



# Kansas Register

Kris W. Kobach, Secretary of State

Vol. 30, No. 10

March 10, 2011

Pages 221-268

In this issue . . .	Page
<b>Secretary of State</b>	
Notice of corporations forfeited .....	222
<b>Board of Emergency Medical Services</b>	
Notice of meetings.....	223
<b>Legislative bills and resolutions introduced February 24-March 2</b> .....	223
<b>Kansas Commission on Peace Officers' Standards and Training</b>	
Notice of committee meeting.....	223
<b>Department of Administration—Division of Purchases</b>	
Notice to bidders for state purchases .....	223
<b>Department of Revenue</b>	
Notice of available publications.....	224
<b>Kansas Development Finance Authority</b>	
Notice of hearing on proposed revenue bonds .....	224
<b>Department of Health and Environment</b>	
Request for comments on the Kansas Infant-Toddler Grant Application.....	224
Requests for comments on proposed air quality permits.....	225, 226, 227
Notices of hearing on proposed administrative regulations.....	227, 229
Notice of hearing on the FY 2011 Intended Use Plan .....	229
Notice concerning water pollution control permits/applications .....	230
<b>Pooled Money Investment Board</b>	
Notice of investment rates.....	225
<b>Department of Administration—Division of Accounts and Reports</b>	
Public notice.....	227
<b>Kansas Board of Regents Universities</b>	
Notice to bidders.....	231
<b>Office of the Governor</b>	
Executive Order 11-03, incorporating by reference Executive Orders 98-5, 00-06, 02-05, 03-06, 05-01, 06-02, and 09-06 and continuing the Governor's Military Council.....	231
<b>Permanent Administrative Regulations</b>	
Kansas Insurance Department.....	232
<b>Temporary Administrative Regulations</b>	
Department of Health and Environment.....	232
Kansas Lottery (adopted at September 2010 meeting).....	232
Kansas Lottery (adopted at October 2010 meeting).....	241
Kansas Lottery (adopted at November 2010 meeting).....	249
<b>Index to administrative regulations</b> .....	261

## State of Kansas

## Secretary of State

## Notice of Corporations Forfeited

In accordance with K.S.A. 17-7510, the articles of incorporation of the following corporations organized under the laws of Kansas and the authority of the following foreign corporations authorized to do business in Kansas were forfeited during the month of February 2011 for failure to timely file an annual report and pay the annual report fee as required by the Kansas general corporation code:

## Domestic Corporations

A. R. E. Industries, Inc., Wichita, KS.  
 Abundant Grace Community Fellowship Church, Ellsworth, KS.  
 Academy of the Arts, LLC, Shawnee, KS.  
 All Around The House Inc., Olathe, KS.  
 Caritas Clinics, Inc., Leavenworth, KS.  
 Chappell Drugs, Inc., Chanute, KS.  
 Cherokee Warrior, Inc., Garden City, KS.  
 Clearwater Church of the Nazarene, Clearwater, KS.  
 Concept Solutions, Inc., Alma, KS.  
 Dale E. King, Inc., Overland Park, KS.  
 Ellis County Abstract & Title Co., Inc., Hays, KS.  
 Ewing Investments of Kansas, Inc., Derby, KS.  
 G Race Cycling, Inc., Lawrence, KS.  
 Gleason Ranch, Inc., Larned, KS.  
 House Association of Zeta Iota Chapter of Sigma Chi International, Prairie Village, KS.

Jim's Welding & Electrical, Inc., Ulysses, KS.  
 Maplewood Homes Association, Inc., Lenexa, KS.  
 Miami Sun Transfer Inc., Miami, FL.  
 Mpressions, Inc., Lake Quivira, KS.  
 New Day Investments, Inc., Overland Park, KS.  
 Olenhouse Crop Consultants, Inc., Seneca, KS.  
 Plastering Systems, Inc., Kansas City, MO.  
 Quality Body Shop, Inc., Hutchinson, KS.  
 R & J Auto, Inc., Shawnee, KS.  
 Raymond Sand Trucking Inc., Raymond, KS.  
 Recendez, Painting LLC, Kansas City, KS.  
 Saint Benedict's Book And Gift Inc., Atchison, KS.  
 Shawnee Mission Soccer Club, Inc., Lenexa, KS.  
 The Shop H/B MC Club, Kansas City, KS.  
 The Works Inc., Hutchinson, KS.  
 Ultimate Ring Girls Inc., Topeka, KS.  
 Walker Brothers, Inc., Macksville, KS.  
 Wathena Grain Company, Wathena, KS.  
 Wilshire Place, L.L.C., Overland Park, KS.

## Foreign Corporations

Creative World School, Inc., Raytown, MO.  
 Doug Reed & Associates, Inc., Overland Park, KS.  
 Grant County Mulch, Inc., Arthur, WV.  
 Guarantee Interiors, Inc., St. Louis, MO.  
 Kansas City Stationery Company, Kansas City, MO.  
 Platicon, Inc., Kansas City, KS.  
 Service Station Computer Systems, Inc., Salinas, CA.

Kris W. Kobach  
 Secretary of State

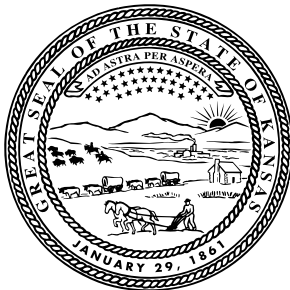
Doc. No. 039201

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State of Kansas

**Board of Emergency Medical Services**

**Notice of Meetings**

The Board of Emergency Medical Services will conduct a board meeting and a Medical Advisory Council meeting at 9 a.m. Friday, March 18, at the Top of the Tower, 534 S. Kansas Ave., Suite 1430, Topeka.

All meetings of the board are open to the public. For more information, contact the executive director, Room 1031, Landon State Office Building, 900 S.W. Jackson, Topeka, 66612-1228, (785) 296-7296.

Steven Sutton  
Executive Director

Doc. No. 039199

State of Kansas

**Legislature**

**Legislative Bills and Resolutions Introduced**

The following numbers and titles of bills and resolutions were introduced February 24-March 2 by the 2011 Kansas Legislature. Copies of bills and resolutions are available free of charge from the Legislative Document Room, 58-S, State Capitol, 300 S.W. 10th Ave., Topeka, 66612, (785) 296-4096. Full texts of bills, bill tracking and other information may be accessed at [www.kslegislature.org](http://www.kslegislature.org).

**House Bills**

**HB 2365**, AN ACT concerning taxation; imposing excise tax on the transmission of money by money transmitters; prescribing rate of taxation; procedures; distribution of revenue; amending K.S.A. 2010 Supp. 9-508 and repealing the existing section, by Committee on Taxation.

**HB 2366**, AN ACT concerning taxation; relating to countywide retailers' sale tax; authority for Douglas county; amending K.S.A. 2010 Supp. 12-187 and repealing the existing section, by Committee on Taxation.

**House Concurrent Resolutions**

**HCR 5022**, By Special Committee on Natural Gas Storage Fields and Facilities, A CONCURRENT RESOLUTION urging adoption of federal regulations or policies permitting Kansas to regulate the underground storage of natural gas in interstate transportation.

**House Resolutions**

**HR 6012**, By Representative Sloan, A RESOLUTION in memory of Robert V. Talkington.

**Senate Concurrent Resolutions**

**SCR 1605**, By Senators Morris, Emler, Vratil, Abrams, Apple, Bruce, Brungardt, Faust-Goudeau, Francisco, Haley, Hensley, Holland, Huntington, Kelly, Kelsey, King, Kultala, Longbine, Love, Lynn, Marshall, Masterson, McGinn, Merrick, Olson, Ostmeyer, Owens, Petersen, Pilcher-Cook, Pyle, Reitz, A. Schmidt, V. Schmidt, Schodorf, Taddiken, Teichman, Umbarger and Wagle, A CONCURRENT RESOLUTION urging the United States Congress to fund the construction of the National Bio and Agro-defense Facility (NBAF) and encouraging the Department of Homeland Security to advance the sale of Plum Island Animal Disease Center and direct the proceeds of the sale to be used to help fund the NBAF.

**Senate Resolutions**

**SR 1817**, By Committee on Judiciary, A RESOLUTION disapproving Executive Reorganization Order No. 34, relating to consolidation of parole review functions in the executive branch by abolishing the parole board as established by K.S.A. 22-3701 et seq. and establishing the prisoner review board within the department of corrections.

Doc. No. 039190

State of Kansas

**Commission on Peace Officers' Standards and Training**

**Notice of Committee Meeting**

The Kansas Commission on Peace Officers' Standards and Training Curriculum Sub-Committee will meet at 10 a.m. Thursday, March 10, in the Administration Building conference room at the Kansas Law Enforcement Training Center, 11009 S. Hornet, Hutchinson. The meeting is open to the public. For more information, call (316) 832-9906.

John Carmichael  
Chairperson

Doc. No. 039208

State of Kansas

**Department of Administration  
Division of Purchases**

**Notice to Bidders**

Sealed bids for items listed will be received by the Director of Purchases until 2 p.m. on the date indicated. For more information, call (785) 296-2376:

- |            |            |                                    |
|------------|------------|------------------------------------|
| 03/15/2011 | EVT0000467 | Coordination of CAPTA & CJA Grants |
| 03/22/2011 | EVT0000470 | Bituminous Plant Mixture, D1       |
| 03/23/2011 | EVT0000478 | Cooling Tower Replacement – Salina |
| 03/24/2011 | EVT0000473 | High Calcium Quicklime             |
| 03/28/2011 | EVT0000477 | Shirts – Golf                      |
| 03/29/2011 | EVT0000479 | Window Replacement – Lansing       |
| 04/04/2011 | EVT0000475 | Audit – Unclaimed Property         |

The above-referenced bid documents can be downloaded at the following Web site:

<http://www.da.ks.gov/purch/>

Additional files may be located at the following Web site (please monitor this Web site on a regular basis for any changes/addenda):

<http://da.state.ks.us/purch/adds/default.htm>

Contractors wishing to bid on the projects below must be prequalified. Information regarding prequalification, projects and bid documents can be obtained by calling (785) 296-8899 or by visiting [www.da.ks.gov/fp/](http://www.da.ks.gov/fp/).

- |            |             |   |
|------------|-------------|---|
| 03/24/2011 | A-011397(A) | Renovation of Bldg. E – Exterior Construction Package – Jardine Apartments Redevelopment – Kansas State University, Manhattan |
| 03/24/2011 | A-011443    | Electrical Distribution – Campus Wide – Kansas School for the Deaf, Olathe  |
| 03/24/2011 | A-011520    | HVAC Upgrades – Hughes Hall – Pittsburg State University, Pittsburg   |

Chris Howe  
Director of Purchases

Doc. No. 039209

**State of Kansas****Department of Revenue****Notice of Available Publications**

Listed below are all the Private Letter Rulings, Opinion Letters, Final Written Determinations, Revenue Rulings, Memorandums, Property Valuation Division Directives, Q&A's, Information Guides and Notices published by the Department of Revenue for February 2011. Copies can be obtained by accessing the Policy Information Library located on the Internet at [www.ksrevenue.org](http://www.ksrevenue.org) or by calling the Office of Policy and Research at (785) 296-3081.

**Private Letter Rulings**

P-2011-001 Sales tax on oil and dyed diesel.

**Opinion Letters**

No new publications

**Final Written Determinations**

No new publications

**Revenue Rulings**

No new publications

**Notices**

No new publications

**Memorandums**

No new publications

**Property Valuation Division Directives**

No new publications

**Q&A's**

No new publications

**Information Guides**

No new publications

Nick Jordan  
Secretary of Revenue

Doc. No. 039191

**State of Kansas****Kansas Development Finance Authority****Notice of Hearing**

A public hearing will be conducted at 9 a.m. Thursday, March 24, in the offices of the Kansas Development Finance Authority, 555 S. Kansas Ave., Suite 202, Topeka, on the proposal for the KDFA to issue its Agricultural Development Revenue Bond for the project numbered below in the respective maximum principal amount. The bond will be issued to assist the borrower named below (who will be the owner and operator of the project) to finance the cost in the amount of the bond, which is then typically purchased by a lender bank who then, through the KDFA, loans the bond proceeds to the borrower for the purposes of acquiring the project. The project shall be located as shown:

**Project No. 000802—Maximum Principal Amount: \$74,593.91.** Owner/Operator: Ky and Kelsey Swisher. Description: Acquisition of 200 acres of agricultural land and related improvements and equipment to be used by the owner/operator for farming purposes. The project is being financed by the lender for Ky and Kelsey Swisher and is located at the West Half of the West Half of the Northwest

Quarter of Section 17, Marquette Township, and the Southeast Quarter of Section 18, Marquette Township, both in McPherson County, Kansas, approximately 3.5 miles west of Marquette on State Highway 4.

The bond, when issued, will be a limited obligation of the KDFA and will not constitute a general obligation or indebtedness of the state of Kansas or any political subdivision thereof, including the KDFA, nor will it be an indebtedness for which the faith and credit and taxing powers of the state of Kansas are pledged. The bond will be payable solely from amounts received from the respective borrower, the obligation of which will be sufficient to pay the principal of, interest and redemption premium, if any, on the bond when it becomes due.

All individuals who appear at the hearing will be given an opportunity to express their views concerning the proposal to issue the bond to finance the project, and all written comments previously filed with the KDFA at its offices at 555 S. Kansas Ave., Suite 202, Topeka, 66603, will be considered. Additional information regarding the project may be obtained by contacting the KDFA.

Tim Shallenburger  
President

Doc. No. 039210

**State of Kansas****Department of Health  
and Environment****Request for Comments**

The Kansas Department of Health and Environment is soliciting comments and recommendations from the public regarding the FFY 2011 Kansas Infant-Toddler Grant Application under Part C of the Individuals with Disabilities Education Act (IDEA), as amended by the Individuals with Disabilities Education Improvement Act of 2004. Funds from this grant will enable the continuance of a statewide comprehensive, coordinated, multidisciplinary system of services for infants and toddlers with disabilities and their families.

The grant application may be reviewed for 60 days from the publication of this notice on the KDHE Web site at <http://www.ksits.org/> or a hard copy may be requested by calling (785) 296-6135 or (800) 332-6262 (V/TTY).

In order to be assured consideration in this grant process, all comments and recommendations must be submitted on or before April 22 to the Kansas Department of Health and Environment, Children's Developmental Services, Suite 220, Curtis State Office Building, 1000 S.W. Jackson, Topeka, 66612-1274. Comments also may be sent by e-mail to [swalters@kdheks.gov](mailto:swalters@kdheks.gov).

Robert Moser, M.D.  
Secretary of Health  
and Environment

Doc. No. 039205

**State of Kansas  
Pooled Money Investment Board**

**Notice of Investment Rates**

The following rates are published in accordance with K.S.A. 75-4210. These rates and their uses are defined in K.S.A. 2010 Supp. 12-1675(b)(c)(d) and K.S.A. 2010 Supp. 12-1675a(g).

**Effective 3-7-11 through 3-13-11**

<b>Term</b>	<b>Rate</b>
1-89 days	0.15%
3 months	0.11%
6 months	0.16%
1 year	0.29%
18 months	0.46%
2 years	0.69%

Elizabeth B.A. Miller  
Director of Investments

Doc. No. 039188

**State of Kansas  
Department of Health  
and Environment**

**Request for Comments**

The Kansas Department of Health and Environment is soliciting comments regarding a proposed air quality construction permit. Kansas City Board of Public Utilities (BPU) has applied for an air quality construction permit in accordance with the provisions of K.A.R. 28-19-300 to initiate an emission reduction project at its Quindaro Power Station, 3601 N. 12th, in Wyandotte County, Kansas City, Kansas, 66104. Emissions of carbon monoxide (CO), oxides of nitrogen (NO<sub>x</sub>), particulate matter (PM), PM with a diameter less than 10 microns (PM<sub>10</sub>), PM with a diameter less than 2.5 microns (PM<sub>2.5</sub>), sulfur dioxide (SO<sub>2</sub>), volatile organic compounds (VOC), lead, sulfuric acid mist (H<sub>2</sub>SO<sub>4</sub>), fluorides, hydrogen sulfide (H<sub>2</sub>S), and total reduced sulfur were evaluated during the permit review process.

The proposed permit is to be issued in accordance with the provisions of K.A.R. 28-19-350, prevention of significant deterioration (PSD), which adopt the federal standards, procedures and requirements of 40 CFR 52.21 by reference. These air quality regulations apply to major stationary emission sources located in areas designated as "attainment" under the federal Clean Air Act (CAA). Attainment areas are areas where the air quality meets or exceeds the national ambient air quality standards (NAAQS).

The PSD regulations require evaluation of emission reduction techniques to identify the best available control technology (BACT) for each pollutant for which the emission rate exceeds the PSD significant level. The purpose of BACT is to affect the maximum degree of reduction achievable, taking into account energy, environmental and economic impacts for each pollutant under review. Evaluation of the estimated emissions for the proposed Quindaro Power Station project indicates that the emission rate of carbon monoxide exceeds the significance lev-

els. BPU conducted the required BACT analysis for CO. The department has reviewed BPU's BACT analysis and concurs with its findings that good combustion practices are BACT for CO.

An ambient impact analysis was performed on the air emissions of CO from the Quindaro Power Station project. The analysis demonstrated no significant impact on ambient air quality. No Class I areas are located within 100 km of the facility. Any federal land manager who has reason to believe he/she may have a Class I area adversely impacted by the emissions from the expansion project has the opportunity to present KDHE with an analysis of the adverse impact on the air quality-related values of that Class I area during the comment period. The EPA has not established Class II maximum allowable increments for CO. Accordingly, no calculation of the potential consumption of increment is possible.

A public comment period has been established until 5 p.m. April 11 to allow citizens the opportunity to express any concerns they may have about this proposed permitting action. All comments should be submitted in writing to Larry D. Lowry, KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, 66612-1366, or presented at the public hearing.

Any member of the public may request a public hearing be conducted to receive comments on the proposed issuance of the draft air quality construction permit. Written requests to hold a public hearing should be sent to the attention of Sharon Burrell at the address listed above or by fax to (785) 291-3953 and must be received by noon April 11. If no requests to hold the public hearing are received by this date and time, the public hearing will be cancelled. A notice of the cancellation will be posted at the KDHE Web site at [http://www.kdheks.gov/bar/public\\_notice.html](http://www.kdheks.gov/bar/public_notice.html).

If a request is received, a public hearing is tentatively scheduled by the KDHE from 5 to 7 p.m. April 21 at the Unified Government of Wyandotte County/Kansas City, Kansas Public Health Department, 619 Ann Ave., third floor auditorium, Kansas City.

If a hearing is conducted, all interested parties will be given a reasonable opportunity to present their views orally or by submission of written materials during the hearing. In order to give all parties an opportunity to present their views, it may be necessary to request that each participant limit oral presentations to a specific time limit. Any individual with a disability may request accommodation in order to participate in the public hearing and may request the proposed materials in an accessible format. Requests for accommodation must be made not later than April 11 by contacting Sharon Burrell at (785) 296-0297.

Copies of the proposed permit, permit application, all supporting documentation and all information relied upon during the permit application review process are available for public review for a period of 30 days from the date of publication during normal business hours, 8 a.m. to 5 p.m., at the KDHE, Bureau of Air. Also, a copy of only the proposed permit can be reviewed at the Unified Government of Wyandotte County and Kansas City Kansas, 701 N. 7th St., Kansas City. To obtain or review

*(continued)*

the proposed permit and supporting documentation, contact Larry D. Lowry, (785) 296-6281, at the KDHE central office; and to review the proposed permit only, contact Andrew Beard, (913) 573-6700, at the Unified Government of Wyandotte County/Kansas City, Kansas office. The standard departmental cost will be assessed for any copies requested.

Robert Moser, M.D.  
Secretary of Health  
and Environment

Doc. No. 039206

## State of Kansas

### Department of Health and Environment

#### Request for Comments

The Kansas Department of Health and Environment is soliciting comments regarding a proposed air quality construction permit. Kansas City Board of Public Utilities (BPU) has applied for an air quality construction permit in accordance with the provisions of K.A.R. 28-19-300 to initiate an emission reduction project at its Nearman Creek Power Station, 4240 N. 55th St., in Wyandotte County, Kansas City, Kansas, 66104. Emissions of carbon monoxide (CO), oxides of nitrogen (NO<sub>x</sub>), particulate matter (PM), PM with a diameter less than 10 microns (PM<sub>10</sub>), PM with a diameter less than 2.5 microns (PM<sub>2.5</sub>), sulfur dioxide (SO<sub>2</sub>), volatile organic compounds (VOC), lead, sulfuric acid mist (H<sub>2</sub>SO<sub>4</sub>), fluorides, hydrogen sulfide (H<sub>2</sub>S), and total reduced sulfur were evaluated during the permit review process.

The proposed permit is to be issued in accordance with the provisions of K.A.R. 28-19-350, prevention of significant deterioration (PSD), which adopt the federal standards, procedures and requirements of 40 CFR 52.21 by reference. These air quality regulations apply to major stationary emission sources located in areas designated as "attainment" under the federal Clean Air Act (CAA). Attainment areas are areas where the air quality meets or exceeds the national ambient air quality standards (NAAQS).

The PSD regulations require evaluation of emission reduction techniques to identify the best available control technology (BACT) for each pollutant for which the emission rate exceeds the PSD significant level. The purpose of BACT is to affect the maximum degree of reduction achievable, taking into account energy, environmental and economic impacts for each pollutant under review. Evaluation of the estimated emissions for the proposed Nearman Creek Power Station project indicates that the emission rate of carbon monoxide exceeds the significance levels. BPU conducted the required BACT analysis for CO. The department has reviewed BPU's BACT analysis and concurs with its findings that good combustion practices are BACT for CO.

An ambient impact analysis was performed on the air emissions of CO from the Nearman Creek Power Station project. The analysis demonstrated no significant impact on ambient air quality. No Class I areas are located within 100 km of the facility. Any federal land manager who has reason to believe he/she may have a Class I area adversely

impacted by the emissions from the expansion project has the opportunity to present KDHE with an analysis of the adverse impact on the air quality-related values of that Class I area during the comment period. The EPA has not established Class II maximum allowable increments for CO. Accordingly, no calculation of the potential consumption of increment is possible.

A public comment period has been established until 5 p.m. April 11 to allow citizens the opportunity to express any concerns they may have about this proposed permitting action. All comments should be submitted in writing to Larry D. Lowry, KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, 66612-1366, or presented at the public hearing.

Any member of the public may request a public hearing be conducted to receive comments on the proposed issuance of the draft air quality construction permit. Written requests to hold a public hearing should be sent to the attention of Sharon Burrell at the address listed above or by fax to (785) 291-3953 and must be received by noon April 11. If no requests to hold the public hearing are received by this date and time, the public hearing will be cancelled. A notice of the cancellation will be posted at the KDHE Web site at [http://www.kdheks.gov/bar/public\\_notice.html](http://www.kdheks.gov/bar/public_notice.html).

If a request is received, a public hearing is tentatively scheduled by the KDHE from 5 to 7 p.m. April 21 at the Unified Government of Wyandotte County/Kansas City, Kansas Public Health Department, 619 Ann Ave., third floor auditorium, Kansas City.

If a hearing is conducted, all interested parties will be given a reasonable opportunity to present their views orally or by submission of written materials during the hearing. In order to give all parties an opportunity to present their views, it may be necessary to request that each participant limit oral presentations to a specific time limit. Any individual with a disability may request accommodation in order to participate in the public hearing and may request the proposed materials in an accessible format. Requests for accommodation must be made not later than April 11 by contacting Sharon Burrell at (785) 296-0297.

