <http://www.dep.state.fl.us/> under the link or button titled "Official Notices."

WATER MANAGEMENT DISTRICTS

NOTICE IS HEREBY GIVEN THAT on May 1, 2008, the Suwannee River Water Management District, received a petition for variance from Wayne and Suzanne Timmerman, 4917 W. San Rafael Street, Tampa, FL 33629, pursuant to Section 120.542, F.S. Petitioner is seeking a variance from subsection 40B-4.3030(9), F.A.C., to the zero-rise certification requirement, and paragraph 40B-4.3030(12)(b), F.A.C., to the 75-foot setback requirement. The permit applicant has reconstructed an existing structure in Levy County, Township 12 South, Range 13 East, Section 32, partially within the 75-foot setback of the Suwannee River. These rules are intended to set forth criteria for development activities within a