Copies of the proposed permit, permit application, all supporting documentation and all information relied upon during the permit application review process are available for public review for a period of 30 days from the date of publication during normal business hours, 8 a.m. to 5 p.m., at the KDHE, Bureau of Air. Also, a copy of only the proposed permit can be reviewed at the Unified Government Wyandotte County/Kansas City Kansas, 701 N. 7th St., Kansas City. To obtain or review the proposed permit and supporting documentation, contact Larry D. Lowry, (785) 296-6281, at the KDHE central office; and to review the proposed permit only, contact Andrew Beard, (913) 573-6700, at the Unified Government of Wyandotte County/Kansas City, Kansas office. The standard departmental cost will be assessed for any copies requested.

Robert Moser, M.D.  
Secretary of Health and  
Environment

Doc. No. 039207

## State of Kansas

Department of Health  
and Environment

## Request for Comments

The Kansas Department of Health and Environment is soliciting comments regarding a proposed air quality construction permit. Kansas City Power and Light Company (KCP&L) has applied for an air quality construction permit in accordance with the provisions of K.A.R. 28-19-300 to initiate the construction of a temporary building for the fabrication of fiberglass reinforced liners for the proposed dual flue stack at its LaCygne generating station. Emissions of oxides of nitrogen (NO<sub>x</sub>), sulfur dioxide (SO<sub>2</sub>), particulate matter equal to or less than ten (10) microns in diameter (PM<sub>10</sub>), carbon monoxide (CO), volatile organic compounds (VOC) and hazardous air pollutants (HAP) were evaluated during the permit review process.

Kansas City Power and Light Company, Kansas City, Missouri, proposes to construct a temporary building for the fabrication of fiberglass reinforced liners for the proposed dual flue stack including horizontal filament winding, non-atomized spray resin and a resin bath. Three diesel-fired indirect heaters also are proposed to provide heating for the temporary building at the generating station located at 25116 E. 2200 Road, LaCygne, Kansas.

A copy of the proposed permit, permit application, all supporting documentation and all information relied upon during the permit application review process is available for public review for a period of 30 days from the date of publication during normal business hours at the KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka; and a copy of the proposed permit can be reviewed at the KDHE Southeast District Office, 1500 W. 7th St., Chanute. To obtain or review the proposed permit and supporting documentation, contact Jessica Webb, (785) 296-1578, at the KDHE central office; and to review the proposed permit only, contact Doug Cole, (620) 431-2390, at the KDHE Southeast District Office. The standard departmental cost will be assessed for any copies requested.

Direct written comments or questions regarding the proposed permit to Jessica Webb, KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, 66612-1366. In order to be considered in formulating a final permit decision, written comments must be received before the close of business April 11.

A person may request a public hearing be held on the proposed permit. The request for a public hearing shall be in writing and set forth the basis for the request. The written request must be submitted to Sharon Burrell, Bureau of Air, not later than the close of business April 11 in order for the Secretary of Health and Environment to consider the request.

Robert Moser, M.D.  
Secretary of Health  
and Environment

Doc. No. 039198

## State of Kansas

Department of Administration  
Division of Accounts and Reports

## Public Notice

Under requirements of K.S.A. 2010 Supp. 65-34,117(c), records of the Division of Accounts and Reports show the unobligated balances are \$4,059,156.42 in the Underground Petroleum Storage Tank Release Trust Fund and \$4,090,261.12 in the Aboveground Petroleum Storage Tank Release Trust Fund at February 28, 2011.

Dennis Taylor  
Secretary of Administration

Doc. No. 039203

## State of Kansas

Department of Health  
and EnvironmentNotice of Hearing on Proposed  
Administrative Regulations

The Kansas Department of Health and Environment, Division of Health, Bureau of Child Care and Health Facilities, will conduct a public hearing at 1 p.m. Tuesday, May 17, in the Memorial Hall Auditorium, 120 S.W. 10th Ave., second floor, Topeka, to consider the revocation of family day care home regulations K.A.R. 28-4-120 and 28-4-121; adoption of new regulation K.A.R. 28-4-93, pertaining to the department's online information dissemination system; amendments to regulations K.A.R. 28-4-113, 28-4-114, 28-4-115 and 28-4-116, and adoption of new regulations K.A.R. 28-4-114a, 28-4-115a, and 28-4-116a, pertaining to day care and group day care homes; and amendments to regulation K.A.R. 28-4-440 and adoption of new regulation K.A.R. 28-4-428a, pertaining to preschools and child care centers. The proposed regulations incorporate the provisions of Lexie's Law.

A summary of the proposed regulations and the estimated economic impact follows:

**Summary of Regulations:**

**K.A.R. 28-4-93. Online information dissemination system.** Provides definitions of terms used throughout the regulation; requires applicant or licensee to notify the department if requesting that facility address and telephone number be withheld from publication.

**K.A.R. 28-4-113. Definitions.** Provides definitions of terms used throughout the day care and group day care home regulations.

**K.A.R. 28-4-114. Applicant; licensee.** Describes application process for license and applicant and licensee requirements; addresses operation of more than one facility and prohibits licensure concurrently for more than one type of child care or child and adult care on same premises; lists license capacity, counting a child not functioning at developmental level, capacity not to be exceeded, provision for emergency care, and additional children on premises; requires appointment of substitute for primary care provider; requires posting of temporary permit or license and availability of current regulations; addresses closure.

(continued)

**K.A.R. 28-4-114a. Initial and ongoing professional development.** Requires orientation for applicant and anyone caring for children; describes health and safety training; requires first aid and CPR; lists initial and annual professional development requirements; requires documentation.

**K.A.R. 28-4-115. Facility.** Describes water and sewerage systems requirements and drinking water for infants; addresses general environmental requirements, fire safety approval, fire inspector approval for use of basement or second floor, and prohibits use of third floor; requires refrigerator and storage of refrigerated medications in locked box; addresses storage of hazardous items and storage of guns and other weapons; requires designated outdoor play area.

**K.A.R. 28-4-115a. Supervision.** Requires and describes contents of a supervision plan; describes requirements for general supervision of children, indoor and outdoor supervision, and evening and overnight care.

**K.A.R. 28-4-116. Daily care of children.** Requires communication with parents; addresses requirements for daily schedule of activities; assisting child with personal care, hand washing; prohibits smoking; lists requirements for nutrition and food service; requires record-keeping.

**K.A.R. 28-4-116a. Napping and sleeping.** Requires rest period for each child; describes elements of safe sleep practices, lists requirements for sleeping surfaces and consumer warnings or recalls; addresses transition from crib or playpen to other surface.

**K.A.R. 28-4-120. Family day care home certificate of registration.** Revoked effective July 1, 2011.

**K.A.R. 28-4-121. Required immunizations for children under 16 years of age.** Revoked effective July 1, 2011.

**K.A.R. 28-4-428a. Education and training requirements.** Requires orientation for applicant and staff; describes health and safety training, requires first aid and CPR; lists education and annual in-service training requirements; requires documentation.

**K.A.R. 28-4-440. Infant and toddler programs.** States program requirements, including use of ground floor only, separate units from those for older children; prohibits floor furnaces; for infants, requires separate sleeping area and crib or playpen for each infant; lists requirements for cribs and playpens and consumer warnings or recalls; lists elements of safe sleep policies and practices; requires attendance to children when awake; requires adult-size rocking chair for each unit and chairs, tables, etc., for children not held for feeding; requires provision of towels and washcloths or disposable products; addresses cleaning of items that children may place in their mouths; lists staff requirements; addresses program requirements; lists food service requirements; lists requirements for toileting; requires daily communication with parents and guardians.

#### **Economic Impact:**

Cost to the agency: There is no additional cost to the agency. Any costs will be absorbed in the current budget.

Cost to licensees: There is no cost for licensees pertaining to the online information dissemination system (K.A.R. 28-4-93).

For the professional development and training requirements (K.A.R. 28-4-114a and K.A.R. 28-4-428a) a number of current licensees and care providers, as part of their own professional development, already meet these requirements. For those who do not meet the requirements, there are low-cost training opportunities through resource and referral agencies, county health departments, and other community partners. The proposed new regulations allow current licensees and staff up to one calendar year to complete the requirements.

K.A.R. 28-4-116a and K.A.R. 28-4-440 prohibit the use of drop-side cribs in child care facilities after December 28, 2012. This prohibition is due to a recent change in federal standards for the manufacture and sale of cribs, which include a requirement that child care facilities phase out the use of drop-side cribs by that date. The purpose of the delayed compliance date is to provide adequate time for the manufacture of complying cribs and for facilities to obtain complying cribs. In Kansas, licensed day care homes, group day care homes, and child care centers with infants enrolled may use either cribs or playpens for napping or sleeping infants. It is unknown how many facilities currently have cribs that must be replaced by December 28, 2012. For those facilities replacing non-compliant cribs, the estimated cost per crib is \$200-\$500. Child care facilities will continue to have the option to use the less expensive playpens.

Costs to other governmental agencies or units: There is no known additional cost.

The time period between publication of this notice and the scheduled hearing serves as the required public comment period of at least 60 days for the purpose of receiving written public comments on the proposed amended regulations. At any time during the public comment period any interested parties may submit written comments to Dorothy Tenney, KDHE, Child Care Licensing and Registration Program, 1000 S.W. Jackson, Suite 200, Topeka, 66612-1274, by fax at (785) 296-0803, or by e-mail to [dtenney@kdheks.gov](mailto:dtenney@kdheks.gov). During the hearing, all interested parties will be given a reasonable opportunity to present their views orally on the proposed new regulations as well as an opportunity to submit their written comments. In order to give each individual an opportunity to present their views, it may be necessary for the hearing officer to request that each presenter limit any oral presentation to an appropriate time frame.

Complete copies of the proposed regulations and the corresponding economic impact statements may be obtained on the Child Care Licensing Web site at [www.kdheks.gov/kidsnet/](http://www.kdheks.gov/kidsnet/) or by contacting Dorothy Tenney at the address above, (785) 296-1270 or fax (785) 296-0803.

Any individual with a disability may request accommodation in order to participate in the public hearing and may request the proposed regulations and economic impact statements in an accessible format. Requests for accommodation should be made at least five working days in advance of the hearing by contacting Dorothy Tenney.

Robert Moser, M.D.  
Secretary of Health  
and Environment

Doc. No. 039197



## State of Kansas

Department of Health  
and Environment

## Notice of Hearing

A public hearing will be conducted at 10 a.m. Tuesday, April 5, in the Azure Room, fourth floor, Curtis State Office Building, 1000 S.W. Jackson, Topeka, to discuss and present the First Amendment to the FY 2011 Intended Use Plan for the Kansas Water Pollution Control Revolving Loan Fund. The Kansas Department of Health and Environment, Bureau of Water, has prepared documents to update the IUP for the state fiscal year 2011. The documents are available on the KDHE Web site at <http://www.kdheks.gov/muni/index.htm>.

Comments on the update to the Intended Use Plan are welcome and requested. Any questions or comments should be directed to Rodney R. Geisler, P.E., Chief, Municipal Programs Section, Bureau of Water, KDHE, Suite 420, Curtis State Office Building, 1000 S.W. Jackson, Topeka, 66612-1367, or to [rgeisler@kdheks.gov](mailto:rgeisler@kdheks.gov).

Robert Moser, M.D.  
Secretary of Health  
and Environment

Doc. No. 039189

## State of Kansas

Department of Health  
and EnvironmentNotice of Hearing on Proposed  
Administrative Regulations

The Kansas Department of Health and Environment, Division of Environment, Bureau of Air, will conduct a public hearing at 10 a.m. Monday, May 23, in Room 530 of the Curtis State Office Building, 1000 S.W. Jackson, Topeka, to consider the adoption of K.A.R. 28-19-645a, a proposed new regulation regarding open burning restrictions that supersede the provisions of K.A.R. 28-19-645 for certain counties during the month of April. This regulation is being promulgated as both a temporary and a permanent regulation. A summary of the proposed regulation and the estimated economic impact follows:

**Summary of Regulation:**

**K.A.R. 28-19-645a** is necessary due to KDHE's adoption of the Flint Hills Smoke Management Plan (SMP), which calls for restrictions on open burning in the following counties during the month of April: Butler, Chase, Chautauqua, Cowley, Elk, Geary, Greenwood, Johnson, Lyon, Marion, Morris, Pottawatomie, Riley, Sedgwick, Wabaunsee and Wyandotte. The SMP was created to help address prior violations of National Ambient Air Quality Standards in the Kansas City and Wichita metropolitan areas that were directly caused by fire emissions from the Flint Hills and to mitigate future air quality impacts of burning in the Flint Hills.

**Economic Impact:**

Compliance costs resulting from proposed K.A.R. 28-19-645a are expected to be minimal, as it is anticipated

that prescribed burning not exempted in this regulation will be conducted in March or May.

The time period between the publication of this notice and the scheduled hearing constitutes a 60-day public comment period for the purpose of receiving written public comments on the proposed regulatory action. All interested parties may submit written comments prior to 5 p.m. on the day of the hearing to Keith Weber, KDHE, Bureau of Air, 1000 S.W. Jackson, Suite 310, Topeka, 66612, by fax to (785) 296-7455, or by e-mail to [kweber@kdheks.gov](mailto:kweber@kdheks.gov). All interested parties will be given a reasonable opportunity to present their views orally on the proposed regulatory action during the hearing, as well as to submit their written comments at that time. In order to give all parties an opportunity to present their views, it may be necessary to require each participant to limit any oral presentation to five minutes.

Copies of the proposed regulation and complete economic impact and environmental benefit statements may be obtained by contacting Keith Weber at (785) 291-3278 or [kweber@kdheks.gov](mailto:kweber@kdheks.gov). Copies also may be viewed at the following locations:

- Department of Air Quality, Unified Government of Wyandotte County - Kansas City, Kansas Health Department, 619 Ann Ave., Kansas City, Kansas
- Johnson County Environmental Department, 11811 S. Sunset, Suite 2700, Olathe
- Curtis State Office Building, 1000 S.W. Jackson, Suite 310, Topeka
- KDHE Northeast District Office, 800 W. 24th St., Lawrence
- KDHE Northwest District Office, 2301 E. 13th St., Hays
- KDHE North Central District Office, 2501 Market Place, Suite D, Salina
- KDHE South Central District Office, 130 S. Market, Suite 6050, Wichita
- KDHE Southeast District Office, 1500 W. 7th St., Chanute
- KDHE Southwest District Office, 302 W. McArtor Road, Dodge City
- Wichita-Sedgwick County Dept. of Community Health, 1900 E. 9th St., Wichita

The material also is available on the Bureau of Air's Web site at [http://www.kdheks.gov/bar/public\\_notice.html](http://www.kdheks.gov/bar/public_notice.html). Questions pertaining to the proposed regulation should be directed to Keith Weber.

Any individual with a disability may request accommodation in order to participate in the public hearing and may request the proposed regulation and the economic impact and environmental benefit statements in an accessible format. Requests for accommodation should be made at least five working days in advance of the hearing by contacting Keith Weber.

Robert Moser, M.D.  
Secretary of Health  
and Environment

Doc. No. 039196

State of Kansas

Department of Health and Environment

Notice Concerning Kansas/Federal Water Pollution Control Permits and Applications

In accordance with Kansas Administrative Regulations 28-16-57 through 63, 28-18-1 through 15, 28-18a-1 through 32, 28-16-150 through 154, 28-46-7, and the authority vested with the state by the administrator of the U.S. Environmental Protection Agency, various draft water pollution control documents (permits, notices to revoke and reissue, notices to terminate) have been prepared and/or permit applications have been received for discharges to waters of the United States and the state of Kansas for the class of discharges described below.

The proposed actions concerning the draft documents are based on staff review, applying the appropriate standards, regulations and effluent limitations of the state of Kansas and the Environmental Protection Agency. The final action will result in a Federal National Pollutant Discharge Elimination System Authorization and/or a Kansas Water Pollution Control permit being issued, subject to certain conditions, revocation and reissuance of the designated permit or termination of the designated permit.

This permit is being reissued for an existing facility with a maximum capacity of 428 head (171.2 animal units) of swine more than 55 pounds. There is no change in the permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Scoby Farm, Inc. James Scoby 2825 Bittersweet Road Morrill, KS 66515	S/2 of Section 32 & SW/4 of Section 33, T01S, R15E & NW/4 of Section 04, T02S, R15E, Brown County	Missouri River Basin

Kansas Permit No. A-MOBR-5008

This permit is being reissued for an existing facility with a maximum capacity of 1,500 head (600 animal units) of swine more than 55 pounds and 200 head (200 animal units) of beef cattle more than 700 pounds, for a total of 800 animal units. There is no change in the permitted animal units from the previous permit.

Persons wishing to comment on the draft documents and/or permit applications must submit their comments in writing to the Kansas Department of Health and Environment if they wish to have the comments considered in the decision-making process. Comments should be submitted to the attention of the Livestock Waste Management Section for agricultural-related draft documents or applications, or to the Technical Services Section for all other permits, at the Kansas Department of Health and Environment, Division of Environment, Bureau of Water, 1000 S.W. Jackson, Suite 420, Topeka, 66612-1367.

All comments regarding the draft documents or application notices received on or before April 9 will be considered in the formulation of the final determinations regarding this public notice. Please refer to the appropriate Kansas document number (KS-AG-11-039/043) and name of the applicant/permittee when preparing comments.

After review of any comments received during the public notice period, the Secretary of Health and Environment will issue a determination regarding final agency action on each draft document/application. If response to any draft document/application indicates significant public interest, a public hearing may be held in conformance with K.A.R. 28-16-61 (28-46-21 for UIC).

All draft documents/applications and the supporting information including any comments received are on file and may be inspected at the offices of the Kansas Department of Health and Environment, Bureau of Water. These documents are available upon request at the copying cost assessed by KDHE. Application information and components of plans and specifications for all new and expanding swine facilities are available on the Internet at <http://www.kdheks.gov/feedlots>. Division of Environment offices are open from 8 a.m. to 5 p.m. Monday through Friday, excluding holidays.

Robert Moser, M.D.  
Secretary of Health and Environment

Doc. No. 039202

Public Notice No. KS-AG-11-039/043

Pending Permits for Confined Feeding Facilities

Name and Address of Applicant	Legal Description	Receiving Water
Luke J. Hoeme 50144 N.E. 100th Ave. Preston, KS 67583	W/2 of Section 05, T27S, R11W, Pratt County	Lower Arkansas River Basin

Kansas Permit No. A-ARPR-B009

This is a new permit for an existing, modified facility for 999 head (999 animal units) of cattle weighing greater than 700 pounds. A new wastewater management system consisting of a new wastewater retention structure, two settling basins, two freshwater diversion channels and pen modifications will be constructed at this facility.

Name and Address of Applicant	Legal Description	Receiving Water
Bellar Farms Mike Bellar 1411 Killdeer Howard, KS 67349	SW/4 of Section 02, T30S, R10E, Elk County	Verdigris River Basin

Kansas Permit No. A-VEEK-S010

This permit is being reissued for a confined animal feeding operation for 1,500 head (600 animal units) of swine weighing more than 55 pounds and 500 head (50 animal units) of swine weighing less than 55 pounds. This represents an increase in the permitted animal units from the previous permit. The permit contains modifications consisting of two additional enclosed swine buildings and a new dead animal compost facility.

Name and Address of Applicant	Legal Description	Receiving Water
Phillip Sealock Route 2, Box 127 Hoxie, KS 67740	SE/4 of Section 07, T08S, R28W, Sheridan County	Solomon River Basin

Kansas Permit No. A-SOSD-B004

This permit is being reissued for a maximum capacity of 999 head (999 animal units) of cattle more than 700 pounds. There is no change in the permitted animal units from the previous permit.

Name and Address of Applicant	Legal Description	Receiving Water
Fabrizius Fats Paul M. Fabrizio 20095 260 Ave. WaKeeney, KS 67672	NE/4 of Section 33, T12S, R23W, Trego County	Smoky Hill River Basin

Kansas Permit No. A-SHTR-S004

**State of Kansas  
Board of Regents Universities**

**Notice to Bidders**

The universities of the Kansas Board of Regents encourage interested vendors to visit the various universities' purchasing offices' Web sites for a listing of all transactions, including construction projects, for which the universities' purchasing offices, or one of the consortia commonly utilized by the universities, are seeking information, competitive bids or proposals. The referenced construction projects may include project delivery construction procurement act projects pursuant to K.S.A. 76-7,125 et seq.

**Emporia State University** – Bid postings: [www.emporia.edu/busaff/purchasing/vendor-procedures.htm](http://www.emporia.edu/busaff/purchasing/vendor-procedures.htm). Additional contact info: phone: 620-341-5145, fax: 620-341-5073, e-mail: [thouse@emporia.edu](mailto:thouse@emporia.edu). Mailing address: Emporia State University, Controller's Office/Purchasing, Campus Box 4021, 1200 Commercial, Emporia, KS 66801.

**Fort Hays State University** – Bid postings: [www.fhsu.edu/bids](http://www.fhsu.edu/bids). Additional contact info: phone: 785-628-4251, fax: 785-628-4046, e-mail: [purchasing@fhsu.edu](mailto:purchasing@fhsu.edu). Mailing address: Fort Hays State Purchasing Office, 601 Park St., 318 Sheridan Hall, Hays, KS 67601.

**Kansas State University** – Bid postings: [www.k-state.edu/purchasing/rfq](http://www.k-state.edu/purchasing/rfq). Additional contact info: phone: 785-532-6214, fax: 785-532-5577, e-mail: [kspurch@k-state.edu](mailto:kspurch@k-state.edu). Mailing address: Controller's Office/Purchasing, 21 Anderson Hall, Kansas State University, Manhattan, KS 66506.

**Pittsburg State University** – Bid postings: [www.pittstate.edu/office/purchasing](http://www.pittstate.edu/office/purchasing). Additional contact info: phone: 620-235-4169, fax: 620-235-4166, e-mail: [jensch@pittstate.edu](mailto:jensch@pittstate.edu). Mailing address: Pittsburg State University, Purchasing Office, 1701 S. Broadway, Pittsburg, KS 66762-7549.

**University of Kansas** – Electronic bid postings: <http://www.purchasing.ku.edu/>. Paper bid postings and mailing address: KU Purchasing Services, 1246 W. Campus Road, Room 30, Lawrence, KS 66045. Additional contact info: phone: 785-864-5800, fax: 785-864-3454, e-mail: [purchasing@ku.edu](mailto:purchasing@ku.edu).

**University of Kansas Medical Center** – Bid postings: <http://www2.kumc.edu/finance/purchasing/bids.html>. Additional contact info: phone: 913/588-1100, fax: 913/588-1102. Mailing address: University of Kansas Medical Center; Purchasing Department, Mail Stop 2034; 3901 Rainbow Blvd., Kansas City, KS 66160

**Wichita State University** – Bid postings: [www.wichita.edu/purchasing](http://www.wichita.edu/purchasing). Additional contact info: phone: 316-978-3080, fax: 316-978-3528. Mailing address: Wichita State University, Office of Purchasing, 1845 Fairmount Ave., Campus Box 12, Wichita, KS 67260-0012.

Barry Swanson  
Chair of Regents Purchasing Group  
Chief Procurement Officer  
University of Kansas

Doc. No. 038494

**State of Kansas  
Office of the Governor**

**Executive Order 11-03**

WHEREAS, military forces in Kansas, composed of Active, Reserve and National Guard, contribute to peace for the state, nation, and world; and

WHEREAS, military activities in Kansas provide thousands of jobs and more than \$7 billion annually for Kansas' economy; and

WHEREAS, men and women in the military, and their families, whose talents contribute to the well-being of their communities are valued as important assets to our State; and

WHEREAS, it is essential to preserve all military and related jobs for the benefit of Kansas families and the Kansas economy; and

WHEREAS, the State of Kansas desires to strengthen the presence and expansion of military facilities; and

WHEREAS, the State of Kansas should support and appreciate the men and women who serve our nation; and

WHEREAS, by Executive Order 98-5 dated July 2, 1998, Governor Bill Graves established the Governor's Military Affairs Coordinating Council; and

WHEREAS, the provision of Executive Order 98-5 provided for the expiration of the Executive Order on May 1, 2000; and

WHEREAS, Executive Order 00-06 extended the Governor's Military Affairs Coordinating Council until November 1, 2002; and

WHEREAS, Executive Order 02-05 extended the Governor's Military Affairs Coordinating Council until May 1, 2003; and

WHEREAS, Executive Order 03-06 issued by Governor Sebelius extended the Governor's Military Affairs Coordinating Council until May 1, 2005; and

WHEREAS, Executive Order 05-01 issued by Governor Sebelius extended the Governor's Military Affairs Coordinating Council until May 7, 2007; and

WHEREAS, Executive Order 06-02 issued by Governor Sebelius extended the Governor's Military Affairs Coordinating Council until May 1, 2009; and

WHEREAS, Executive Order 09-06 issued by Governor Parkinson extended the Governor's Military Affairs Coordinating Council until February 28, 2011 unless rescinded earlier or lengthened by executive order.

NOW, THEREFORE, pursuant to the authority vested in me as Governor of the State of Kansas, I hereby incorporate by reference Executive Orders 98-5, 00-06, 02-05, 03-06, 05-01, 06-02, and 09-06 and continue said Governor's Military Council, with the following purposes and charges, which shall be controlling from the effective date of this order:

1. The Council shall be composed of no more than thirty members appointed by the Governor. The Governor will designate one member as Chair and may designate other offices as deemed appropriate. Base/Post Commanders may serve as ex-officio members of the Council.
2. Members of the Council shall serve at the pleasure of the Governor and shall meet upon the call of the

*(continued)*

chairperson as necessary to carry out the duties outlined in this executive order.

3. Members of the Council shall receive no compensation, subsistence allowance, mileage or expenses from the State of Kansas.
4. The Council's duty will be to initiate, act upon and consider all necessary strategies to:
  - a. Optimize the military presence in Kansas through removal of operational impediments, increasing operating efficiencies, and recruitment/acquisition of new missions and force structure;
  - b. Active foster close, effective cooperation among the instillations and public and private sectors throughout the State;
  - c. Aggressively pursue initiatives to enhance the quality of life for veterans and all active and reserve component military personnel;
  - d. Promote Kansas as a desired location for all Department of Defense retirees;
  - e. Explore and develop outreach opportunities for individuals discharging or retiring from military service to use their talents and skills as members of the Kansas workforce;
  - f. Assist in the development, coordination, and execution of strategy required by any future change in missions proposed by the Department of Defense.
  - g. Grow defense-related industries in areas around the state's military bases and instillations.

This document shall be filed with the Secretary of State as Executive Order No. 11-03 and shall become effective immediately.

IT IS SO ORDERED.

Dated February 24, 2011.

Sam Brownback  
Governor

Doc. No. 039192

State of Kansas

**Department of Health  
and Environment**

**Temporary Administrative  
Regulations**

**Article 19.—AMBIENT AIR QUALITY STANDARDS  
AND AIR POLLUTION CONTROL**

**28-19-645a.** Restrictions on open burning operations that supersede the provisions of K.A.R. 28-19-645 for certain counties during the month of April. (a) A person shall not cause or permit open burning operations of any waste, including vegetation and wood waste, structures, or any other materials on any premises during the month of April in Butler, Chase, Chautauqua, Cowley, Elk, Geary, Greenwood, Johnson, Lyon, Marion, Morris, Pottawatomie, Riley, Sedgwick, Wabaunsee, and Wyandotte counties, except as authorized by subsections (b) through (d).

(b) The following activities shall be exempt from the prohibition in subsection (a):

(1) Open burning operations for the purpose of range or pasture management and conservation reserve program (CRP) burning activities meeting the requirements in K.A.R. 28-19-648 (a)(1) through (a)(4); and

(2) open burning operations listed in K.A.R. 28-19-647 (a)(1) and (a)(2).

(c) A person may obtain approval by the secretary to conduct an open burning operation that is not otherwise exempt if the conditions and requirements of the following are met:

(1) K.A.R. 28-19-647 (b)(1) through (b)(3); and

(2) K.A.R. 28-19-647 (d) and (e).

(d) Open burning operations that shall require approval by the secretary and are deemed necessary and in the public interest shall include the open burning operations listed in K.A.R. 28-19-647 (c)(1) through (c)(3).

(e) In Johnson, Wyandotte, and Sedgwick counties, the open burning operations listed in K.A.R. 28-19-647 (c)(4) and (c)(5) shall require approval by the local authority.

(f) Nothing in this regulation shall restrict the authority of local jurisdictions to adopt more restrictive ordinances or resolutions governing agricultural open burning operations. (Authorized by K.S.A. 2010 Supp. 65-3005; implementing K.S.A. 2010 Supp. 65-3005 and K.S.A. 65-3010; effective, T-28-3-1-11, March 1, 2011.)

Robert Moser, M.D.  
Secretary of Health  
and Environment

Doc. No. 039195

State of Kansas

**Kansas Insurance Department**

**Permanent Administrative  
Regulations**

**Article 3.—FIRE AND CASUALTY INSURANCE**

**40-3-33.** (Authorized by K.S.A. 40-103, 40-2116; implementing K.S.A. 40-2101; effective, E-69-3, Oct. 7, 1968; amended, E-69-5, Jan. 8, 1969; effective Jan. 1, 1970; amended, E-70-41, Sept. 1, 1970; amended Jan. 1, 1970; amended May 1, 1988; amended Nov. 29, 1993; amended July 30, 1999; revoked March 25, 2011.)

Sandy Praeger  
Kansas Insurance Commissioner

Doc. No. 039200

State of Kansas

**Kansas Lottery**

**Temporary Administrative  
Regulations**

**Article 2.—LOTTERY RETAILERS**

**COSENTINO'S PRICE CHOPPER PROMOTION**

**111-2-230.** Cosentino's Price Chopper grocery give-a-way. (a) During the term of this promotion with participating chain numbers 1436 and 1732 Cosentino's Price Chopper stores in Kansas, for every Super Kansas Cash single ticket purchase of \$3 or more, the player shall

receive an entry for the "Grocery Give-A-Way" promotion drawing. Lottery terminals shall automatically dispense an entry form for each \$3 or more Super Kansas Cash single ticket purchase at participating Cosentino's Price Chopper Kansas lottery retailers during the term of this promotion. The qualifying Super Kansas Cash purchase may be for a single draw or for multiple draws.

(b) The term of this promotion shall be from October 17, 2010, through the end of the business day on November 13, 2010.

(c) During the term of this promotion, drop boxes for the deposit of entries shall be provided by the lottery and placed at all participating Cosentino's Price Chopper locations. All drop boxes shall be retrieved by the Kansas lottery at the end of the promotion.

(d) After the term of this promotion has ended, one entry and two alternate entries shall be drawn by the Kansas lottery pursuant to standard lottery drawing procedures for each of the four Price Chopper grocery store locations.

(e) The winner from each store will win \$100 in groceries. The Kansas lottery will give each store a \$75 instant ticket credit. Cosentino's will pay the additional \$25 per store for the total \$100 prize.

(f) The drawing is tentatively set to be held on or about November 15, 2010, at the Cosentino's corporate office.

(g) The game promotion procedure set forth hereinabove shall be repeated for the second eligible contestant and possible alternate winners. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-10-8-09, Sept. 9, 2009; amended, T-111-12-7-10, Sept. 8, 2010.)

**111-2-231. Method of entry.** (a) Entry into the "Grocery Give-A-Way" promotion shall be accomplished as follows:

(1) During the term of this promotion, with every qualifying purchase of \$3 or more Super Kansas Cash on a single ticket, an entry form shall be automatically produced by the lottery online terminal.

(2) The purchaser must complete the information on the entry form in a legible manner. Only one name shall appear on each entry form.

(3) The completed entry form must be placed into the designated drawing receptacle provided at any participating Cosentino's Price Chopper store no later than the close of business for that store on November 13, 2010.

(4) The holder of the entry is not required to personally attend the drawing or be present at the time of the drawing to be determined a winner.

(5) The drawing shall be conducted at each store location after the entry deadline for the promotion. One and two alternate entries per store shall be drawn by lottery personnel pursuant to standard Kansas lottery procedures.

(6) Entry forms obtained during the stated period of time may be entered in the drawing.

(b) There is no limit on the number of entries a person may make, but each person may only win once regardless of the place of entry.

(c) All eligible entry forms which are deposited into a drawing receptacle by the end of business for that store on November 13, 2010, shall be entered into the drawing.

(d) Eligible entrants in the promotion must be 18 years of age or older, and may not be an employee of any Cosentino's Price Chopper store in Kansas.

(e) Completing the information form on the entry form and entering the ticket into any drawing constitutes authorization to publicly identify the person whose entry is drawn. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-10-8-09, Sept. 9, 2009; amended, T-111-12-7-10, Sept. 8, 2010.)

**111-2-247. Determination of "Kansas Hold'em Retailer/Player Contest and Drawings" winners and prizes.** (a) At a time and date determined by the executive director of the Kansas lottery beginning September 30, 2010, through October 6, 2010, a drawing in each participating store location shall occur.

(b) A Kansas lottery employee designated by the executive director of the Kansas lottery shall be the drawing official for the drawing. At the time of the drawing, the drawing official shall rotate the contents of the drop box. Using the bare-arm technique, and while looking away, the drawing official shall draw, one by one, entries from the drop box as winners of prizes. The number of entries drawn shall be the same number as number of prizes listed on the retailer's drop box. The winning entry forms shall be marked in the order drawn, i.e., 1, 2, 3, and shall correspond with the numerical order of the prize listed on the retailer's drop box. After the draw official has drawn the appropriate number of winning entries, three more entries shall be drawn and marked as 1A, 2A, and 3A, and shall serve as alternate entries.

(c) All winning entries shall be verified by a Kansas lottery security representative or a Kansas lottery employee designated by the executive director of the Kansas lottery and verified as a valid entry. If any winning entry that was drawn is declared ineligible, the next alternate entry shall be declared a winner for that prize. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-9-1-2010, Aug. 18, 2010; amended, T-111-12-7-10, Sept. 8, 2010.)

**111-2-248. Certification of drawings.** (a) The "Kansas Hold'em Retailer/Player Contest and Drawings" shall be personally observed by a member of the Kansas lottery sales department or other person or persons designated by the executive director of the lottery ("event manager").

(b) Upon completion of the drawing, the drawing official shall issue a report to the executive director, certifying that the name of each prize winner is correct, and that to the best of their knowledge, the procedures required by these rules were followed in selecting the prize winners. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-9-1-2010, Aug. 18, 2010; amended, T-111-12-7-10, Sept. 8, 2010.)

**111-2-249. Kabredlo's #1542 retailer holiday millionaire raffle ticket incentive.** (a) During the period beginning on or about October 1, 2010, and ending on or about December 29, 2010, in addition to compensation provided for in K.A.R. 111-2-4, the Kansas lottery also offers all eligible participating Kabredlo's lottery retailers

*(continued)*

located in Kansas an opportunity to participate in a "Holiday Millionaire Raffle" (raffle) ticket sales promotion.

(b) At the end of the promotion, the store with the highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$200 or Kansas lottery coupons.

The store with the second highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$100 or Kansas lottery coupons.

The store with the third highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$50 or Kansas lottery coupons. (Authorized by and implementing K.S.A. 74-8710 and K.S.A. 74-8708; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-2-250. Pester Marketing dba 1st Stop #1712 retailer holiday millionaire raffle ticket incentive.** (a) During the period beginning on or about October 1, 2010, and ending on or about December 29, 2010, in addition to compensation provided for in K.A.R. 111-2-4, the Kansas lottery also offers all eligible participating 1st Stop lottery retailers located in Kansas an opportunity to participate in a "Holiday Millionaire Raffle" (raffle) ticket sales promotion.

(b) At the end of the promotion, the store with the highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$200 or Kansas lottery coupons.

The store with the second highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$100 or Kansas lottery coupons.

The store with the third highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$50 or Kansas lottery coupons. (Authorized by and implementing K.S.A. 74-8710 and K.S.A. 74-8708; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-2-251. Shop Quik #1001 retailer holiday millionaire raffle ticket incentive.** (a) During the period beginning on or about October 1, 2010, and ending on or about December 29, 2010, in addition to compensation provided for in K.A.R. 111-2-4, the Kansas lottery also offers all eligible participating Shop Quik lottery retailers located in Kansas an opportunity to participate in a "Holiday Millionaire Raffle" (raffle) ticket sales promotion.

(b) At the end of the promotion, the store with the highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$200 or Kansas lottery coupons.

The store with the second highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$100 or Kansas lottery coupons.

The store with the third highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons val-

ued at \$50 or Kansas lottery coupons. (Authorized by and implementing K.S.A. 74-8710 and K.S.A. 74-8708; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-2-252. Zarco 66 #1470 retailer holiday millionaire raffle ticket incentive.** (a) During the period beginning on or about October 1, 2010, and ending on or about December 29, 2010, in addition to compensation provided for in K.A.R. 111-2-4, the Kansas lottery also offers all eligible participating Zarco 66 lottery retailers located in Kansas an opportunity to participate in a "Holiday Millionaire Raffle" (raffle) ticket sales promotion.

(b) At the end of the promotion, the store with the highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$200 or Kansas lottery coupons.

The store with the second highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$100 or Kansas lottery coupons.

The store with the third highest sales in cumulative raffle ticket sales for the period designated in subsection (a) above, will win Kansas lottery instant ticket coupons valued at \$50 or Kansas lottery coupons. (Authorized by and implementing K.S.A. 74-8710 and K.S.A. 74-8708; effective, T-111-12-7-10, Sept. 8, 2010.)

**Article 4.—INSTANT GAMES AND DRAWINGS**

**111-4-3023. "Cool \$50s" instant ticket lottery game number 334.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Cool \$50s" commencing on or after October 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3023.

(b) The "prize symbols" and "captions" for this game are as follows:

Play Symbols	Captions
FREE	TICKET
\$2 <sup>00</sup>	TWO\$
\$5 <sup>00</sup>	FIVE\$
10 <sup>00</sup>	TEN\$
15 <sup>00</sup>	FIFTEEN
50 <sup>00</sup>	FIFTY
\$500\$	FIVE-HUN

(c) For this game, a play symbol shall appear in each of six play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
TWO	=	\$2.00
FIV	=	\$5.00
TEN	=	\$10.00
FTN	=	\$15.00
FTY	=	\$50.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Cool \$50s" is a match three of six game. A player will remove the scratch-off material over the game play area to reveal six prize amounts. If three of the six prize amounts match, the player wins that prize amount.

(h) Each ticket in this game may win up to one time.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

	Prize	Expected Number of Prizes in Game	Expected Value in Game
3 - Free's	Free Ticket	72,000	\$0
3 - \$2.00's	\$2	28,000	56,000
3 - \$5.00's	\$5	13,600	68,000
3 - \$10.00's	\$10	3,700	37,000
3 - \$15.00's	\$15	2,184	32,760
3 - \$50.00's	\$50	2,200	110,000
3 - \$500.00's	\$500	10	5,000
TOTAL		<u>121,694</u>	<u>\$308,760</u>

(k) The odds of winning a prize in this game are approximately one in 4.93. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-4-3024. "Diamond \$100s" instant ticket lottery game number 335.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Diamond \$100s" commencing on or after October 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3024.

(b) The "prize symbols" and "captions" for this game are as follows:

Prize Symbols	Captions
FREE	TICKET
\$2 <sup>00</sup>	TWO\$
\$5 <sup>00</sup>	FIVE\$
25 <sup>00</sup>	TWEN-FIV
50 <sup>00</sup>	FIFTY
\$100\$	ONE-HUN
\$1000	ONETHOU

(c) For this game, a play symbol shall appear in each of six play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
TWO	=	\$2.00
FIV	=	\$5.00
TWF	=	\$25.00
FTY	=	\$50.00
HUN	=	\$100.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Diamond \$100s" is a match three of six prize amounts game. The player will remove the latex covering the play area to reveal six prize amounts. If the player matches three like prize amounts, the player wins that amount.

(h) Each ticket in this game may win up to one time.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

	Prize	Expected Number of Prizes in Game	Expected Value in Game
3 - Free's	Free Ticket	72,000	\$0
3 - \$2.00's	\$2	28,000	56,000
3 - \$5.00's	\$5	12,200	61,000
3 - \$25.00's	\$25	1,200	30,000
3 - \$50.00's	\$50	740	37,000
3 - \$100.00's	\$100	1,200	120,000
3 - \$1,000.00's	\$1,000	6	6,000
TOTAL		<u>115,346</u>	<u>\$310,000</u>

(k) The odds of winning a prize in this game are approximately one in 5.20. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-4-3025. "Triple Tripler" instant ticket lottery game number 336.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Triple Tripler" commencing on or after October 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3025.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Prize Symbols	Captions
\$1 <sup>00</sup>	ONE\$
\$2 <sup>00</sup>	TWO\$
\$3 <sup>00</sup>	THR\$
\$5 <sup>00</sup>	FIVE\$
10 <sup>00</sup>	TEN\$
18 <sup>00</sup>	EGTEEN
30 <sup>00</sup>	THIRTY
90 <sup>00</sup>	NINETY
\$1000	ONETHOU
\$2000	TWOTHOU
\$6000	SIXTHOU

Play Symbols
SINGLE PRIZE
TRIPLE PRIZE
TRIPLE TRIPLER

(c) For this game, a play symbol shall appear in each of seven play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

(continued)

ONE	=	\$1.00
THR	=	\$3.00
FIV	=	\$5.00
SIX	=	\$6.00
NIN	=	\$9.00
FTN	=	\$15.00
EGN	=	\$18.00
TRY	=	\$30.00
NTY	=	\$90.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Triple Tripler" is a match three of six game with a triple prize and a "Triple Tripler" feature. A player will remove the scratch-off material covering the game play area to reveal six prize amounts and a "YOUR PRIZE LEVEL." The "YOUR PRIZE LEVEL" will be either the words "SINGLE PRIZE," the words "TRIPLE PRIZE," or the words "TRIPLE TRIPLER." If a player matches three like prize amounts and the words "SINGLE PRIZE" are revealed, the player will win the prize amount matched. If a player matches three like prize amounts and the words "TRIPLE PRIZE" are revealed, the player will win triple the prize amount matched. If a player matches three like prize amounts and the words "TRIPLE TRIPLER" are revealed, the player will win nine times the prize matched.

(h) Each ticket in this game may win one time.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

	Prize	Expected Number of Prizes in Game	Expected Value in Game
3 - \$1's + single prize	\$1	50,000	\$50,000
3 - \$1's + triple prize	\$3	15,000	45,000
3 - \$3's + single prize	\$3	15,200	45,600
3 - \$5's + single prize	\$5	9,000	45,000
3 - \$2's + triple prize	\$6	4,600	27,600
3 - \$1's + triple tripler	\$9	3,600	32,400
3 - \$5's + triple prize	\$15	1,500	22,500
3 - \$2's + triple tripler	\$18	600	10,800
3 - \$18's + single prize	\$18	640	11,520
3 - \$30's + single prize	\$30	240	7,200
3 - \$10's + triple prize	\$30	220	6,600
3 - \$10's + triple tripler	\$90	80	7,200
3 - \$90's + single prize	\$90	70	6,300
3 - \$1,000's + triple prize	\$3,000	2	6,000
3 - \$6,000's + single prize	\$6,000	2	12,000
3 - \$2,000's + triple prize	\$6,000	3	18,000
<b>TOTAL</b>		<u>100,757</u>	<u>\$353,720</u>

(k) The odds of winning a prize in this game are approximately one in 5.95. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-4-3026. "Blackjack" instant ticket lottery game number 337.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Blackjack" commencing on or after October 1, 2010. The rules for this

game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3026.

(b) The "play symbols" and "captions" for the "DEALER'S HAND" for this game are as follows:

Card Symbols	Captions
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SEV
8	EGT
9	NIN
10	TEN
J	JAK
Q	QEN
K	KNG
A	ACE
BUST	BUST

The "play symbols" and "captions" for the "PLAYER'S HAND" for this game are as follows:

Card Symbols	Captions
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SEV
8	EGT
9	NIN
10	TEN
J	JAK
Q	QEN
K	KNG
A	ACE

The "prize symbols" and "captions" for this game are as follows:

Prize Symbols	Play Symbol Captions
FREE	TICKET
\$1 <sup>00</sup>	ONE\$
\$2 <sup>00</sup>	TWO\$
\$3 <sup>00</sup>	THR\$
\$4 <sup>00</sup>	FOUR\$
\$6 <sup>00</sup>	SIX\$
\$8 <sup>00</sup>	EGT\$
12 <sup>00</sup>	TWLV
24 <sup>00</sup>	TWNFOR
50 <sup>00</sup>	FIFTY
70 <sup>00</sup>	SEVENTY
\$210\$	TWOTEN
\$700\$	SEVHUN
\$10000	10-THOU

(c) For this game, a play symbol shall appear in each of seven play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer



validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
ONE	=	\$1.00
TWO	=	\$2.00
FOR	=	\$4.00
SIX	=	\$6.00
TWL	=	\$12.00
TFO	=	\$24.00
FTY	=	\$50.00
THT	=	\$210.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Blackjack" is a beat the dealer game. The player will remove the scratch-off material over each table play area to reveal three "HANDS," "HAND 1," "HAND 2," and "HAND 3," three "PRIZE" amounts, and one "DEALER'S HAND." If the value of a "HAND" is higher than the value of the "DEALER'S HAND," the player wins the "PRIZE" directly below that "HAND." If the player gets "BLACKJACK" (21) in any "HAND," the player wins double the prize for that "HAND." If the dealer busts, the player wins all three prizes. The cards "J," "Q," and "K" will have a point value of 10. The card "A" will have a point value of 11.

(h) Each ticket in this game may win up to three times.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket	Free Ticket	60,000	\$0
\$1	\$1	18,000	18,000
\$2	\$2	16,000	32,000
\$1 Doubled	\$2	17,000	34,000
\$4	\$4	6,000	24,000
\$2 + \$2	\$4	6,400	25,600
\$2 Doubled	\$4	7,000	28,000
\$1 + \$1 + \$2	\$4	9,000	36,000
\$6	\$6	600	3,600
\$3 + \$3	\$6	640	3,840
(\$2 x 3) (Bust)	\$6	700	4,200
\$12	\$12	200	2,400
\$6 + \$6	\$12	200	2,400
(\$4 x 3) (Bust)	\$12	240	2,880
\$4 Doubled + \$4	\$12	280	3,360
\$24	\$24	200	4,800
\$12 + \$12	\$24	200	4,800
(\$8 x 3) (Bust)	\$24	260	6,240
\$50	\$50	100	5,000
\$2 + \$24 + \$24	\$50	100	5,000
\$210	\$210	4	840
\$70 + \$70 + \$70	\$210	4	840
(\$700 x 3) (Bust)	\$210	4	8,400
\$10,000	\$10,000	6	60,000
TOTAL		<u>143,138</u>	<u>\$316,200</u>

(k) The odds of winning a prize in this game are approximately one in 4.19. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-4-3027. "Bonus Crossword" instant ticket lottery game number 338.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Bonus Crossword" commencing on or after October 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3027.

(b) The "play symbols" for this game are as follows: A - B - C - D - E - F - G - H - I - J - K - L - M - N - O - P - Q - R - S - T - U - V - W - X - Y - Z. There are no "play symbol captions" in this game.

(c) For this game, a play symbol shall appear in each of 18 play spots within the "YOUR LETTERS" play area, in each of two play spots within the "BONUS" play area, and a variable number of times within the crossword puzzle grid.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 149.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free ticket
FIV	=	\$5.00
TEN	=	\$10.00
TWY	=	\$20.00
HUN	=	\$100.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$2.00 each.

(g) "Bonus Crossword" consists of three play areas. In the upper part of the ticket there is a crossword puzzle grid that contains 11 spaces (height) by 11 spaces (width) covered by transparent latex. In the "YOUR LETTERS" play area, located in the lower part of the ticket, there are 18 letters located under opaque latex. To the right of the "YOUR LETTERS" play area is the "BONUS" play area in which there are two letters covered by opaque latex. Imaged around each of the 18 "YOUR LETTERS" and two "BONUS" letters there will be a four-sided box composed of solid lines. A player will remove the latex from the "YOUR LETTERS" and "BONUS" play areas one letter at a time, and then for each matching letter in the crossword puzzle grid scratch off the transparent latex. Each letter revealed in the "YOUR LETTERS" and "BONUS" play areas may be used an unlimited number of times in the crossword puzzle grid. If a player reveals at least three complete words in the crossword puzzle grid, the player wins the corresponding prize in the prize legend. The prize legend on the front of the ticket indicates prizes won for number of words revealed, as is also set forth in subsection (k) hereinafter.

(h) To qualify as a complete word to win a prize in this game, the words revealed must meet the following requirements:

- (1) must contain at least three letters;
- (2) cannot be formed diagonally, run right to left or from bottom to top;
- (3) must appear in an unbroken horizontal or vertical string of letters in the "crossword" puzzle;

(continued)

(4) an unbroken string of letters cannot be interrupted by a black space and must contain every single letter square between two black spaces;

(5) every single letter in the unbroken string must be revealed in "YOUR LETTERS," or "BONUS" areas and be included to form a word; and

(6) the three small letters outside the squares in the "YOUR LETTERS" area are for validation purposes and cannot be used to play "Bonus Crossword."

(i) Each ticket in this game may win up to one time. Only the highest prize won on each ticket will be awarded.

(j) Approximately 3,600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(k) The expected number and value of instant prizes in this game shall be as follows:

Match	Prizes	Expected Number of Prizes in Game	Expected Value in Game
3 - words	FREE TICKET	600,000	\$0
4 - words	\$5	156,000	780,000
5 - words	\$10	82,800	828,000
6 - words	\$20	27,600	552,000
7 - words	\$100	3,600	360,000
8 - words	\$500	552	276,000
9 - words	\$2,000	132	264,000
10 - words	\$20,000	24	480,000
TOTAL		<u>870,708</u>	<u>\$3,540,000</u>

(l) The odds of winning a prize in this game are approximately one in 4.13. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Sept. 8, 2010.)

**Article 15.—RAFFLE GAMES**

**111-15-1. Name of the game; rules and regulations.** The Kansas lottery shall conduct a lotto game entitled "Holiday Millionaire Raffle" beginning on or about October 1, 2010, for a drawing to be conducted on or about December 30, 2010.

The rules and regulations for the "Holiday Millionaire Raffle" game are contained in K.A.R. 111-15-1 through 111-15-10, and applicable generic rules are contained in K.A.R. 111-6-1 *et seq.* (Authorized by and implementing K.S.A. 74-8710; effective, T-111-10-8-09, Sept. 9, 2009; amended, T-111-12-7-10, Sept. 8, 2010.)

**111-15-3. Game description; retail sale of tickets.**

(a) "Holiday Millionaire Raffle" is a raffle drawing which offers a total of 150,000 online tickets available for sale. Each ticket shall bear a "TICKET NUMBER" on the face of the ticket. On a date specified in these rules, an electronic drawing machine, which has been approved by the executive director of the Kansas lottery, shall randomly select a total of 506 "WINNING NUMBERS." Each "WINNING NUMBER" consists of a six-digit number as it appears in exact order reading from left to right. A player wins by exactly matching his or her "TICKET NUMBER" to a "WINNING NUMBER" that was selected in the drawing. The first "WINNING NUMBER" selected during the drawing process shall be the grand prize win-

ner. The second, third, fourth, fifth, and sixth "WINNING NUMBERS" selected during the drawing process shall be the second prize winners. The next 500 "WINNING NUMBERS" selected during the drawing process, which shall be drawn in the order of the seventh (7th) "WINNING NUMBER" through the five-hundred sixth (506th) "WINNING NUMBER," shall be the third prize winners. If 14,000 of the 150,000 tickets that are available for sale are sold, all prizes shall be paid as a cash lump sum payment. If less than 145,000 tickets available for sale are sold, all prizes shall be paid on a pari-mutuel basis as a cash lump sum payment of the total cash held for all tickets sold in this game. To play the "Holiday Millionaire Raffle," a player shall purchase a "Holiday Millionaire Raffle" ticket which bears a ticket number on the face of the ticket.

(b) A "Holiday Millionaire Raffle" ticket shall sell for \$20 (twenty) dollars.

(c) Tickets shall not be sold to any person under the age of 18 years. Each retailer may require a person purchasing tickets to produce proof of age.

(d) Each ticket shall be purchased from a terminal operated by a retailer.

(e) All tickets sold by a retailer shall be a "computer pick" or "quick pick" ticket.

(f) A validated ticket shall be the only proof of a game play. The only method of claiming a prize or prizes shall be the submission of the winning ticket to and receipt of the ticket by the lottery or its authorized agent.

(g) The only guaranteed methods of win checking a ticket to determine whether the ticket bears a winning number shall be through the Kansas lottery check-a-ticket machines, or submission of a ticket to the Kansas lottery or an authorized retail agent.

(h) A ticket shall not be voided or cancelled by returning the ticket to the selling retailer, including tickets that are printed in error.

(i) There shall be a total of 150,000 available tickets for sale.

(j) Ticket sales will begin at the start of the business day central time on or about October 1, 2010.

(k) Ticket sales will end on or about the close of business day central time on December 29, 2010, or whenever all 150,000 tickets that are available for sale are sold, whichever comes first.

(l) The game will close on or about 4:30 a.m. on December 30, 2010.

(m) The drawing shall be conducted on or about December 30, 2010, before noon central time, at a secure location as determined by the executive director, after the game is closed and the external auditor has verified that the game is closed, under conditions and procedures promulgated by the executive director of the lottery.

(n) Each player shall have the sole responsibility for verifying the accuracy and condition of the data printed on the ticket. The purchase of a ticket is done at the player's own risk through the online retailer who is deemed to be acting on behalf of the player in entering the play or plays.

(o) If, for any reason, a player's bet is not accepted, the liability of the Kansas lottery or its agents shall be limited to a refund of the amount of the ticket purchase price.

(p) Winning ticket numbers shall be made available to the public on or about noon, December 30, 2010. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and 74-8718; effective, T-111-10-8-09, Sept. 9, 2009; amended, T-111-12-7-10, Sept. 8, 2010.)

**KANSAS EXPANDED LOTTERY  
RULES AND REGULATIONS**

**Article 312.—SPECIFIC LOTTERY FACILITY GAMES  
AT LOTTERY GAMING FACILITIES;  
MISSISSIPPI STUD POKER**

**111-312-1. Name of the game; rules and regulations.** The Kansas lottery shall conduct a lottery facility game at the Boot Hill Casino & Resort in Dodge City, Kansas, entitled "Mississippi Stud Poker" beginning on or after September 8, 2010.

The rules and regulations for the game of "Mississippi Stud Poker" are contained in K.A.R. 111-312-1 through 111-312-8, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-312-2. Object of game.** Mississippi Stud Poker is a five-card stud poker game in which each player seeks a hand that qualifies for a posted payout, pair of 6s or better. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-312-3. Definitions.** The following definitions, when used in the Southwest Kansas Lottery Gaming Zone, when pertaining to the game of "Mississippi Stud Poker" shall have the following meanings unless the context clearly indicates otherwise:

(a) "3<sup>rd</sup> street wager" means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the player has been dealt his or her initial two cards.

(b) "4<sup>th</sup> street wager" means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the first community card has been revealed by the dealer.

(c) "5<sup>th</sup> street wager" means an additional wager made by a player, in an amount equal to one, two, or three times the amount of the player's ante wager, after the second community card is revealed by the dealer.

(d) "Ante wager" shall mean the initial wager placed prior to any cards being dealt in order to participate in the round of play.

(e) "Bet wager" shall mean either a 3<sup>rd</sup> street wager, a 4<sup>th</sup> street wager, or a 5<sup>th</sup> street wager.

(f) "Community card" means any of the three cards that are initially dealt face down in the designated area in front of the dealer and, once revealed, shall be used by each player with his or her two cards to form a five card hand.

(g) "Hand" means the five (5) card hand formed for each player by combining the two (2) cards dealt to the player and the three (3) community cards.

(h) "Fold" means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing a bet wager.

(i) "Push" means a player's hand resulting in neither payment on nor collection of the player's wagers.

(j) "Rank or ranking" shall mean the relative position of a card or group of cards.

(k) "Round of play" or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected.

(l) "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.

(m) "Suit" shall mean one of the four categories of cards, i.e., diamond, spade, club, or heart. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-312-4. Mississippi Stud Poker hand rankings.**

(a) The rank of the cards used in Mississippi Stud Poker for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4, and 5. An ace may not be used, however, with any other sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3). The permissible poker hands at the game of Mississippi Stud, in order of highest to lowest rank, are as follows:

(1) Royal flush - a hand consisting of ace, king, queen, jack, and 10 of the same suit.

(2) Straight flush - a hand consisting of five cards of the same suit in consecutive ranking except for a royal flush as defined above.

(3) Four-of-a-kind - a hand consisting of four cards of the same rank.

(4) Full house - a hand consisting of three of a kind and a pair.

(5) Flush - a hand consisting of five cards of the same suit, not in consecutive order.

(6) Straight - a hand consisting of five unsuited cards of consecutive rank

(7) Three-of-a-kind - a hand consisting of three cards of the same rank regardless of suit.

(8) Two pair - a hand consisting of two pairs.

(9) One pair - a hand consisting of two cards of the same rank regardless of suit.

(10) High card - a hand that does not encompass any of the hands above. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-312-5. Wagers.** (a) All wagers at Mississippi Stud Poker shall be made by placing gaming chips and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Only players who are seated at the Mississippi Stud Poker table may touch the cards. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(c) All ante wagers at Mississippi Stud Poker shall be placed prior to the dealer dealing the first card. No wager

*(continued)*

at Mississippi Stud Poker shall be made, increased or withdrawn after the dealer has dealt the first card.

(d) Prior to the first card being dealt for each round of play, each player at the game of Mississippi Stud Poker shall make an ante wager.

(e) Players who make an ante wager will receive two cards. They either fold or buy the first community card making a 3<sup>rd</sup> Street wager (1x, 2x, or 3x their ante). When that card is revealed, they either fold or buy the second community card making a 4<sup>th</sup> Street wager (1x, 2x, or 3x their ante). After that card is revealed a player may either fold or buy the last community card making a 5<sup>th</sup> Street wager (1x, 2x, or 3x their ante).

(f) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers in accordance with the payout table. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-312-6. Play.** (a) The starting position for the dealing of cards and the delivery of stacks of cards for the game of Mississippi Stud Poker may be determined in the following manner:

(1) The dealer shall deliver the first stack of two cards dealt by the shuffler to the player farthest to his/her left, continuing to deal each player two cards face down in a clockwise manner, including the dealer who will receive three cards, also known as the community cards.

(2) After all players have looked at their two cards, the players have a choice:

- (A) Fold (and surrender their ante wager); or
- (B) Make a 3<sup>rd</sup> Street bet of 1x, 2x, or 3x their ante wager.

(3) The dealer shall then reveal the first community card.

(4) The players have a choice:

- (A) Fold (and surrender their ante wager and 3<sup>rd</sup> Street bet); or
- (B) Make a 4<sup>th</sup> Street bet of 1x, 2x, or 3x their ante wager.

(5) The dealer shall then reveal the second community card.

(6) The players have a choice:

- (A) Fold (and surrender their ante wager, 3<sup>rd</sup> Street bet, and 4<sup>th</sup> Street bet); or
- (B) Make a 5<sup>th</sup> Street bet of 1x, 2x, or 3x their ante wager.

(7) The dealer shall then reveal the third community card.

(b) Working from right to left, the dealer reveals each player's two-card hand and determines their hand combined with the three community cards.

(c) The dealer pays and takes according to the pay table. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-312-7. Payout odds.** (a) For a winning hand, the ante, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> street wagers are paid the same payout odds ranging from 1 to 1 for a pair of jacks, queens, kings or aces to 500 to 1 for a royal flush.

(b) All winning wagers will receive payout odds using the following payout table:

Hand Ranking	Odds
Royal flush	500 to 1
Straight flush	100 to 1
Four-of-a-kind	40 to 1

Full house	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of jacks or better	1 to 1
Pair of 6s to 10s	Push

(Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Sept. 8, 2010.)

**111-312-8. Irregularities.** (a) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(b) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(c) If any player is dealt an incorrect number of cards, that player's hand shall be void.

(d) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the commission.

(e) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the commission.

(f) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

(g) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(h) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void, and the cards shall be removed from the device and reshuffled with any cards already dealt.

(i) If cards become soiled in the course of play and the dealer finds that a card is unsuitable for use, a table games floor supervisor will bring a substitute card from the card reserve in the pit stand and the unsuitable card is placed in a sealed envelope or container. The table games floor supervisor will maintain the envelope in a secure place within the pit until collection by security. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Sept. 8, 2010.)

Ed Van Petten  
Executive Director

Doc. No. 039184

State of Kansas

**Kansas Lottery**

**Temporary Administrative Regulations**

**Article 2.—LOTTERY RETAILERS**

**111-2-253. 15975 Park Plaza 66 Veterans promotion.** (a) During the term of this promotion Park Plaza 66 customers shall be able to enter non-winning \$1 veterans game instant scratch tickets purchased at participating Park Plaza 66 in Paola, Kansas, into a drawing.

(b) The term of this promotion shall be November 1, 2010, through 1:00 p.m. on November 29, 2010.

(c) During the term of this promotion, a drop box for the deposit of the non-winning \$1 veterans game instant scratch tickets shall be provided by the lottery.

(d) After the term of this promotion has ended, three entries and two alternate entries shall be drawn by the Kansas lottery pursuant to standard lottery drawing procedures.

(e) Drawing prizes shall include a poker table and chip set, \$50 of Kansas lottery coupons, and \$35 of Kansas lottery coupons.

(f) The winner of the first ticket drawn shall get his or her choice of the three drawing prizes. The winner of the second ticket drawn shall get his or her choice of the two remaining drawing prizes. The winner of the third ticket drawn shall be awarded the remaining drawing prize.

(g) The drawing shall be held at the store location on or about Monday, November 29, 2010, at approximately 1:05 p.m. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-2-254. Method of entry.** (a) Entry into the Park Plaza 66 veterans promotion shall be accomplished as follows:

(1) During the term of this promotion, any non-winning \$1 veterans game scratch ticket, which was purchased at Park Plaza 66, may be entered into the provided drop box.

(2) The purchaser must complete the information on the back of the non-winning veterans game ticket in a legible manner. Only one name shall appear on each non-winning ticket.

(3) The completed non-winning veterans game ticket must be placed into the designated drawing receptacle provided at Park Plaza 66 no later than 1:00 p.m. on November 29, 2010.

(4) The holder of the entry is not required to personally attend the drawing or be present at the time of the drawing to be determined a winner.

(5) The drawing shall be conducted at Park Plaza 66 after the entry deadline for the promotion. One and two alternate entries shall be drawn by lottery personnel pursuant to standard Kansas lottery procedures.

(6) Only non-winning \$1 veterans game tickets purchased during the stated period of time at Park Plaza 66 may be entered in the drawing.

(b) There is no limit on the number of entries a person may make, but each person may only win once.

(c) All eligible entries, which are deposited into the drawing receptacle no later than 1:00 p.m. on November 29, 2010, shall be entered into the drawing.

(d) Eligible entrants in the promotion must be 18 years of age or older, and may not be an employee of Park Plaza 66.

(e) Completing the information on the back of the ticket and entering the ticket into the drawing constitutes authorization to publicly identify the person whose entry is drawn. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-7-10, Oct. 6, 2010.)

**Article 4.—INSTANT GAMES AND DRAWINGS**

**111-4-3028. “Mother’s Day Doubler” instant ticket lottery game number 339.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled “Mother’s Day Doubler” commencing on or after November 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3028.

(b) The “play and prize symbols” and “captions” for this game are as follows:

Play Symbols	Captions
Symbol of a gift	GIFT
Symbol of a daisy	DAISY
Symbol of a butterfly	BUTRFLY
Symbol of a dove	DOVE
Symbol of a lady bug	LDYBUG
Symbol of a tulip	TULIP
Symbol of a blue jay	JAY
Symbol of a hummingbird	BIRD
Symbol of a watering can	WATER
Symbol of a heart	DOUBLE

Prize Symbols	Captions
FREE	TICKET
\$1 <sup>00</sup>	ONE\$
\$2 <sup>00</sup>	TWO\$
\$3 <sup>00</sup>	THR\$
\$4 <sup>00</sup>	FOUR\$
\$5 <sup>00</sup>	FIVE\$
10 <sup>00</sup>	TEN\$
20 <sup>00</sup>	TWENTY
50 <sup>00</sup>	FIFTY
\$100\$	ONE-HUN
\$4000	FORTHOU

(c) For this game, a play symbol shall appear in each of 11 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
ONE	=	\$1.00
FOR	=	\$4.00
FIV	=	\$5.00
TEN	=	\$10.00
TWY	=	\$20.00

(continued)

FTY	=	\$50.00
HUN	=	\$100.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Mother's Day Doubler" is a key symbol match game. A player will remove the scratch-off material covering the game play area to reveal one "MOM'S SYMBOL," five "YOUR SYMBOLS," and five prize amounts. If the player matches the "MOM'S SYMBOL" to any of the "YOUR SYMBOLS," the player wins the prize shown below that symbol. If the player reveals a "HEART" symbol, the player wins double the prize shown instantly.

(h) Each ticket in this game may win up to five times.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket	Free Ticket	40,000	\$0
\$1	\$1	51,200	51,200
\$4	\$4	7,800	31,200
\$2 DBL	\$4	7,800	31,200
(\$1 x 4)	\$4	7,800	31,200
\$5	\$5	1,900	9,500
\$2 + \$3	\$5	1,900	9,500
(\$1 x 5)	\$5	1,900	9,500
\$1 + \$2 DBL	\$5	1,900	9,500
\$10	\$10	800	8,000
(\$2 x 5)	\$10	800	8,000
\$1 + \$4 + \$5	\$10	800	8,000
\$5 DBL	\$10	800	8,000
\$20	\$20	500	10,000
(\$10 x 2)	\$20	500	10,000
\$10 DBL	\$20	500	10,000
(\$5 x 4)	\$20	500	10,000
\$50	\$50	160	8,000
\$20 DBL + \$10	\$50	160	8,000
(\$10 x 5)	\$50	160	8,000
\$100	\$100	26	2,600
(\$20 x 3) + \$20 DBL	\$100	26	2,600
(\$100 x 5)	\$500	20	10,000
\$4,000	\$4,000	8	32,000
<b>TOTAL</b>		<u>127,960</u>	<u>\$326,000</u>

DBL - denotes "HEART" symbol doubler

(k) The odds of winning a prize in this game are approximately one in 4.69. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-4-3029. "Father's Day Doubler" instant ticket lottery game number 340.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Father's Day Doubler" commencing on or after November 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3029.

(b) The "play and prize symbols" and "captions" for this game are as follows:

<b>Play and Prize Symbols</b>	<b>Captions</b>
FREE	TICKET
\$1 <sup>00</sup>	ONE\$

\$2 <sup>00</sup>	TWO\$
\$4 <sup>00</sup>	FOUR\$
\$5 <sup>00</sup>	FIVE\$
10 <sup>00</sup>	TEN\$
20 <sup>00</sup>	TWENTY
25 <sup>00</sup>	TWEN-FIV
50 <sup>00</sup>	FIFTY
\$100\$	ONE-HUN
\$500\$	FIVE-HUN
\$1000	ONETHOU
\$5000	FIVTHOU
Symbol of a steering wheel	DOUBLER

(c) For this game, a play symbol shall appear in each of six play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
TWO	=	\$2.00
FOR	=	\$4.00
TEN	=	\$10.00
TWY	=	\$20.00
FTY	=	\$50.00
HUN	=	\$100.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Father's Day Doubler" is a match three of six prize amounts or a match two prize amounts plus a "STEERING WHEEL" symbol to win double the prize amount. A player will remove the scratch-off material covering the game play area to reveal six prize amounts or five prize amounts and a "STEERING WHEEL" symbol. If the player matches three like prize amounts, the player wins that amount. If the player matches two like prize amounts plus a "STEERING WHEEL" symbol, the player wins double the prize amount.

(h) Each ticket in this game may win up to one time.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
3 - Free's	Free Ticket	40,000	\$0
2 - \$1.00's & (D)	\$2	27,000	54,000
3 - \$2.00's	\$2	27,000	54,000
2 - \$2.00's & (D)	\$4	15,000	60,000
3 - \$4.00's	\$4	14,000	56,000
2 - \$5.00's & (D)	\$10	1,400	14,000
3 - \$10.00's	\$10	1,200	12,000
2 - \$10.00's & (D)	\$20	600	12,000
3 - \$20.00's	\$20	600	12,000
2 - \$25.00's & (D)	\$50	100	5,000
3 - \$50.00's	\$50	100	5,000
2 - \$50.00's & (D)	\$100	50	5,000
3 - \$100.00's	\$100	50	5,000

2 - \$500.00's & (D)	\$1,000	6	6,000
3 - \$1,000's	\$1,000	6	6,000
3 - \$5,000's	\$5,000	<u>4</u>	<u>20,000</u>
TOTAL		<u>127,116</u>	<u>\$326,000</u>

(D) - denotes doubler symbol

(k) The odds of winning a prize in this game are approximately one in 4.72. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-4-3030. "Lucky Hearts" instant ticket lottery game number 341.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Lucky Hearts" commencing on or after November 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3030.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Play Symbols	Captions
Symbol of chocolates	CHOCLT
Symbol of a diamond	DIAMND
Symbol of a present	PRSNT
Symbol of a card	CARD
Symbol of candy	CANDY
symbol of a cake	CAKE
Symbol of money	MONEY
Symbol of a necklace	NCKLACE
Symbol of perfume	PERFUM
Symbol of a watch	WATCH
Symbol of a vase	VASE
Symbol of a rose	WIN

Prize Symbols	Captions
FREE	TICKET
\$1. <sup>00</sup>	ONE\$
\$2. <sup>00</sup>	TWO\$
\$5. <sup>00</sup>	FIVE\$
10. <sup>00</sup>	TEN\$
15. <sup>00</sup>	FIFTEEN
25. <sup>00</sup>	TWEN-FIV
50. <sup>00</sup>	FIFTY
\$100\$	ONE-HUN
\$500\$	FIVE-HUN
\$1000	ONETHOU
\$2000	TWOTHOU

(c) For this game, a play symbol shall appear in each of 11 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
ONE	=	\$1.00
TWO	=	\$2.00
FIV	=	\$5.00
TEN	=	\$10.00
FTN	=	\$15.00
TWY	=	\$20.00

TWF	=	\$25.00
FTY	=	\$50.00
HUN	=	\$100.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Lucky Hearts" is a key symbol match game. The player will remove the scratch-off material to reveal one "HEART SYMBOL," five "YOUR SYMBOLS," and five prize amounts. If the player matches the "HEART SYMBOL" to any of the "YOUR SYMBOLS," the player wins the prize shown below that symbol. If the player reveals a "ROSE" symbol, the player wins that prize automatically.

(h) Each ticket in this game may win up to five times.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket	Free Ticket	40,000	\$0
\$1	\$1	70,000	70,000
\$2	\$2	16,000	32,000
(\$1 x 2)	\$2	16,000	32,000
\$5	\$5	6,000	30,000
(\$2 x 2) + \$1	\$5	6,000	30,000
\$10	\$10	2,000	20,000
(\$5 x 2)	\$10	2,000	20,000
\$15	\$15	600	9,000
(\$5 x 3)	\$15	600	9,000
(\$10 x 2)	\$20	300	6,000
(\$5 x 4)	\$20	300	6,000
\$25	\$25	250	6,250
(\$5 x 5)	\$25	250	6,250
\$50	\$50	60	3,000
(\$25 x 2)	\$50	60	3,000
(\$10 x 5)	\$50	60	3,000
\$100	\$100	30	3,000
(\$50 x 2)	\$100	30	3,000
(\$25 x 4)	\$100	30	3,000
(\$100 x 5)	\$500	16	8,000
\$1,000	\$1,000	6	6,000
(\$500 x 2)	\$1,000	6	6,000
\$2,000	\$2,000	<u>6</u>	<u>12,000</u>
TOTAL		<u>160,604</u>	<u>\$326,500</u>

(k) The odds of winning a prize in this game are approximately one in 3.74. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-4-3031. "Shamrock Tripler" instant ticket lottery game number 342.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Shamrock Tripler" commencing on or after November 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3010.

(b) The "play and prize symbols" and "captions" for this game are as follows:

(continued)

Play Symbols	Captions
01	ONE
02	TWO
03	THR
04	FOR
05	FIV
06	SIX
07	SEV
08	EGT
09	NIN
10	TEN
11	ELV
12	TWV
13	TRN
14	FRN
15	FTN
Symbol of a clover	TPL

PRIZE Symbols	Captions
FREE	TICKET
\$1. <sup>00</sup>	ONE\$
\$3. <sup>00</sup>	THR\$
\$5. <sup>00</sup>	FIVE\$
\$9. <sup>00</sup>	NINE\$
10. <sup>00</sup>	TEN\$
15. <sup>00</sup>	FIFTEEN
30. <sup>00</sup>	THIRTY
90. <sup>00</sup>	NINETY
\$100\$	ONE-HUN
\$300\$	THR-HUN
\$900\$	NIN-HUN
\$3000	THRTHOU
Symbol of a four-leaf clover	TRIPLE

(c) For this game, a play symbol shall appear in each of 11 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
ONE	=	\$1.00
THR	=	\$3.00
NIN	=	\$9.00
FTN	=	\$15.00
TRY	=	\$30.00
NTY	=	\$90.00
THH	=	\$300.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Shamrock Tripler" is a key number match game. A player will remove the scratch-off material covering the game play area to reveal one "LUCKY NUMBER," five "YOUR NUMBERS," and five prize amounts. If the player matches the "LUCKY NUMBER" to any of the "YOUR NUMBERS," the player wins the prize shown below that number. If the player reveals a "CLOVER" symbol, the player wins triple the prize shown instantly.

(h) Each ticket in this game may win up to five times.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket	Free Ticket	40,000	\$0
\$1	\$1	44,000	44,000
\$3	\$3	10,000	30,000
\$1 (T)	\$3	10,000	30,000
(\$1 x 3)	\$3	9,000	27,000
\$9	\$9	2,500	22,500
\$3 (T)	\$9	2,500	22,500
(\$3 x 2) + \$1 (T)	\$9	2,000	18,000
\$15	\$15	800	12,000
(\$3 x 5)	\$15	800	12,000
\$5 (T)	\$15	800	12,000
(\$3 x 2) + \$3 (T)	\$15	800	12,000
\$30	\$30	200	6,000
\$10 (T)	\$30	200	6,000
\$5 (T) + \$10 + \$5	\$30	150	4,500
(\$5 x 4) + \$10	\$30	200	6,000
\$90	\$90	50	4,500
\$30 (T)	\$90	50	4,500
(\$10 x 3) + (\$30 x 2)	\$90	50	4,500
\$300	\$300	20	6,000
\$100 (T)	\$300	20	6,000
\$900	\$900	10	9,000
\$300 (T)	\$900	10	9,000
\$3,000	\$3,000	6	18,000
TOTAL		<u>124,166</u>	<u>\$326,000</u>

(T) - denotes "CLOVER" tripler symbol

(k) The odds of winning a prize in this game are approximately one in 4.83. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-7-10, Oct. 6, 2010.)

**KANSAS EXPANDED LOTTERY RULES AND REGULATIONS**

**Article 301.—SPECIFIC LOTTERY FACILITY GAMES AT LOTTERY GAMING FACILITIES**

**111-301-7. Name of the game; rules and regulations.** The Kansas lottery shall conduct a lottery facility game at the Boot Hill Casino & Resort in Dodge City, Kansas, entitled "Craps Free Craps" beginning on or after October 6, 2010.

The rules and regulations for the game of "Craps Free Craps" are contained in K.A.R. 111-301-7 through 111-301-12, and applicable generic rules are contained in K.A.R. 111-201-1 *et seq.* (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-301-8. Object of game.** The object of the "Craps Free Craps" game is to play with two six-sided cubes (dice) with one (1) to six (6) spots on each face, with the sum of opposite sides of each die equaling seven (7), giving 36 possible combinations. All odds and probabilities are calculated from this figure. Winning or losing decisions on craps are determined by the sum of the spots shown on the upward facing side of the two dice ("point



value" or "total") that come to rest after being thrown by a player or "shooter." The shooter places a pass or don't pass line bet and then selects two of the five dice offered by the dealer (stickperson). The shooter throws the dice so that they bounce off the opposite end of the craps table. On the initial throw, the shooter wins, loses or establishes a point. If a point is established, the shooter continues to throw the dice and on each subsequent roll either wins, loses, or continues as the shooter. Other players at the table may also make wagers without being the shooter. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-301-9. Definitions.** The following definitions, when used in the Southwest Kansas Lottery Gaming Zone, when pertaining to the game of "Craps Free Craps" shall have the following meanings unless the context clearly indicates otherwise:

(a) "Come out point" shall mean a total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 thrown by the shooter on the come out roll.

(b) "Come out roll" shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a pass bet has been effected.

(c) "Come point" shall mean a total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 thrown by the shooter on the next roll following placement of a come bet.

(d) A "stick" is a device used by the stickperson to retrieve dice.

(e) "Pucks" or "marker buttons" are round plastic cylinders that are used to mark the point. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-301-10. Characteristics of the game.** (a) Craps Free Craps is played at a large rectangular shaped table with rounded corners.

(b) A cloth covering the table has areas for all possible bets that can be made.

(c) Two dice as described in K.A.R. 111-301-8 are required to play the game.

(d) The table layout is divided in half and both halves are imprinted the same.

(e) For each half of the table open for play, there is a dealer (also known as a "base dealer") and for the entire table one employee that is called the "stickperson" that is positioned at the center across from the base dealer or dealers. Due to low business levels, the lottery gaming facility manager has the option to use only one base dealer and close one side of the table to wagers.

(f) A floor supervisor sits in between the location for the two base dealers.

(g) The players are able to play on either half of the table along the far side away from the stickperson and the base dealers. If only half of the table is open for play, the players are able to play on only the open half of the table along the far side away from the stickperson and the base dealer. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-301-11. Wagers.** (a) The following shall constitute the permissible wagers at the games of Craps Free Craps:

(1) A "pass bet" is a wager placed on the pass line of the layout immediately prior to the come out roll. A pass bet shall win if, on the come out roll:

(AA) A total of 7 is thrown; or

(BB) A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown and that total is again thrown before a 7 total appears.

A pass bet shall lose if, on the come out roll:

(CC) A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown and that total is again thrown before a total of 7 appears.

(2) A "come bet" is a wager placed on the come line of the layout at any time after the come out roll. A come bet shall win if, on the roll immediately following placement of such bet:

(AA) A total of 7 is thrown; or

(BB) A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown and that total is again thrown before a total of 7 appears.

A come bet shall lose if, on the roll immediately following placement of such bet:

(CC) A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown and a total of 7 subsequently appears before that total is again thrown.

(3) "Place bet to win" is a wager that may be made at any time on any of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 which shall win if the number on which the wager was placed is thrown before a total of 7 and shall lose if a total of 7 is thrown before such number. All place to win bets, hardway bets and come odds bets shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of such player's wager.

(4) "Four the hardway" is a wager that may be made at any time, which shall win if a total of total of 4 is thrown the hardway (that is, with 2 spots appearing on each die) before a total of 4 is thrown in any other way and before a total of 7 is thrown.

(5) "Six the hardway" is a wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 spots appearing on each die) before a total of 6 is thrown in any other way and before a total of 7 is thrown.

(6) "Eight the hardway" is a wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 spots appearing on each die) before a total of 8 is thrown in any other way and before a total of 7 is thrown.

(7) "Ten the hardway" is a wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 spots appearing on each die) before a total of 10 is thrown in any other way and before a total of 7 is thrown.

(8) "Field bet" is a one roll wager that may be made at any time, which shall win if any one of the totals 2, 3, 4, 9, 10, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7, or 8 is thrown on such roll.

(9) "Any seven" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown on

(continued)

the roll immediately following placement of such bet and shall lose if any other total is thrown.

(10) "Any craps" is a one roll wager that may be made at any time, which shall win if a total of 2, 3, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(11) "Craps two" is a one roll wager that may be made at any time, which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(12) "Craps three" is a one roll wager that may be made at any time, which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(13) "Craps twelve" is a one roll wager that may be made at any time, which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(14) An "11 in one roll" is a one roll wager that may be made at any time, which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.

(15) "Craps-11" or "C and E" is a one roll wager that may be made at any time, which shall win if either a craps (a total of 2, 3, or 12) is rolled or a total of 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.

(16) "Horn bet" is a one roll wager that may be made at any time, which shall win if any one of the totals 2, 3, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(17) "Horn high bet" is a wager that may be made at any time, which shall win if any one of the totals 2, 3, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A horn high bet shall be placed in wager units of five with four units wagered as a horn bet and an additional unit wagered on one of the totals 2, 3, 11, or 12. If the craps table layout does not have a designated area for the acceptance of a horn high bet, a dealer shall break down the bet into two separate wagers on the horn and one of the totals 2, 3, 11, or 12.

(18) "Whirl bet" or "world bet" is a one roll wager that may be made at any time, which bet shall consist of a horn bet and an any seven wager. A whirl bet shall be placed in units of five, with four units wagered on 2, 3, 11, and 12 and the fifth unit wagered as an any seven wager. A dealer shall break down a whirl bet into two separate wagers on the horn bet and the any seven wager.

(19) "Four the hardway on the hop" is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 spots appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(20) "Six the hardway on the hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 spots appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(21) "Eight the hardway on the hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 spots appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(22) "Ten the hardway on the hop" is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 spots appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(23) "One-three (ace-trey) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown with a 1 spot appearing on one die and a 3 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(24) "One-four (ace-four) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 1 spot appearing on one die and a 4 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(25) "Two-three (deuce-trey) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 2 spot appearing on one die and a 3 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(26) "One-five (ace-five) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 1 spot appearing on one die and a 5 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(27) "Two-four (deuce-four) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 2 spot appearing on one die and a 4 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(28) "One-six (ace-six) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 1 spot appearing on one die and a 6 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(29) "Two-five (deuce-five) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 2 spot appearing on one die and a 5 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(30) "Three-four (trey-four) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 3 spot appearing on one die and a 4 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(31) "Two-six (deuce-six) on the hop" is a one roll wager that may be made at any time, which shall win if a

total of 8 is thrown with a 2 spot appearing on one die and a 6 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(32) "Three-five (trei-five) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 3 spot appearing on one die and a 5 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(33) "Three-six (trei-six) on the hop" is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 3 spot appearing on one die and a 6 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(34) "Four-five on the hop" is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 4 spot appearing on one die and a 5 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(35) "Four-six on the hop" is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown with a 4 spot appearing on one die and a 6 spot appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

(36) "Big 6" is a wager that may be made at any time on the big number 6 on the table layout, which shall win if a total of 6 is rolled before a total of 7 is rolled and shall lose if a total of 7 is thrown before a total of 6.

(37) "Big 8" is a wager that may be made at any time on the big number 8 on the table layout, which shall win if a total of 8 is rolled before a total of 7 is rolled and shall lose if a total of 7 is thrown before a total of 8.

(38) A "put bet" is a wager that may be made at any time on any of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 which wins if the number on which the wager was placed is thrown before a 7 appears and loses if a 7 is thrown before such number.

(39) A "high low" bet is a one roll wager that wins if either a high (12) or low (2) is rolled and loses if any other total is thrown. This bet is broken down into separate wagers and placed on the appropriate areas of "12" and "2" on the table layout.

(40) "Three way craps" is a one roll wager that wins if either an ace deuce (3) or any craps (2, 3, or 12) is rolled and loses if any other total is thrown. This bet is broken down into separate wagers and placed on the appropriate areas of the "ace-deuce," "2," and "12" on the table layout.

(b) Wagers are made before the dice are thrown but they may also be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that the wager is confirmed orally by the dealer and a supervisor.

(c) All wagers at craps are made by placing gaming chips on the appropriate area of the table layout.

(d) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a pass line bet and a come bet

may not be removed or reduced after a come out point or come point is established with respect to such bet.

(e) All place to win bets, hardway bets and come odds bets are inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on the top of each player's wager. All other wagers are considered "on."

(f) The minimum and maximum wagers allowed at a table shall be posted at the table.

(g) No call bets are allowed. A "call bet" is a bet made verbally without actually placing gaming chips on the table layout.

(h) Winning payoff wagers at the game of craps are at the odds listed below:

<b>Wager</b>	<b>Payout Odds</b>
Pass Bet	1 to 1
Come Bet	1 to 1
Put Bet	1 to 1
Points of 2 and 12 put bet	6 to 1
Points of 3 and 11 put bet	3 to 1
Points of 4 and 10 put bet	2 to 1
Points of 5 and 9 put bet	3 to 2
Points of 6 and 8 put bet	6 to 5
Place Bet 2 to Win	6 to 33
Place Bet 3 to Win	8 to 22
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet 11 to Win	8 to 22
Place Bet 12 to Win	6 to 33
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, and 11 2 to 1 on 2 2 to 1 on 12
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1
Eight the Hardway on the Hop	30 to 1
Ten the Hardway on the Hop	30 to 1
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1
One-Six (Ace-Six) on the Hop	15 to 1
Two-Three (Deuce-Trey) on the Hop	15 to 1
Two-Four (Deuce-Four) on the Hop	15 to 1
Two-Five (Deuce-Five) on the Hop	15 to 1
Two-Six (Deuce-Six) on the Hop	15 to 1
Three-Four (Trei-Four) on the Hop	15 to 1
Three-Five (Trei-Five) on the Hop	15 to 1
Three-Six (Trei-Six) on the Hop	15 to 1
Four-Five on the Hop	15 to 1
Four-Six on the Hop	15 to 1
Big 6	1 to 1
Big 8	1 to 1

(continued)

Put Bet	1 to 1
Six-Seven-Eight	1 to 1 on 6 (One-Five or Two-Four), 7, 8 (Two-Six or Three-Five) 2 to 1 on 6 (the Hardway) or 8 (the Hardway)

(i) A horn bet and horn high bet shall be paid as if they were four separate wagers on 2, 3, 11, and 12.

(j) A craps-eleven or C and E bet shall be paid as if one half of the wagered amount had been placed on "any craps" and one half on "eleven," and shall be paid as if two separate wagers were made for the one roll.

(k) A lottery gaming facility manager ("manager") may offer true odds on place bets under the following circumstances:

(1) In addition to the payout odds set forth in above for place bets to win on 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 a manager may offer a player the option of receiving true odds on these bets in return for the player paying to manager, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager;

(2) If a true odds place bet to win is made by a player, winning wagers shall be paid as follows:

Buy Bet made	True odds paid
2 to Win	6 to 1
3 to Win	3 to 1
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1
11 to Win	3 to 1
12 to Win	6 to 1

(l) Supplemental wagers shall also be allowed as follows:

(1) Whenever a player makes a pass bet and a total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the pass bet which may be limited to an amount that is equal to the amount of the original pass bet. If, in such circumstances, the pass bet wins, the original pass bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 6 to 1 if the come out point was 2 or 12, 3 to one if the come out point was 3 or 11, 2 to 1 if the come out point was 4 or 10, at odds of 3 to 2 if the come out point was 5 or 9, and at odds of 6 to 5 if the come out point was 6 or 8. A player loses this supplemental wager if the pass bet loses.

(2) Whenever a player makes a come bet and a total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the come bet which may be limited to an amount that is equal to the amount of the original come bet. If, in such circumstances, the come bet wins, the original come bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 6 to 1 if the come out point was 2 or 12, 3 to one if the come out point was

3 or 11, 2 to 1 if the come point was 4 or 10, at odds of 3 to 2 if the come point was 5 or 9, and at odds of 6 to 5 if the come point was 6 or 8. A player loses this supplemental wager if the come bet loses.

(3) Manager may allow a supplemental wager in support of a pass or come bet in an amount up to 10 (ten) times the amount of the original pass or come bet. The original pass or come bet and any supplemental wager allowed pursuant to this subsection shall be paid at the same odds as the original and supplemental wagers are paid under (1) through (4) above.

(4) Whenever a player makes a put bet, the player has the right to make an additional wager in support of the bet which may be limited to an amount equal to the table minimum or maximum odds. If, in such circumstances, the bet wins, the original amount of the bet is paid at odds of 1 to 1 and the supplemental amount is paid in multiples of 6 to 1 if the come out point was 2 or 12, 3 to one if the come out point was 3 or 11, 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8. A player loses this supplemental bet if the put bet loses.

(5) Manager may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the maximum wager permitted at the table, provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this section. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Oct. 6, 2010.)

**111-301-12. Play.** (a) Control of the dice at a craps table is the responsibility of the stickperson at the table.

(b) At the commencement of play, the craps stickperson shall offer the set of dice to the player immediately to the left of the dealer at the table. If the player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. Upon selection of the dice, the shooter shall make a pass or don't pass bet after which he shall throw the two selected dice so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the craps table farthest from him. It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that the shooter shall pass the dice upon throwing a losing total of 7 (this does not apply to the come out roll). The craps dealer may order the shooter to pass the dice to another player if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates applicable rules and regulations pertaining to the game of craps.

(c) If a shooter, after making the come out point, elects not to place a pass bet, and other wagers remain on the table with respect to come numbers, the craps stickperson shall offer the dice to the player immediately to the left of the previous shooter.

(d) A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.

(e) The dealer or stickperson shall also have the authority to invalidate a roll of the dice by calling "no roll" for any of the following reasons:

(1) The dice do not leave the shooter's hand simultaneously;

(2) Either or both of the dice fail to strike an end of the table;

(3) Either or both of the dice come to rest on the chips constituting the bank of chips located in front of the dealer;

(4) Either or both of the dice come to rest in the dice cup in front of the craps stickperson or on one of the rails surrounding the table.

(5) The use of a cheating, crooked or fixed device or technique was used in the roll of the dice; and,

(6) For any other reason the craps dealer or stickperson considers the throw to be improper.

(f) The call of "no roll" under any applicable rules of this game shall, whenever possible, be made before both dice come to rest.

(g) A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the bank of chips located in front of the dealer, shall not be a cause for a call of "no roll."

(h) "No roll" may be called in craps by a dealer or stickperson.

(i) Roll results shall be as follows:

(1) In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward or "face up." If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.

(2) In the event of a dispute as to which face is uppermost or "face up," the dealer shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective, T-111-12-7-10, Oct. 6, 2010.)

#### Article 302.—SPECIFIC LOTTERY FACILITY GAMES AT LOTTERY GAMING FACILITIES; CRAPS

**111-302-4. Characteristics of the game.** (a) Craps is played at a large rectangular shaped table with rounded corners.

(b) A cloth covering the table has areas for all possible bets that can be made.

(c) Two dice as described in K.A.R. 111-302-2 are required to play the game.

(d) The table layout is divided in half and both halves are imprinted the same.

(e) For each half of the table open for play there is a dealer (also known as a "base dealer") and for the entire table one employee that is called the "stickperson" that is positioned at the center across from the base dealer or dealers.

(f) A floor supervisor sits in between the location for the two base dealers.

(g) The players are able to play on either half of the table along the far side away from the stickperson and the base dealers. If only half of the table is open for play, the players are able to play on only the open half of the table along the far side away from the stickperson and the base dealer. (Authorized by K.S.A. 2008 Supp. 74-8710 and 74-8748; implementing K.S.A. 2008 Supp. 74-8710; effective; T-111-12-24-2009, Dec. 3, 2009; amended, T-111-12-7-10, Oct. 6, 2010.)

Ed Van Petten  
Executive Director

Doc. No. 039193

#### State of Kansas

#### Kansas Lottery

#### Temporary Administrative Regulations

#### Article 2.—LOTTERY RETAILERS

**111-2-255. "Holiday Millionaire Raffle" 2010 clerk incentive.** (a) During the period beginning on or about November 22, 2010, and ending on or about December 29, 2010, in addition to compensation provided for in K.A.R. 111-2-4, the Kansas lottery also offers all store clerks at participating lottery retailers the opportunity to participate in a "Holiday Millionaire Raffle" clerk incentive promotion. Participating lottery retailers in this promotion shall include any Kansas lottery retailer who is actively selling "Holiday Millionaire Raffle" tickets during the period of this promotion.

(b) At the end of the promotion, a drawing will be conducted on or around January 15, 2011, at a location determined by the executive director of the Kansas lottery, during which 20 prize winners will be selected. The drawing shall be conducted by a designee of the executive director of the Kansas lottery.

(c) During the period of the promotion, an entry form into the drawing will be automatically dispensed from the selling lottery terminal after each sale of every \$20 single "Holiday Millionaire Raffle" ticket.

(d) The store clerk who sold the qualifying ticket which generated the entry form into the drawing shall be the person eligible to complete the entry form and enter the entry form into the drawing.

(e) The store clerk shall complete the entry form in a legible manner and mail the completed entry form to the address designated by the Kansas lottery which is printed on the entry form.

(f) The winner of each prize shall be entitled to \$50 worth of Kansas lottery coupons for games of the Kansas lottery's choice. (Authorized by and implementing K.S.A. 74-8710 and K.S.A. 74-8708; effective, T-111-12-8-10, Nov. 10, 2010.)

#### Article 4.—INSTANT GAMES AND DRAWINGS

**111-4-3032. "Super Red Hot Crossword" instant ticket lottery game number 347.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Super Red Hot Crossword" commencing on or after Decem-

(continued)

ber 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3032.

(b) The “play and prize symbols” and “captions” for this game are as follows:

<b>Prize Symbols</b>	<b>Captions</b>
\$5.00	FIVE\$
10.00	TEN\$
15.00	FIFTEEN
20.00	TWENTY
25.00	TWEN-FIV
50.00	FIFTY
75.00	SVTYFIV
\$100\$	ONE-HUN

<b>Play Symbols</b>	<b>Captions</b>
A	
B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	
M	
N	
O	
P	
Q	
R	
S	
T	
U	
V	
W	
X	
Y	
Z	

GOOD LUCK  
MAYBE NEXT TIME

(c) For this game, a play symbol shall appear in each of 20 play spots within the “YOUR LETTERS” play area, a variable number of times within the two crossword puzzle grids, and one time in the “BONUS” play area.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 059.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free ticket
FIV	=	\$5.00
TEN	=	\$10.00
TWY	=	\$20.00
TWF	=	\$25.00
FTY	=	\$50.00
STF	=	\$75.00

HUN	=	\$100.00
THN	=	\$200.00

(f) The price of instant tickets sold by a retailer for this game shall be \$5.00 each.

(g) “Super Red Hot Crossword” will feature four separate play areas, “YOUR LETTERS” area, two “CROSSWORD” puzzles, and a “BONUS” area. The top puzzle grid will be imaged in black. The bottom puzzle grid will be imaged in red.

In the “CROSSWORD” play area, a player will scratch the “YOUR LETTERS” play area to reveal 20 letters. Each of the “YOUR LETTERS” may be used in both crossword puzzles. A player will match the corresponding letters in both crossword puzzles by removing the scratch-off material covering the matching letter. If a player scratches four or more completed words across both puzzles, the player wins the corresponding prize in the prize legend. The entire word must be uncovered to win the corresponding prize. Only the highest corresponding prize can be won. Words revealed in the puzzle grid at the top of the ticket are the “black” words, and words revealed in the puzzle grid at the bottom of the ticket are the “red” words.

In the “BONUS” play area, if a player reveals any amount, the player wins that amount instantly. A player can win once in this game play area.

(h) To qualify as a complete word to win a prize in this game, the words revealed must meet the following requirements:

- (1) must contain at least three letters;
- (2) cannot be formed diagonally, run right to left or from bottom to top;
- (3) must appear in an unbroken horizontal or vertical string of letters in the “crossword” puzzle;
- (4) an unbroken string of letters cannot be interrupted by a black space and must contain every single letter square between two black spaces;
- (5) every single letter in the unbroken string must be revealed in the “YOUR LETTERS” area and be included to form a word; and

(6) the three small letters outside the squares in the “YOUR LETTERS” area are for validation purposes and cannot be used to play “Super Red Hot Crossword.”

(i) Each ticket in this game may win up to two times.

(j) Approximately 900,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(k) The expected number and value of instant prizes in this game shall be as follows:

Game 1	Bonus	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket		Free Ticket	150,000	\$0
\$5		\$5	18,000	90,000
\$10		\$10	17,100	171,000
	\$10	\$10	3,000	30,000
\$5	\$5	\$10	6,000	60,000
\$20		\$20	8,700	174,000
	\$20	\$20	1,800	36,000
\$10	\$10	\$20	3,900	78,000

\$25	\$25	\$25	4,800	120,000
	\$25	\$25	1,800	45,000
\$10	\$15	\$25	3,000	75,000
\$50		\$50	4,200	210,000
	\$50	\$50	1,500	75,000
\$25	\$25	\$50	2,700	135,000
	\$75	\$75	300	22,500
\$50	\$25	\$75	600	45,000
\$100		\$100	2,400	240,000
	\$100	\$100	600	60,000
\$50	\$50	\$100	1,350	135,000
\$200		\$200	150	30,000
\$1,000		\$1,000	99	99,000
\$5,000		\$5,000	30	150,000
\$50,000		\$50,000	6	300,000
TOTAL			<u>232,035</u>	<u>\$2,380,500</u>

(l) The odds of winning a prize in this game are approximately one in 3.88. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3033. "Diamond Hunt" instant ticket lottery game number 348.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Diamond Hunt" commencing on or after December 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3033.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Play and Prize Symbols	Captions
Symbol of a money bag	MNYBAG
Symbol of a pot of gold	POTGLD
Symbol of a treasure	TRSURE
Symbol of a gold bar	GLDBAR
Symbol of a stack of coins	STKCNS
Symbol of a stack of bills	BILLS
Symbol of a vault	VAULT
Symbol of a diamond	DIAMND

(c) For this game, a play symbol shall appear in each of 10 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
TWO	=	\$2.00
FOR	=	\$4.00
TEN	=	\$10.00
TWY	=	\$20.00
FRY	=	\$40.00
HUN	=	\$100.00
FRH	=	\$400.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Diamond Hunt" is a key symbol match game. The player will remove the scratch-off material to reveal 10 play symbols. A player will match the number of "DIAMOND" symbols found in the play area to the prize shown in the prize grid. The prize grid is as follows:

1 diamond	Free Ticket
2 diamonds	\$2
3 diamonds	\$4
4 diamonds	\$10
5 diamonds	\$20
6 diamonds	\$40
7 diamonds	\$100
8 diamonds	\$400
9 diamonds	\$1,000
10 diamonds	\$4,000

(h) Each ticket in this game may win up to one time.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Number of Diamond Symbols	Prizes	Expected Number of Prizes in Game	Expected Value in Game
1	Free Ticket	40,000	\$0
2	\$2	50,000	100,000
3	\$4	30,000	120,000
4	\$10	4,000	40,000
5	\$20	900	18,000
6	\$40	250	10,000
7	\$100	50	5,000
8	\$400	12	4,800
9	\$1,000	6	6,000
10	\$4,000	6	24,000
TOTAL		<u>125,224</u>	<u>\$327,800</u>

(k) The odds of winning a prize in this game are approximately one in 4.79. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3034. "Cold Hard Cash" instant ticket lottery game number 349.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Cold Hard Cash" commencing on or after December 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3034.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Play Symbols	Captions
Symbol of a stack of bills	BILLS
Symbol of a coin	COIN
Symbol of a money bag	MNYBAG
Symbol of a piggy bank	PGYBNK
Symbol of a gold bar	BAR
Symbol of a treasure chest	CHEST
Symbol of a safe	SAFE
Symbol of a gold nugget	NUGGET
Symbol of a pot of gold	GOLD
Symbol of a vault	VAULT
\$	DOLLAR

Prize Symbols	Captions
Free	TICKET
\$1. <sup>00</sup>	ONE\$

(continued)

\$2.00	TWO\$
\$5.00	FIVE\$
10.00	TEN\$
25.00	TWEN-FIV
\$100\$	ONE-HUN
\$200\$	TWO-HUN
\$500\$	FIVE-HUN
\$1000	ONETHOU
\$2000	TWOTHOU

(c) For this game, a play symbol shall appear in each of 14 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
ONE	=	\$1.00
TWO	=	\$2.00
FIV	=	\$5.00
SEV	=	\$7.00
FRN	=	\$14.00
FTN	=	\$15.00
TWF	=	\$25.00
THF	=	\$35.00
STY	=	\$70.00
HUN	=	\$100.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Cold Hard Cash" is a symbol instant win game. If a player reveals a "\$\$" symbol, the player wins the prize shown below that symbol.

(h) Each ticket in this game may win up to seven times.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket	Free Ticket	40,000	\$0
\$1	\$1	48,000	48,000
\$2	\$2	14,000	28,000
(\$1 x 2)	\$2	13,000	26,000
\$5	\$5	2,600	13,000
(\$2 x 2) + \$1	\$5	2,600	13,000
(\$1 x 5)	\$5	2,600	13,000
\$2 + \$5	\$7	1,800	12,600
(\$2 x 3) + \$1	\$7	1,800	12,600
(\$1 x 7)	\$7	1,800	12,600
(\$2 x 2) + \$10	\$14	1,000	14,000
(\$2 x 2) + (\$5 x 2)	\$14	1,000	14,000
(\$2 x 7)	\$14	1,000	14,000
\$10 + \$5	\$15	500	7,500
(\$5 x 3)	\$15	500	7,500
\$1 + (\$2 x 2) + \$10	\$15	500	7,500

(\$1 x 5) + (\$5 x 2)	\$15	500	7,500
\$25	\$25	200	5,000
(\$5 x 5)	\$25	200	5,000
(\$1 x 5) + (\$10 x 2)	\$25	200	5,000
\$25 + \$10	\$35	160	5,600
(\$5 x 3) + (\$10 x 2)	\$35	160	5,600
(\$5 x 7)	\$35	160	5,600
(\$10 x 7)	\$70	40	2,800
\$100	\$100	30	3,000
(\$25 x 4)	\$100	30	3,000
\$500	\$500	10	5,000
(\$100 x 5)	\$500	10	5,000
\$1,000	\$1,000	6	6,000
\$2,000	\$2,000	6	12,000
(\$500 x 2) + (\$200 x 5)	\$2,000	4	8,000
TOTAL		<u>134,416</u>	<u>\$327,400</u>

(k) The odds of winning a prize in this game are approximately one in 4.46. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3035. "Dino Bucks" instant ticket lottery game number 350.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Dino Bucks" commencing on or after December 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3035.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Play Symbols	Captions
01	ONE
02	TWO
03	THR
04	FOR
05	FIV
06	SIX
07	SEV
08	EGT
09	NIN
10	TEN
11	ELV
12	TWV
13	TRN
14	FRN
15	FTN
Symbol of a pickaxe	DBL

Prize Symbols	Captions
Free	TICKET
\$1.00	ONE\$
\$2.00	TWO\$
\$3.00	THR\$
\$4.00	FOUR\$
\$5.00	FIVE\$
10.00	TEN\$
20.00	TWENTY
50.00	FIFTY
\$100\$	ONE-HUN
\$5000	FIVTHOU

(c) For this game, a play symbol shall appear in each of 11 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.



(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
ONE	=	\$1.00
FOR	=	\$4.00
FIV	=	\$5.00
TEN	=	\$10.00
TWY	=	\$20.00
FTY	=	\$50.00
HUN	=	\$100.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Dino Bucks" is a key number match game. A player will scratch the play area to reveal one "WINNING NUMBER," five "DINO NUMBERS," and five prize amounts. If the player matches the "WINNING NUMBER" to any of the "DINO NUMBERS," the player wins the prize shown below that number. If the player reveals a "PICKAXE" symbol, the player wins double the prize shown instantly.

(h) Each ticket in this game may win up to five times.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket	Free Ticket	40,000	\$0
\$1	\$1	55,200	55,200
\$4	\$4	7,600	30,400
\$2 DBL	\$4	7,600	30,400
(\$1 x 4)	\$4	7,600	30,400
\$5	\$5	1,900	9,500
\$2 + \$3	\$5	1,900	9,500
(\$1 x 5)	\$5	1,900	9,500
\$1 + \$2 DBL	\$5	1,900	9,500
\$10	\$10	800	8,000
(\$2 x 5)	\$10	800	8,000
\$1 + \$4 + \$5	\$10	800	8,000
\$5 DBL	\$10	800	8,000
\$20	\$20	500	10,000
(\$10 x 2)	\$20	500	10,000
\$10 DBL	\$20	500	10,000
(\$5 x 4)	\$20	500	10,000
\$50	\$50	160	8,000
\$20 DBL + \$10	\$50	160	8,000
(\$10 x 5)	\$50	160	8,000
\$100	\$100	30	3,000
(\$20 x 3) + \$20 DBL	\$100	30	3,000
(\$100 x 5)	\$500	20	10,000
\$5,000	\$5,000	6	30,000
<b>TOTAL</b>		<u>131,366</u>	<u>\$326,400</u>

(k) The odds of winning a prize in this game are approximately one in 4.57. (Authorized by K.S.A. 74-8710;

implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3036. "Wild 1s" instant ticket lottery game number 351.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Wild 1s" commencing on or after December 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3036.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Play Symbols	Captions
Symbol of a 1 (outlined)	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SEV
8	EGT
9	NIN

Prize Symbols	Captions
Free	TICKET
\$1 <sup>00</sup>	ONE\$
\$2 <sup>00</sup>	TWO\$
\$5 <sup>00</sup>	FIVE\$
10 <sup>00</sup>	TEN\$
25 <sup>00</sup>	TWEN-FIV
\$100\$	ONE-HUN
\$500\$	FIVE-HUN
\$1000	ONETHOU
\$5000	FIVTHOU

(c) For this game, a play symbol shall appear in each of 14 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 299.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
ONE	=	\$1.00
TWO	=	\$2.00
FIV	=	\$5.00
SEV	=	\$7.00
FRN	=	\$14.00
FTN	=	\$15.00
TWF	=	\$25.00
THF	=	\$35.00
STY	=	\$70.00
HUN	=	\$100.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$1.00 each.

(g) "Wild 1" is a symbol instant win game. A player will scratch the play area to reveal seven play symbols and seven prize symbols. If the player reveals a "1" symbol, the player wins the prize shown below that symbol.

(h) Each ticket in this game may win up to seven times. (continued)

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket	Free Ticket	40,000	\$0
\$1	\$1	50,000	50,000
\$2	\$2	15,000	30,000
(\$1 x 2)	\$2	14,000	28,000
\$5	\$5	2,000	10,000
(\$2 x 2) + \$1	\$5	2,000	10,000
(\$1 x 5)	\$5	2,000	10,000
\$2 + \$5	\$7	1,400	9,800
(\$2 x 3) + \$1	\$7	1,400	9,800
(\$1 x 7)	\$7	1,400	9,800
(\$2 x 2) + \$10	\$14	600	8,400
(\$2 x 2) + (\$5 x 2)	\$14	600	8,400
(\$2 x 7)	\$14	600	8,400
\$10 + \$5	\$15	400	6,000
(\$5 x 3)	\$15	400	6,000
\$1 + (\$2 x 2) + \$10	\$15	400	6,000
(\$1 x 5) + (\$5 x 2)	\$15	400	6,000
\$25	\$25	200	5,000
(\$5 x 5)	\$25	200	5,000
(\$1 x 5) + (\$10 x 2)	\$25	200	5,000
\$25 + \$10	\$35	150	5,250
(\$5 x 3) + (\$10 x 2)	\$35	150	5,250
(\$5 x 7)	\$35	150	5,250
(\$10 x 7)	\$70	100	7,000
\$100	\$100	30	3,000
(\$25 x 4)	\$100	30	3,000
\$500	\$500	20	10,000
(\$100 x 5)	\$500	20	10,000
\$1,000	\$1,000	6	6,000
\$5,000	\$5,000	4	20,000
(\$500 x 4) + (\$1,000 x 3)	\$5,000	4	20,000
<b>TOTAL</b>		<b>133,864</b>	<b>\$326,350</b>

(k) The odds of winning a prize in this game are approximately one in 4.48. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3037. "Beef & Bucks" instant ticket lottery game number 352.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Beef & Bucks" commencing on or after December 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3037.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Play Symbols	Captions
01	ONE
02	TWO
03	THR
04	FOR
05	FIV
06	SIX
07	SEV
08	EGT

09	NIN
10	TEN
11	ELV
12	TWV
13	TRN
14	FRN
15	FTN

MAYBE NEXT TIME  
GOOD LUCK

Prize Symbols	Captions
Free	TICKET
\$2 <sup>00</sup>	TWO\$
\$3 <sup>00</sup>	THR\$
\$4 <sup>00</sup>	FOUR\$
\$5 <sup>00</sup>	FIVE\$
10 <sup>00</sup>	TEN\$
20 <sup>00</sup>	TWENTY
40 <sup>00</sup>	FORTY
50 <sup>00</sup>	FIFTY
\$100\$	ONE-HUN
\$500\$	FIVE-HUN
\$1000	ONETHOU
\$10000	10-THOU

(c) For this game, a play symbol shall appear in each of 21 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 149.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FRE	=	Free Ticket
TWO	=	\$2.00
FOR	=	\$4.00
FIV	=	\$5.00
TEN	=	\$10.00
TWY	=	\$20.00
FRY	=	\$40.00
FTY	=	\$50.00
HUN	=	\$100.00

(f) The price of instant tickets sold by a retailer for this game shall be \$2.00 each.

(g) The "Beef & Bucks" ticket features two games. Game 1 is a key number match game. A player will scratch the play area to reveal four "WINNING NUMBERS" and eight "YOUR NUMBERS" with a prize amount shown below each of the "YOUR NUMBERS." If a player matches any of the "YOUR NUMBERS" to either of the "WINNING NUMBERS," the player wins the prize shown below that number. A player can win up to eight times in this play area.

Game 2 is an instant win game. If a player reveals any prize amount, the player wins that amount instantly. A player can win once in this play area.

(h) Each ticket in this game may win up to nine times.

(i) Approximately 600,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes

per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Game 1	Game 2	Prizes	Expected Number of Prizes in Game	Expected Value in Game
Free Ticket		Free Ticket	40,000	\$0
\$2		\$2	26,000	52,000
	\$2	\$2	26,000	52,000
\$4		\$4	11,000	44,000
\$2	\$2	\$4	11,000	44,000
\$2 + \$3		\$5	6,000	30,000
\$2	\$3	\$5	6,000	30,000
\$5		\$5	6,000	30,000
	\$5	\$5	6,000	30,000
\$10		\$10	2,000	20,000
(\$2 x 5)		\$10	2,000	20,000
\$2 + \$3	\$5	\$10	2,000	20,000
(\$5 x 2)		\$10	2,000	20,000
\$20	\$10	\$10	2,000	20,000
(\$10 x 2)		\$20	1,000	20,000
	\$20	\$20	900	18,000
(\$2 x 8)	\$4	\$20	900	18,000
(\$5 x 4)		\$20	900	18,000
\$40		\$40	200	8,000
(\$4 x 5) + (\$5 x 3)	\$5	\$40	200	8,000
(\$20 x 2)		\$40	200	8,000
\$50		\$50	140	7,000
(\$20 x 2) + \$10		\$50	140	7,000
\$20 + \$10	\$20	\$50	140	7,000
(\$5 x 8)	\$10	\$50	140	7,000
\$100		\$100	40	4,000
(\$50 x 2)		\$100	40	4,000
\$1,000		\$1,000	10	10,000
(\$500 x 2)		\$1,000	10	10,000
\$10,000		\$10,000	6	60,000
Subtotal			153,966	\$646,000
Second Chance Drawing Prize Package		\$5,000	10	50,000
TOTAL			153,976	\$696,000

(k) The odds of winning a prize in this game are approximately one in 3.90. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3038. "M&M's Moolah" instant ticket lottery game number 353.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "M&M's Moolah" commencing on or after December 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3038.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Play Symbols	Captions
01	ONE
02	TWO
03	THR
04	FOR
05	FIV
06	SIX
07	SEV
08	EGT
09	NIN
10	TEN

11	ELV
12	TWV
13	TRN
14	FRN
15	FTN
16	SXTN
17	SVTN
18	EGTN
19	NTN
20	TWTY
21	TWYONE
22	TWYTWO
23	TWYTHR
24	TWYFOR
25	TWYFIV
26	TWYSIX
27	TWYSEV
28	TWYEGT
29	TWYNIN
30	THRTY
31	THRONE
32	THRTWO
33	THRTHR
34	THRFOR
35	THR FIV
m&m's	WIN
\$	MOOLAH
Symbol of an m&m candy	CANDY
Symbol of a donut	DONUT
Symbol of chocolate	CHOC
Symbol of a cookie	COOKIE
Symbol of a cake	CAKE
MAYBE NEXT TIME	
GOOD LUCK	

**Prize Symbols**

\$5 <sup>00</sup>	FIVE\$
10 <sup>00</sup>	TEN\$
15 <sup>00</sup>	FIFTEEN
25 <sup>00</sup>	TWEN-FIV
50 <sup>00</sup>	FIFTY
75 <sup>00</sup>	SVTYFIV
\$100\$	ONE-HUN
\$500\$	FIVE-HUN
\$1000	ONETHOU
\$5000	FIVTHOU
\$25000	25-THOU

**Captions**

(c) For this game, a play symbol shall appear in each of 31 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 059.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FIV	=	\$5.00
TEN	=	\$10.00
FTN	=	\$15.00
TWF	=	\$25.00

(continued)

FTY	=	\$50.00
STF	=	\$75.00
HUN	=	\$100.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$5.00 each.

(g) The "M&M's Moolah" ticket features three separate play areas. In the key number match game, a player will remove the scratch-off material to reveal three "M&M's NUMBERS," 12 "YOUR NUMBERS," and 12 prize amounts. If a player matches any of the "YOUR NUMBERS" to any of the "M&M's NUMBERS," the player wins the prize shown below that number. If a player reveals an "m&m's" symbol, the player wins the prize shown automatically. If the player reveals a "\$" symbol, the player wins all 12 prizes shown. A player can win up to 12 times in this play area.

In the "INSTANT MOOLAH" game, if a player reveals three "m" candy symbols, the player wins \$50 instantly. A player can win once in this play area.

In the "BONUS MOOLAH" play area, if a player reveals any prize amount, the player wins that amount instantly. A player can win once in this play area.

(h) Each ticket in this game may win up to 14 times.

(i) Approximately 300,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Key Number Match	Instant Moolah	Bonus Moolah	Prizes	Expected Number of Prizes in Game	Expected Value in Game
\$5			\$5	42,000	\$210,000
		\$5	\$5	5,000	25,000
\$10			\$10	10,000	100,000
(\$5 x 2)			\$10	10,000	100,000
\$15			\$15	4,000	60,000
(\$5 x 2)		\$5	\$15	2,600	39,000
\$10 + \$5			\$15	2,500	37,500
\$25			\$25	1,000	25,000
\$10 + \$15			\$25	950	23,750
(\$5 x 4)		\$5	\$25	950	23,750
(\$5 x 5)			\$25	950	23,750
\$50			\$50	500	25,000
	\$50		\$50	850	42,500
(\$25 x 2)			\$50	500	25,000
(\$5 x 9)		\$5	\$50	550	27,500
\$75			\$75	150	11,250
(\$5 x 10)		\$25	\$75	150	11,250
(\$5 x 2) + \$15	\$50		\$75	150	11,250
\$100			\$100	80	8,000
(\$25 x 4)			\$100	70	7,000
(\$10 x 4) + (\$5 x 6)			\$100	70	7,000
+ (\$15 x 2)	WIN ALL		\$100	70	7,000
(\$5 x 8)	\$50	\$10	\$100	70	7,000
\$500			\$500	30	15,000
(\$25 x 10) + \$100 + \$75	\$50	\$25	\$500	30	15,000
\$1,000			\$1,000	2	2,000
(\$100 x 6) + (\$50 x 2)			\$1,000	2	2,000
+ (\$75 x 4)	WIN ALL		\$1,000	3	3,000
(\$500 x 2)			\$5,000	4	20,000
\$5,000			\$25,000	3	75,000
\$25,000					
TOTAL				<u>83,164</u>	<u>\$982,500</u>

(k) The odds of winning a prize in this game are approximately one in 3.61. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3039. "Truck & Bucks" instant ticket lottery game number 357.** (a) The Kansas lottery shall conduct an instant winner lottery game entitled "Truck & Bucks" commencing on or after December 1, 2010. The rules for this game are contained in K.A.R. 111-3-1 *et seq.* and 111-4-3039.

(b) The "play and prize symbols" and "captions" for this game are as follows:

Play Symbols	Captions
Symbol of a steering wheel	STEERNG
Symbol of a tire	TIRE
Symbol of a speedometer	SPDMTR
Symbol of a light	LIGHT
Symbol of a hubcap	HUBCAP
Symbol of some keys	KEYS
Symbol of a mirror	MIRROR
Symbol of some oil	OIL
Symbol of a stereo	STEREO
Symbol of a gearshift	GRSHFT
Symbol of a gas can	GASCAN
Symbol of a coin	COIN
Symbol of some dollar bills	BILLS
Symbol of a money bag	MNYBAG
Symbol of a sunflower	SUNFLW
Symbol of some wheat	WHEAT
Symbol of a bird	BIRD
Symbol of a bee	BEE
2X	DOUBLER
MAYBE NEXT TIME	
GOOD LUCK	

Prize Symbols	Captions
\$5. <sup>00</sup>	FIVE\$
10. <sup>00</sup>	TEN\$
15. <sup>00</sup>	FIFTEEN
25. <sup>00</sup>	TWEN-FIV
50. <sup>00</sup>	FIFTY
75. <sup>00</sup>	SVTYFIV
\$100\$	ONE-HUN
\$500\$	FIVE-HUN
\$1000	ONETHOU
\$5000	FIVTHOU
\$25000	25-THOU

(c) For this game, a play symbol shall appear in each of 29 play spots within the play area or areas.

(d) The ticket numbers in each book of tickets in this game shall start with 000 and end with 059.

(e) The three letters comprising the retailer validation codes used in this game shall appear in three of eight varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

FIV	=	\$5.00
TEN	=	\$10.00
FTN	=	\$15.00
TWF	=	\$25.00

FTY	=	\$50.00
STF	=	\$75.00
HUN	=	\$100.00
FHN	=	\$500.00

(f) The price of instant tickets sold by a retailer for this game shall be \$5.00 each.

(g) "Truck & Bucks" features three separate play areas. In the key number match game, a player will remove the scratch-off material to reveal two "WINNING SYMBOLS," 10 "YOUR SYMBOLS," and 10 prize amounts. If a player matches any of the "YOUR SYMBOLS" to either of the "WINNING SYMBOLS," the player wins the prize shown for that symbol. If a player reveals a "2X" symbol, the player wins double that prize. A player can win up to 10 times in this play area.

In the "WIN UP TO \$25,000 INSTANTLY" play area, if a player reveals three like prize amounts, the player wins that amount. A player can win once in this play area.

In the "BONUS" play area, if a player reveals any prize amount, the player wins that amount instantly. A player can win once in this play area.

(h) Each ticket in this game may win up to 12 times.

(i) Approximately 300,000 tickets shall be ordered initially for this instant game. Additional ticket orders shall have the same prize structure, the same number of prizes per prize pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(j) The expected number and value of instant prizes in this game shall be as follows:

Key Symbol Match	Match 3	Bonus	Prizes	Expected Number of Prizes in Game	Expected Value in Game
\$5			\$5	25,000	\$125,000
	\$5		\$5	15,000	75,000
		\$5	\$5	4,000	20,000
\$10			\$10	6,000	60,000
	\$10		\$10	6,000	60,000
		\$10	\$10	5,000	50,000
\$5 (2X)			\$10	5,000	50,000
(\$5 x 2)			\$10	5,000	50,000
\$15			\$15	2,000	30,000
	\$15		\$15	1,500	22,500
\$5 (2X)		\$5	\$15	1,500	22,500
\$10 + \$5			\$15	1,200	18,000
\$25			\$25	900	22,500
\$10 + \$15			\$25	900	22,500
\$10 (2X)	\$5		\$25	1,200	30,000
\$5	\$15	\$5	\$25	900	22,500
\$50			\$50	200	10,000
(\$25 x 2)			\$50	200	10,000
\$25		\$25	\$50	200	10,000
\$5 + \$15	\$25	\$5	\$50	200	10,000
\$25 (2X)			\$50	450	22,500
(\$5 x 9)		\$5	\$50	300	15,000
\$75			\$75	150	11,250
\$25 (2X)	\$15	\$10	\$75	150	11,250
(\$5 x 10)	\$10	\$15	\$75	150	11,250
\$100			\$100	70	7,000
	\$100		\$100	35	3,500
(\$25 x 4)			\$100	70	7,000
(\$5 x 8)	\$50	\$10	\$100	35	3,500
\$500			\$500	20	10,000
(\$50 x 8) + (\$25 x 2)	\$25	\$25	\$500	20	10,000
\$1,000			\$1,000	2	2,000
(\$500 x 2)			\$1,000	3	3,000
\$5,000			\$5,000	4	20,000
\$25,000			\$25,000	3	75,000
Subtotal				83,362	\$932,750

Second-Chance Drawing Prize	\$42,857	<u>1</u>	<u>42,857</u>
TOTAL		83,363	\$975,607

2X - denotes doubler prize

(k) The odds of winning a prize in this game are approximately one in 3.60. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

**BEEF & BUCKS DRAWINGS**

**111-4-3040. Name of drawings.** The Kansas lottery shall conduct two second-chance drawings entitled "Beef & Bucks" and will accept entries on and after the day Kansas Lottery "Beef & Bucks" instant tickets are first offered for sale to the general public and ending as specified in these rules. Drawings will be held on or around March 25, 2011, and on or around June 17, 2011, at a location designated by the executive director of the Kansas lottery. Rules applicable to the "Beef & Bucks" drawings are contained in K.A.R. 111-4-3040 through 111-4-3045 and K.A.R. 111-3-1, *et seq.* (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3041. Definitions.** (a) All definitions contained in the Kansas lottery act (K.S.A. 74-8701 *et seq.*) and lottery regulations are hereby incorporated by reference and govern unless otherwise indicated.

(b) "Beef & Bucks" drawing means the act of drawing prizes conducted by the Kansas lottery at a location determined by the executive director of the Kansas lottery in which participants are selected to win various prizes as described in these rules.

(c) "Non-winning ticket" means any valid Kansas lottery "Beef & Bucks" instant game lottery ticket not eligible to win a prize under the rules of the "Beef & Bucks" instant game.

(d) "Receptacle" or "drum" means a container in which non-winning Kansas instant game lottery tickets are placed and from which the "Beef & Bucks" drawing entries are drawn. Receptacles or drums may be sealable and shall be capable of being mixed or rotated for the purpose of ensuring random distribution.

(e) "Bare arm technique" means a type of drawing where the person drawing the winning ticket from the receptacle or drum wears a long-sleeved shirt with sleeve rolled up above the elbow, a short-sleeved shirt (sleeve not extending past the elbow) or a no-sleeve shirt which exposes the drawer's bare arm and looks away from the drawing drum or receptacle while drawing. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3042. Prize.** (a) The winner of a prize at the "Beef & Bucks" drawings shall each receive a prize package consisting of Munson premium angus beef, \$2,000 cash, and all applicable mandatory federal and state income withholding taxes and other applicable initial taxes and fees. The approximate gross value of each prize package is \$5,000.00.

(b) There will be five winners selected at each drawing, for a total of 10 prize packages.

(continued)

(c) All prizes are subject to lottery validation, set-offs and deductions authorized by law.

(d) The winner of a prize shall return to the lottery a completed claim form as provided by the lottery within 30 calendar days in which his or her ticket was drawn or the person named on the ticket drawn will no longer be eligible for the prize. In such an event, the first eligible alternate entry drawn for that prize pursuant to these rules shall be declared the winner. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3043. Method of entry.** (a) Entry into the "Beef & Bucks" drawings shall be accomplished as follows:

(1) Obtain a valid "Beef & Bucks" Kansas instant lottery ticket.

(2) Determine if the ticket is a winning ticket in accordance with "Beef & Bucks" game rules. If the ticket is a winning ticket, it is not eligible for the drawings and shall be redeemed in accordance with the instant game rules.

(3) If the ticket is a valid non-winning ticket, the ticket is eligible for the drawing and the holder of the ticket may use it to enter one of the drawings.

(4) The holder of the non-winning ticket must complete the information form on the back of the ticket in a legible manner. Only one name shall appear on a non-winning ticket entered.

(5) A receptacle or drum may be available for deposit of entries at various locations as may be specifically designated by the lottery. All entries so deposited shall be transported to lottery headquarters and secured until the time of the applicable drawing.

(6) Entries may also be mailed with proper postage to "Beef & Bucks Drawing, c/o Kansas lottery, P. O. Box 750980, Topeka, Kansas 66675-0980." Mailed entries must be received by morning mail pickup on the Tuesday immediately prior to each drawing. More than one entry may be mailed in one envelope.

(7) No later than 5:00 p.m. CDT on the Tuesday preceding each drawing, players may also deposit entries for this drawing into any receptacle the Kansas lottery has specifically designated for deposit of said entries.

(8) Each drawing will be conducted on or around the dates set forth in these rules.

(b) There is no limit on the number of entries a person may make, but a person may only win one time in each drawing. Entries entered into a drawing are not eligible for any subsequent drawing.

(c) Only valid non-winning "Beef & Bucks" tickets which are mailed to "Beef & Bucks Drawing, c/o Kansas lottery, P. O. Box 750980, Topeka, Kansas 66675-0980" with proper postage and received by the morning mail pickup in Topeka, Kansas, on the Tuesday immediately preceding the drawing, and non-winning "Beef & Bucks" tickets entered at other locations as may be specifically designated by the lottery, shall be eligible for the drawing.

(d) Eligible entrants in the "Beef & Bucks" drawings must be 18 years of age or older.

(e) Completing the information form on the non-winning ticket and entering the ticket into the drawing con-

stitutes authorization to publicly identify the person whose entry is drawn. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3044. Certification of drawing.** (a) The "Beef & Bucks" drawings shall be personally observed by a member of the Kansas lottery security department and a member of the Kansas lottery marketing department or other person or persons designated by the executive director of the lottery (hereinafter "event manager").

(b) Upon completion of each drawing, the security official and the event manager shall issue a report to the executive director, certifying that the name of each prize winner is correct, and that to the best of their knowledge the procedures required by these rules were followed in selecting the prize winners. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-4-3045. Selection of winners.** The following process shall be used for the selection of winners in the "Beef & Bucks" drawings:

(a) Kansas lottery personnel shall pick up all mail containing "Beef & Bucks" drawing tickets at the United States Post Office in Topeka, Kansas, with the final pick up at the Topeka post office in the morning mail pickup on the Tuesday immediately preceding each drawing. Following the morning mail pickup on each Tuesday immediately preceding each drawing, the envelopes containing mailed entries will be transported to lottery headquarters and opened by lottery personnel. All mailed entries and entries retained from such other locations as specifically designated by the lottery shall then be placed in the drawing receptacle or drum.

(b) Each drawing shall be held at Kansas lottery headquarters and shall be open to the public with lottery security personnel present. Each drawing shall be audio and video taped.

(c) At each drawing held on the dates set forth in these rules, lottery security personnel will be present with the person designated by the executive director to perform the drawing. Prior to each drawing, if a drum is used, the drum shall be sealed and the contents mixed by rotating the drum at least 10 times. If a receptacle other than a drum is used, the contents shall be mixed with a shovel or by other means for at least two minutes prior to the drawing.

(d) The designated individual shall then unseal the drum, if a drum is used, and using the bare-arm technique, while looking away, remove five entries from the receptacle or drum, one at a time. The person whose name appears on each entry shall be the winner of one of the prize packages identified in these rules, subject to validation by the lottery as set forth in these rules. Each valid entry shall be numbered from one through five.

(e) After five entries have been drawn, and the entries have been verified as valid, five more entries will be drawn, one at a time. The last five entries drawn will serve as alternate entries for the prize packages. The alternate entries will be marked in order drawn, 1A, 2A, 3A, 4A, and 5A. The alternate entries will be used only if one or more of the original winners cannot be located or

is declared ineligible, or fails to present a fully-executed claim form to lottery headquarters by 5:00 p.m. of the thirtieth calendar day following the drawing. The alternates will be used, if necessary, in the order drawn. If an alternate winner cannot be located, is declared ineligible, or fails to present a fully-executed claim form to lottery headquarters by 5:00 p.m. of the thirtieth calendar day following the claim form being given or sent to the alternate winner, the alternate winner process shall be repeated until the prize is properly claimed or until such time as no alternate winners remain, whichever occurs first.

(f) The Kansas lottery security official present shall review each ticket drawn to determine the validity of the entry into the "Beef & Bucks" drawings in accordance with these regulations. If it is a valid entry and the name is legible, the event manager and the security person present shall record the name of the winner and the prize won. Each winner shall be given or sent a prize claim form to be completed and returned to the lottery within 30 calendar days of the drawing.

(g) If the entry is determined to be ineligible, it shall be discarded by the security person present and another entry drawn. This procedure will be repeated until valid selections are obtained.

(h) Only non-winning "Beef & Bucks" instant tickets as defined by these rules are eligible for the drawing.

(i) All "Beef & Bucks" tickets remaining in the drum or receptacle after the winners and alternates have been selected in each drawing, and all entries not received in compliance with these rules, shall be destroyed pursuant to K.A.R. 111-3-34. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

## Article 7.—KANSAS-ONLY ON-LINE GAMES

### BOOT HILL BOUNTY DRAWINGS

**111-7-243. Name of drawing.** The Kansas lottery shall conduct three drawings entitled "Boot Hill Bounty Drawings" and will accept entries starting November 12, 2010. Drawings will be held on or around December 17, 2010, January 28, 2011, and March 11, 2011, at a location designated by the executive director of the Kansas lottery. Rules applicable to these drawings are contained in K.A.R. 111-7-243 through 111-7-248 and K.A.R. 111-6-1 *et seq.* (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-7-244. Definitions.** (a) All definitions contained in the Kansas lottery act (K.S.A. 74-8701 *et seq.*) and lottery regulations are hereby incorporated by reference and govern unless otherwise indicated.

(b) "Boot Hill Bounty Drawing" means the act of drawing prizes conducted by the Kansas lottery at a location determined by the executive director of the Kansas lottery in which participants are selected to win various prizes as described in these rules.

(c) "Entry form" means the form or voucher that is automatically generated by the computer terminal after each sale of \$10 or more Kansas Hold 'Em single tickets during the dates of this promotion.

(d) "Receptacle" or "drum" means a container in which entry forms are placed and from which the "Boot Hill Bounty Drawing" entries are drawn. Receptacles or drums may be sealable and shall be capable of being mixed or rotated for the purpose of ensuring random distribution.

(e) "Bare arm technique" means a type of drawing where the person drawing the winning ticket from the receptacle or drum wears a long-sleeved shirt with sleeve rolled up above the elbow, a short-sleeved shirt (sleeve not extending past the elbow) or a no-sleeve shirt which exposes the drawer's bare arm and looks away from the drawing drum or receptacle while drawing. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-7-245. Prize.** (a) The winner of a prize at each of the "Boot Hill Bounty Drawings" shall receive a prize package consisting of one double occupancy hotel room and room taxes at the Boot Hill Bed & Breakfast in Dodge City, Kansas, for four days and three nights, a Boot Hill Casino & Resort package, a VIP tour of historic Dodge City, Kansas, a local restaurant package, an old west photo session, \$2,500 cash, and mandatory state and federal income withholding taxes and other applicable initial taxes and fees for this prize.

(b) There will be two winners selected at each drawing, for a total of six prize packages.

(c) All prizes are subject to lottery validation, set-offs and deductions authorized by law.

(d) All prize package winners will be required to join the Boot Hill Casino & Resort players club.

(e) All prize package winners must be at least 21 years of age.

(f) Hotel occupancy at the Boot Hill Bed & Breakfast is subject to availability.

(g) The winner of a prize package shall return to the lottery a completed claim form as provided by the lottery within 30 calendar days in which his or her entry form was drawn or the person named on the entry form drawn will no longer be eligible for the prize. In such an event, the first eligible alternate entry drawn for that prize pursuant to these rules shall be declared the winner. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-7-246. Method of entry.** (a) Entry into the "Boot Hill Bounty Drawings" shall be accomplished as follows:

(1) Purchase a single \$10 or more Kansas Hold 'Em Kansas lottery online ticket, after which an entry form into the "Boot Hill Bounty Drawings" will be automatically generated by the lottery terminal.

(2) The holder of the entry form must complete the information on the form in a legible manner. Only one name shall appear on an entry form that is entered.

(3) A receptacle or drum may be available for deposit of entries at various locations as may be specifically designated by the lottery. All entries so deposited shall be transported to lottery headquarters and secured until the time of the applicable drawing.

(continued)

(4) Entries may also be mailed with proper postage to "Boot Hill Bounty Drawing, c/o Kansas Lottery, P. O. Box 5596, Topeka, Kansas 66605-0596." Mailed entries must be received by morning mail pickup on the Tuesday immediately prior to each drawing. More than one entry may be mailed in one envelope.

(5) No later than 5:00 p.m. CDT on the Tuesday preceding each drawing, players may also deposit entries for this drawing into any receptacle the Kansas lottery has specifically designated for deposit of said entries.

(6) Each drawing will be conducted on or around the dates set forth in these rules.

(b) There is no limit on the number of entries a person may make, but a person may only win one time in each drawing. Entries entered into a drawing are not eligible for any subsequent drawing.

(c) Only valid entry forms into the "Boot Hill Bounty Drawings" which are mailed to "Boot Hill Bounty Drawing, c/o Kansas Lottery, P. O. Box 5596, Topeka, Kansas 66605-0596," with proper postage and received by the morning mail pickup in Topeka, Kansas, on the Tuesday immediately preceding the drawing, and any entry forms entered at other locations as may be specifically designated by the lottery, shall be eligible for the drawing.

(d) Eligible entrants in the "Boot Hill Bounty Drawings" must be 21 years of age or older.

(e) Completing the information on the entry form and entering the entry form into the drawing constitutes authorization to publicly identify the person whose entry is drawn. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-7-247. Certification of drawing.** (a) The "Boot Hill Bounty Drawings" shall be personally observed by a member of the Kansas lottery security department and a member of the Kansas lottery marketing department or other person or persons designated by the executive director of the lottery (hereinafter "event manager").

(b) Upon completion of each drawing, the security official and the event manager shall issue a report to the executive director, certifying that the name of each prize winner is correct, and that to the best of their knowledge the procedures required by these rules were followed in selecting the prize winners. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)

**111-7-248. Selection of winners.** The following process shall be used for the selection of winners in the "Boot Hill Bounty" drawings:

(a) Kansas lottery personnel shall pick up all mail containing "Boot Hill Bounty Drawing" entries at the United States Post Office in Topeka, Kansas, with the final pick up at the Topeka post office in the morning mail pickup on the Tuesday immediately preceding each drawing. Following the morning mail pickup on each Tuesday immediately preceding each drawing, the envelopes containing mailed entries will be transported to lottery headquarters and opened by lottery personnel. All mailed entries and entries retained from such other locations as specifically designated by the lottery shall then be placed in the drawing receptacle or drum.

(b) Each drawing shall be held at Kansas lottery headquarters and shall be open to the public with lottery security personnel present. Each drawing shall be audio and video taped.

(c) At each drawing held on the dates set forth in these rules, lottery security personnel will be present with the person designated by the executive director to perform the drawing. Prior to each drawing, if a drum is used, the drum shall be sealed and the contents mixed by rotating the drum at least 10 times. If a receptacle other than a drum is used, the contents shall be mixed with a shovel or by other means for at least two minutes prior to the drawing.

(d) The designated individual shall then unseal the drum, if a drum is used, and using the bare-arm technique, while looking away, remove two entries from the receptacle or drum, one at a time. The person whose name appears on each entry shall be the winner of one of the prize packages identified in these rules, subject to validation by the lottery as set forth in these rules. Each valid entry shall be numbered from one through two.

(e) After two entries have been drawn, and the entries have been verified as valid, two more entries will be drawn, one at a time. The last two entries drawn will serve as alternate entries for the prize packages. The alternate entries will be marked in order drawn, 1A and 2A. The alternate entries will be used only if one or more of the original winners cannot be located or is declared ineligible, or fails to present a fully-executed claim form to lottery headquarters by 5:00 p.m. of the thirtieth calendar day following the drawing. The alternates will be used, if necessary, in the order drawn. If an alternate winner cannot be located, is declared ineligible, or fails to present a fully-executed claim form to lottery headquarters by 5:00 p.m. of the thirtieth calendar day following the claim form being given or sent to the alternate winner, the alternate winner process shall be repeated until the prize is properly claimed or until such time as no alternate winners remain, whichever occurs first.

(f) The Kansas lottery security official present shall review each entry form drawn to determine the validity of the entry into the drawings in accordance with these regulations. If it is a valid entry and the name is legible, the event manager and the security person present shall record the name of the winner and the prize won. Each winner shall be given or sent a prize claim form to be completed and returned to the lottery within 30 calendar days of the drawing.

(g) If the entry is determined to be ineligible, it shall be discarded by the security person present and another entry drawn. This procedure will be repeated until valid selections are obtained.

(h) Only entry forms as defined by these rules are eligible for the drawing.

(i) All entry forms remaining in the drum or receptacle after the winners and alternates have been selected in each drawing, and all entries not received in compliance with these rules, shall be destroyed pursuant to K.A.R. 111-3-34. (Authorized by and implementing K.S.A. 74-8710; effective, T-111-12-8-10, Nov. 10, 2010.)



Article 9.—PULL-TAB GAMES

**111-9-170. "Sunken Treasure" pull tab ticket lottery game number 346.** (a) The Kansas lottery shall conduct a pull tab lottery game entitled "Sunken Treasure" commencing on or after December 1, 2010. The rules for this game are contained in K.A.R. 111-8-1 *et seq.* and K.A.R. 111-9-170.

(b) The price of pull tab tickets sold by a retailer for this game shall be \$2.00 each.

(c) Approximately 600,000 tickets shall be ordered initially for this pull tab game that shall be packaged in packs of 150 tickets each. The ticket numbers in each pack in this game shall start with 000 and end with 149. Additional ticket orders shall have the same prize structure, the same number of prizes per pool of 300,000 tickets, and the same odds as were contained in the initial ticket order.

(d) The play symbols for this game are as follows:

- Symbol of a treasure chest
- Symbol of an air tank
- Symbol of an anchor
- Symbol of a sea shell
- Symbol of an octopus
- Symbol of a fish
- Symbol of a crab
- Symbol of a star fish

(e) For this game, three play symbols shall appear under each of eight tabs on the back of each ticket. On the front of each ticket shall appear a legend of all winning combinations using the play symbols for this game along with the corresponding prize amount for each combination, as follows: three star fish symbols equal \$2.00; three crab symbols equal \$5.00; three fish symbols equal \$10.00; three octopus symbols equal \$25.00; three sea shell symbols equal \$50.00; three anchor symbols equal \$100.00; three air tank symbols equal \$250.00; three treasure chest symbols equal \$2,500.00.

(f) All tabs on the back of each ticket are to be pulled open. For each combination of three play symbols matching the legend on the front of the ticket, the player wins the prize amount corresponding to each combination as shown in (h) below. All winning combinations shall be within a single window in a horizontal line.

(g) The three letters comprising the retailer validation codes used in this game shall appear in three of 24 varying locations among the play symbols. The retailer validation codes for this game and their meanings are as follows:

TWO	=	\$2.00
FOR	=	\$4.00
FIV	=	\$5.00
SEV	=	\$7.00
TEN	=	\$10.00
TWF	=	\$25.00
THF	=	\$35.00
FTY	=	\$50.00
HUN	=	\$100.00
THY	=	\$250.00

(h) The number and value of prizes in this game and winning combinations shall be as follows: (See corresponding play symbol values in subsection (e) above.)

Get	Prizes	Expected Number of Prizes in Game	Expected Value in Game
\$2	\$2	82,000	\$164,000
\$2 + \$2	\$4	28,120	112,480
\$5	\$5	26,000	130,000
\$5 + \$2	\$7	16,000	112,000
\$10	\$10	4,000	40,000
\$5 + \$5	\$10	4,000	40,000
\$25	\$25	1,000	25,000
\$5 + \$10 + \$10	\$25	1,100	27,500
\$5 + \$5 + \$5 + \$5 + \$5	\$25	1,200	30,000
\$2 + \$2 + \$2 + \$2 + \$2 + \$5 + \$10	\$25	1,200	30,000
\$5 + \$5 + \$5 + \$5 + \$5 + \$5 + \$5	\$35	500	17,500
\$5 + \$10 + \$10 + \$10	\$35	500	17,500
\$50	\$50	250	12,500
\$5 + \$5 + \$5 + \$5 + \$5 + \$25	\$50	250	12,500
\$100	\$100	100	10,000
\$250	\$250	40	10,000
\$2,500	\$2,500	10	25,000
<b>TOTAL</b>		<u>166,270</u>	<u>\$815,980</u>

(i) Each ticket in this game may have up to seven winning combinations.

(j) The overall odds of winning a prize in this game are approximately one in 3.61. (Authorized by K.S.A. 74-8710; implementing K.S.A. 74-8710 and K.S.A. 74-8720; effective, T-111-12-8-10, Nov. 10, 2010.)

Ed Van Petten  
Executive Director

Doc. No. 039204

INDEX TO ADMINISTRATIVE REGULATIONS

This index lists in numerical order the new, amended and revoked administrative regulations and the volume and page number of the *Kansas Register* issue in which more information can be found. Temporary regulations are designated with a (T) in the Action column. This cumulative index supplements the 2009 Volumes of the *Kansas Administrative Regulations*.

Reg. No.	Action	Register
1-2-64	New	V. 28, p. 1338
1-2-65	New	V. 28, p. 1338
1-7-3	Amended	V. 28, p. 1338
1-7-4	Amended	V. 28, p. 1338
1-7-6	Amended	V. 28, p. 1339
1-7-7	Amended	V. 28, p. 1339
1-7-10	Amended	V. 28, p. 1339
1-7-11	Amended	V. 28, p. 1340
1-7-12	Amended	V. 28, p. 1340
1-14-8	Amended	V. 28, p. 1341
1-16-8	Amended	V. 29, p. 676
1-16-15	Amended	V. 29, p. 677
1-16-18	Amended	V. 29, p. 677
1-16-18a	Amended	V. 29, p. 678

1-16-20	Amended	V. 29, p. 680
1-65-1	New	V. 30, p. 44
1-66-1	New	V. 30, p. 44
1-66-2	New	V. 30, p. 45
1-66-3	New	V. 30, p. 45
1-67-1	New	V. 30, p. 45
1-67-2	New	V. 30, p. 45
1-67-3	New	V. 30, p. 45
1-68-1	New	V. 30, p. 45
1-68-2	New	V. 30, p. 46

AGENCY 3: KANSAS STATE TREASURER		
Reg. No.	Action	Register
3-3-2	Amended (T)	V. 29, p. 702
3-3-2	Amended	V. 30, p. 9
3-4-1	Amended	V. 28, p. 1716

(continued)

3-4-2	Amended	V. 28, p. 1716
3-4-4	Amended	V. 28, p. 1716
3-4-5	Amended	V. 28, p. 1717
3-4-6	Revoked	V. 28, p. 1717
3-4-7	Amended	V. 28, p. 1717

**AGENCY 4: DEPARTMENT OF AGRICULTURE**

Reg. No.	Action	Register
4-3-47	Amended (T)	V. 30, p. 25
4-6-1	Amended	V. 28, p. 1594
4-6-2	Amended	V. 28, p. 1594
4-7-213	Amended	V. 29, p. 1023
4-7-716	Amended	V. 29, p. 1023
4-10-1	Amended	V. 29, p. 254
4-10-1a	New	V. 29, p. 255
4-10-1b	New	V. 29, p. 255
4-10-2a through		
4-10-2d	Revoked	V. 29, p. 255
4-10-2e	Amended	V. 29, p. 255
4-10-2f through		
4-10-2k	Revoked	V. 29, p. 256
4-10-4	Revoked	V. 29, p. 256
4-10-4a through		
4-10-4f	New	V. 29, p. 256-258
4-10-5a	Amended	V. 29, p. 258
4-10-6	Revoked	V. 29, p. 259
4-10-6a	New	V. 29, p. 259
4-10-6b	New	V. 29, p. 259
4-10-7	Amended	V. 29, p. 259
4-10-10	New	V. 29, p. 260
4-10-15	Revoked	V. 29, p. 260
4-10-16	Amended	V. 29, p. 260
4-10-17	Revoked	V. 29, p. 261
4-13-2	Amended	V. 29, p. 69
4-13-3	Amended	V. 29, p. 69
4-13-9	Amended	V. 29, p. 71
4-13-14	Amended	V. 29, p. 71
4-13-16	Amended	V. 29, p. 71
4-13-17	Amended	V. 29, p. 72
4-13-18	Amended	V. 29, p. 72
4-13-20	Amended	V. 29, p. 72
4-13-21	Amended	V. 29, p. 72
4-13-22	Revoked	V. 29, p. 72
4-13-23	Amended	V. 29, p. 72
4-13-24	Amended	V. 29, p. 72
4-13-25	Amended	V. 29, p. 1242
4-13-25b through		
4-13-25h	Amended	V. 29, p. 1243-1245
4-13-25i	Revoked	V. 29, p. 1246
4-13-25j	Amended	V. 29, p. 1246
4-13-25k	Amended	V. 29, p. 1246
4-13-25l	Amended	V. 29, p. 1247
4-13-25m	New	V. 29, p. 1247
4-13-30	Amended	V. 29, p. 72
4-13-33	Amended	V. 29, p. 73
4-13-62	Amended	V. 29, p. 73
4-15-5	Amended	V. 28, p. 690
4-27-1 through		
4-27-22	New	V. 29, p. 706-720
4-28-1	Amended	V. 29, p. 720
4-28-2	Amended	V. 29, p. 720
4-28-8	Amended	V. 29, p. 721
4-28-11	Amended	V. 29, p. 722
4-28-12	Amended	V. 29, p. 722
4-28-18 through		
4-28-30	New	V. 29, p. 723-725

**AGENCY 5: DEPARTMENT OF AGRICULTURE—DIVISION OF WATER RESOURCES**

Reg. No.	Action	Register
5-1-4	Amended	V. 29, p. 652
5-1-9	Amended	V. 29, p. 653
5-3-4a	Amended	V. 28, p. 241
5-3-23	Amended (T)	V. 29, p. 1338
5-3-23	Amended	V. 29, p. 1598
5-4-1	Amended	V. 29, p. 1476

5-4-1a	New	V. 29, p. 1477
5-7-1	Amended	V. 29, p. 653
5-7-4	Amended	V. 28, p. 1715
5-14-3	Amended	V. 28, p. 241
5-14-3a	New	V. 28, p. 242
5-17-2	Amended	V. 29, p. 654
5-20-1	New	V. 28, p. 1317
5-20-2	New	V. 28, p. 1318
5-22-7	Amended	V. 29, p. 596
5-25-5	Amended	V. 29, p. 1598
5-25-15	Amended	V. 29, p. 654

**AGENCY 7: SECRETARY OF STATE**

Reg. No.	Action	Register
7-16-1	Amended (T)	V. 29, p. 1115
7-16-1	Amended	V. 29, p. 1281
7-41-1 through		
7-41-7	Amended	V. 28, p. 193-195
7-41-8	Revoked	V. 28, p. 195
7-41-9	Revoked	V. 28, p. 195
7-41-10 through		
7-41-17	Amended	V. 28, p. 195, 196
7-41-18 through		
7-41-29	Revoked	V. 28, p. 196
7-41-30	Amended	V. 28, p. 196
7-41-31	Revoked	V. 28, p. 196
7-41-32	Amended	V. 28, p. 196
7-41-33	Amended	V. 28, p. 197
7-41-34	New	V. 28, p. 197
7-41-35	New	V. 28, p. 197

**AGENCY 9: ANIMAL HEALTH DEPARTMENT**

Reg. No.	Action	Register
9-7-4	Amended (T)	V. 29, p. 703
9-7-4	Amended	V. 29, p. 1336
9-27-1	Amended	V. 29, p. 1337

**AGENCY 14: DEPARTMENT OF REVENUE—DIVISION OF ALCOHOLIC BEVERAGE CONTROL**

Reg. No.	Action	Register
14-6-2a	Revoked	V. 29, p. 1306
14-6-3	Revoked	V. 29, p. 1306
14-6-4	Amended	V. 29, p. 1306
14-11-1	New	V. 29, p. 1307
14-11-4	New	V. 29, p. 1307
14-11-5	Amended	V. 29, p. 1307
14-11-6	Amended	V. 29, p. 1307
14-11-7	Amended	V. 29, p. 1307
14-11-9	Amended	V. 29, p. 1307
14-11-10a	Revoked	V. 29, p. 1307
14-11-10b	Revoked	V. 29, p. 1308
14-11-10d	Revoked	V. 29, p. 1308
14-11-11	Revoked	V. 29, p. 1633
14-11-14	Revoked	V. 29, p. 1308
14-11-15	Amended	V. 29, p. 1308
14-11-16	Amended	V. 29, p. 1308
14-11-22	New	V. 29, p. 1633
14-11-23 through		
14-11-29	New	V. 29, P. 1308-1310
14-11-27	Revoked	V. 29, p. 1730
14-16-25	New	V. 29, p. 1310
14-19-27	Amended	V. 29, p. 1310
14-19-38	New	V. 29, p. 1311
14-19-39	New	V. 29, p. 1311
14-20-29	Amended	V. 29, p. 1311
14-20-40	New	V. 29, p. 1312
14-20-41	New	V. 29, p. 1312
14-21-12	Amended	V. 29, p. 1313
14-21-21	New	V. 29, p. 1313
14-21-22	New	V. 29, p. 1313
14-23-2	Amended	V. 29, p. 1314
14-23-5	Amended	V. 29, p. 1314
14-23-8	Amended	V. 29, p. 1314
14-23-10	Amended	V. 29, p. 1315
14-24-1 through		
14-24-6	Revoked	V. 29, p. 1315

**AGENCY 16: KANSAS ATTORNEY GENERAL**

Reg. No.	Action	Register
16-11-1 through		
16-11-5	Amended	V. 29, p. 1813-1815
16-11-6	Revoked	V. 29, p. 1816
16-11-7	Amended	V. 29, p. 1816
16-11-8	Amended	V. 29, p. 1816

**AGENCY 17: OFFICE OF THE STATE BANK COMMISSIONER**

Reg. No.	Action	Register
17-24-2	Amended	V. 28, p. 1371
17-24-3	Amended	V. 28, p. 1371
17-24-4	Amended	V. 28, p. 1371
17-24-5	New	V. 28, p. 1373
17-24-6	New	V. 28, p. 1373

**AGENCY 19: GOVERNMENTAL ETHICS COMMISSION**

Reg. No.	Action	Register
19-6-1	Amended	V. 29, p. 112
19-22-1	Amended	V. 30, p. 92
19-23-1	Amended	V. 30, p. 92
19-30-4	Revoked	V. 30, p. 92

**AGENCY 22: STATE FIRE MARSHAL**

Reg. No.	Action	Register
22-1-1	Amended	V. 30, p. 46
22-1-2	Amended	V. 30, p. 46
22-1-3	Amended	V. 30, p. 46
22-8-13	Amended	V. 30, p. 47
22-10-3	Amended	V. 30, p. 47
22-11-6	Revoked	V. 30, p. 48
22-11-8	Amended	V. 30, p. 48
22-15-7	Revoked	V. 30, p. 49
22-18-3	Amended	V. 30, p. 49
22-24-3	Amended	V. 28, p. 1367

**AGENCY 26: DEPARTMENT ON AGING**

Reg. No.	Action	Register
26-39-100 through		
26-39-105	New	V. 28, p. 615-623
26-39-100	Amended	V. 29, p. 1772
26-39-101	Amended	V. 29, p. 1775
26-39-105	Amended	V. 29, p. 1777
26-39-144	Revoked	V. 28, p. 623
26-39-243	Revoked	V. 28, p. 649
26-39-278	Revoked	V. 28, p. 649
26-39-427	Revoked	V. 28, p. 649
26-40-301 through		
26-40-305	New	V. 29, p. 1777-1793
26-41-101 through		
26-41-106	New	V. 28, p. 649-651
26-41-200 through		
26-41-207	New	V. 28, p. 652-657
26-42-101	New	V. 28, p. 657
26-42-102	New	V. 28, p. 658
26-42-104	New	V. 28, p. 659
26-42-105	New	V. 28, p. 659
26-42-200 through		
26-42-207	New	V. 28, p. 659-664
26-43-101 through		
26-43-106	New	V. 28, p. 664-667
26-43-200 through		
26-43-207	New	V. 28, p. 667-671

**AGENCY 28: DEPARTMENT OF HEALTH AND ENVIRONMENT**

Reg. No.	Action	Register
28-1-27	New	V. 30, p. 111
28-4-92	Amended (T)	V. 29, p. 1348
28-4-92	Amended	V. 29, p. 1705
28-4-370 through		
28-4-379	Revoked	V. 29, p. 1024

28-4-503	Amended	V. 29, p. 1662	28-23-9	Revoked	V. 29, p. 726	28-46-2a	Amended	V. 29, p. 1138
28-4-505	Amended	V. 29, p. 1662	28-23-10	Revoked	V. 29, p. 726	28-46-3		
28-4-514	Amended	V. 29, p. 1663	28-23-20			through		
28-4-520	New	V. 29, p. 1663	through			28-46-22	Amended	V. 29, p. 1139-1141
28-4-521	New	V. 29, p. 1663	28-23-24	Revoked	V. 29, p. 726	28-46-27	Amended	V. 29, p. 1141
28-4-1200			28-23-26			28-46-28	Amended	V. 29, p. 1141
through			through			28-46-29	Amended	V. 29, p. 1141
28-4-1218	New	V. 28, p. 1426-1437	28-23-32	Revoked	V. 29, p. 726	28-46-29a	New	V. 29, p. 1142
28-4-1300			28-23-34			28-46-30	Amended	V. 29, p. 1142
through			through			28-46-30a	New	V. 29, p. 1142
28-4-1318	New	V. 29, p. 1024-1032	28-23-36	Revoked	V. 29, p. 727	28-46-30b	New	V. 29, p. 1144
28-16-28g	Amended	V. 29, p. 181	28-23-41			28-46-31	Amended	V. 29, p. 1144
28-17-6	Amended	V. 28, p. 1809	through			28-46-33	Amended	V. 29, p. 1144
28-17-12	Amended	V. 28, p. 1809	28-23-55	Revoked	V. 29, p. 727	28-46-34	Amended	V. 29, p. 1145
28-19-200a	New	V. 29, p. 1634	28-23-70	Revoked	V. 29, p. 727	28-46-35	Amended	V. 29, p. 1145
28-19-202	Amended	V. 29, p. 1509	28-23-71	Revoked	V. 29, p. 727	28-46-40	Amended	V. 29, p. 1145
28-19-325	New	V. 29, p. 1634	28-23-73	Revoked	V. 29, p. 727	28-46-41	Amended	V. 29, p. 1145
28-19-350	Amended	V. 29, p. 1635	28-23-75	Revoked	V. 29, p. 727	28-46-44	Amended	V. 29, p. 1145
28-19-517	Amended	V. 29, p. 1510	28-23-78			28-46-45	New	V. 29, p. 1145
28-19-712	New	V. 29, p. 866	through			28-53-1		
28-19-712a			28-23-80	Revoked	V. 29, p. 727	through		
through			28-29-501	New	V. 28, p. 1809	28-53-5	Amended	V. 28, p. 240, 241
28-19-712d	New	V. 29, p. 867	28-35-135l	Amended	V. 30, p. 195	28-61-1	Amended	V. 29, p. 419
28-19-713	New	V. 29, p. 867	28-35-135t	Amended	V. 30, p. 196	28-61-2	Amended	V. 29, p. 419
28-19-713a			28-35-135w	Amended	V. 30, p. 197	28-61-5	Amended	V. 29, p. 420
through			28-35-175a	Amended	V. 30, p. 198	28-61-8	Amended	V. 29, p. 422
28-19-713d	New	V. 29, p. 867, 868	28-35-178b	Amended	V. 30, p. 198	28-70-4	New	V. 28, p. 800
28-19-720	Amended	V. 29, p. 1510	28-35-178e	Amended	V. 30, p. 200	28-72-1	Revoked	V. 29, p. 357
28-19-728	Revoked	V. 29, p. 1511	28-35-178j	Amended	V. 30, p. 201	28-72-1a	New	V. 29, p. 357
28-19-728a			28-35-180b	Amended	V. 30, p. 201	28-72-1c	New	V. 29, p. 357
through			28-35-181a	Amended	V. 30, p. 203	28-72-1d	New	V. 29, p. 358
28-19-728f	Revoked	V. 29, p. 1511	28-35-181e	Revoked	V. 30, p. 203	28-72-1e	New	V. 29, p. 358
28-19-735	Amended	V. 29, p. 1511	28-35-181j	Amended	V. 30, p. 203	28-72-1g	New	V. 29, p. 358
28-19-750	Amended	V. 29, p. 1511	28-35-181m	Amended	V. 30, p. 204	28-72-1h	New	V. 29, p. 358
28-19-750a	Amended	V. 29, p. 1511	28-35-181o	Amended	V. 30, p. 205	28-72-1i	New	V. 29, p. 359
28-21-1	Revoked	V. 29, p. 725	28-35-192b	Amended	V. 30, p. 206	28-72-1k	New	V. 29, p. 359
28-21-6	Revoked	V. 29, p. 725	28-35-192c	Amended	V. 30, p. 206	28-72-1l	New	V. 29, p. 359
28-21-7	Revoked	V. 29, p. 725	28-35-192d	Revoked	V. 30, p. 207	28-72-1m	New	V. 29, p. 360
28-21-8	Revoked	V. 29, p. 725	28-35-192e	Amended	V. 30, p. 207	28-72-1n	New	V. 29, p. 360
28-21-9	Revoked	V. 29, p. 725	28-35-192g	Amended	V. 30, p. 207	28-72-1o	New	V. 29, p. 360
28-21-10	Revoked	V. 29, p. 726	28-35-194a	Amended	V. 30, p. 207	28-72-1p	New	V. 29, p. 360
28-21-11	Revoked	V. 29, p. 726	28-35-212a	Amended	V. 30, p. 208	28-72-1r	New	V. 29, p. 361
28-21-20a	Revoked	V. 29, p. 726	28-35-216a	Amended	V. 30, p. 209	28-72-1s	New	V. 29, p. 361
28-21-21a	Revoked	V. 29, p. 726	28-35-225b	New	V. 30, p. 210	28-72-1t	New	V. 29, p. 361
28-21-22a	Revoked	V. 29, p. 726	28-35-231c	Amended	V. 30, p. 210	28-72-1v	New	V. 29, p. 361
28-21-23a	Revoked	V. 29, p. 726	28-35-242	Amended	V. 30, p. 210	28-72-1x	New	V. 29, p. 361
28-21-24a	Revoked	V. 29, p. 726	28-35-264	Amended	V. 30, p. 210	28-72-2	Amended	V. 29, p. 361
28-21-25a	Revoked	V. 29, p. 726	28-35-334	Amended	V. 30, p. 211	28-72-3	Amended	V. 29, p. 362
28-21-26a	Revoked	V. 29, p. 726	28-35-346	Amended	V. 30, p. 212	28-72-4	Amended	V. 29, p. 362
28-21-27a	Revoked	V. 29, p. 726	28-35-411	Amended	V. 30, p. 212	28-72-4a	Amended	V. 29, p. 366
28-21-28a	Revoked	V. 29, p. 726	28-36-30	Revoked	V. 29, p. 727	28-72-4b	Revoked	V. 29, p. 368
28-21-29a	Revoked	V. 29, p. 726	28-36-31	Revoked	V. 29, p. 727	28-72-4c	Amended	V. 29, p. 368
28-21-30a	Revoked	V. 29, p. 726	28-36-70			28-72-5	Amended	V. 29, p. 369
28-21-31a	Revoked	V. 29, p. 726	28-36-89	Revoked	V. 29, p. 727	28-72-6	Amended	V. 29, p. 370
28-21-32a	Revoked	V. 29, p. 726	28-36-101			28-72-6a	New	V. 29, p. 371
28-21-33a	Revoked	V. 29, p. 726	through			28-72-7	Amended	V. 29, p. 373
28-21-34a	Revoked	V. 29, p. 726	28-36-109	Revoked	V. 29, p. 727	28-72-7a	New	V. 29, p. 373
28-21-35a	Revoked	V. 29, p. 726	28-39-145a	Revoked	V. 28, p. 623	28-72-8	Amended	V. 29, p. 374
28-21-40a	Revoked	V. 29, p. 726	28-39-146	Revoked	V. 28, p. 623	28-72-9	Amended	V. 29, p. 375
28-21-41a	Revoked	V. 29, p. 726	28-39-147	Revoked	V. 28, p. 623	28-72-10	Amended	V. 29, p. 376
28-21-42a	Revoked	V. 29, p. 726	28-39-148	Revoked	V. 28, p. 623	28-72-10a	New	V. 29, p. 377
28-21-43a	Revoked	V. 29, p. 726	28-39-162	Revoked	V. 29, p. 1777	28-72-11	Amended	V. 29, p. 378
28-21-44a	Revoked	V. 29, p. 726	28-39-162a	Revoked	V. 29, p. 1777	28-72-12	Amended	V. 29, p. 378
28-21-50a	Revoked	V. 29, p. 726	28-39-162b	Revoked	V. 29, p. 1777	28-72-13	Amended	V. 29, p. 379
28-21-51a	Revoked	V. 29, p. 726	28-39-162c	Revoked	V. 29, p. 1777	28-72-14	Amended	V. 29, p. 379
28-21-52a	Revoked	V. 29, p. 726	28-39-164			28-72-15	Amended	V. 29, p. 380
28-21-53a	Revoked	V. 29, p. 726	through			28-72-16	Amended	V. 29, p. 380
28-21-54a	Revoked	V. 29, p. 726	28-39-168	Amended	V. 28, p. 798-800	28-72-17	Amended	V. 29, p. 381
28-21-55a	Revoked	V. 29, p. 726	28-39-240			28-72-18	Amended	V. 29, p. 382
28-21-56a	Revoked	V. 29, p. 726	through			28-72-18a	Amended	V. 29, p. 383
28-21-57a	Revoked	V. 29, p. 726	28-39-253	Revoked	V. 28, p. 672	28-72-18b	Amended	V. 29, p. 384
28-21-58a	Revoked	V. 29, p. 726	28-39-275			28-72-18c	Amended	V. 29, p. 384
28-21-59a	Revoked	V. 29, p. 726	through			28-72-18d	Amended	V. 29, p. 385
28-21-60a	Revoked	V. 29, p. 726	28-39-288	Revoked	V. 28, p. 672	28-72-18e	Amended	V. 29, p. 386
28-21-61a	Revoked	V. 29, p. 726	28-39-425			28-72-19	Amended	V. 29, p. 387
28-21-62a	Revoked	V. 29, p. 726	through			28-72-20	Amended	V. 29, p. 387
28-21-63	Revoked	V. 29, p. 726	28-39-436	Revoked	V. 28, p. 672	28-72-21	Amended	V. 29, p. 387
28-21-64	Revoked	V. 29, p. 726	28-43-1			28-72-22	Amended	V. 29, p. 388
28-21-70a	Revoked	V. 29, p. 726	through			28-72-51	Amended	V. 29, p. 388
28-21-71a	Revoked	V. 29, p. 726	28-43-11	Revoked	V. 29, p. 1137	28-72-52	Amended	V. 29, p. 389
28-21-72a	Revoked	V. 29, p. 726	28-45b-1			28-72-53	Amended	V. 29, p. 389
28-21-82			through			28-73-1	Amended	V. 28, p. 74
through			28-45b-28	New	V. 28, p. 973-988			
28-21-85	Revoked	V. 29, p. 726	28-46-1	Amended	V. 29, p. 1138			
28-23-4	Revoked	V. 29, p. 726						

(continued)

AGENCY 30: SOCIAL AND REHABILITATION SERVICES

Table with 3 columns: Reg. No., Action, Register. Rows include 30-4-90, 30-5-118a, 30-45-20, etc.

Table with 3 columns: Reg. No., Action, Register. Rows include 60-9-105, 60-9-107, 60-11-101, etc.

71-11-1 New V. 28, p. 1187

AGENCY 74: BOARD OF ACCOUNTANCY

Table with 3 columns: Reg. No., Action, Register. Rows include 74-4-7, 74-4-8, 74-4-9, etc.

AGENCY 36: DEPARTMENT OF TRANSPORTATION

Table with 3 columns: Reg. No., Action, Register. Rows include 36-39-2, 36-39-4, 36-39-6, etc.

AGENCY 65: BOARD OF EXAMINERS IN OPTOMETRY

Table with 3 columns: Reg. No., Action, Register. Rows include 65-4-3

AGENCY 66: BOARD OF TECHNICAL PROFESSIONS

Table with 3 columns: Reg. No., Action, Register. Rows include 66-6-6, 66-6-8, 66-6-9, etc.

AGENCY 40: KANSAS INSURANCE DEPARTMENT

Table with 3 columns: Reg. No., Action, Register. Rows include 40-1-37, 40-1-38, 40-1-48, etc.

AGENCY 75: OFFICE OF THE STATE BANK COMMISSIONER—CONSUMER AND MORTGAGE LENDING DIVISION

Table with 3 columns: Reg. No., Action, Register. Rows include 75-6-1, 75-6-9, 75-6-31, etc.

AGENCY 81: OFFICE OF THE SECURITIES COMMISSIONER

Table with 3 columns: Reg. No., Action, Register. Rows include 81-3-6, 81-5-14, 81-14-5

AGENCY 48: DEPARTMENT OF LABOR—EMPLOYMENT SECURITY BOARD OF REVIEW

Table with 3 columns: Reg. No., Action, Register. Rows include 48-1-1 through 48-1-6, 48-2-1 through 48-2-5, etc.

AGENCY 67: BOARD OF EXAMINERS IN THE FITTING AND DISPENSING OF HEARING INSTRUMENTS

Table with 3 columns: Reg. No., Action, Register. Rows include 67-3-5

AGENCY 68: BOARD OF PHARMACY

Table with 3 columns: Reg. No., Action, Register. Rows include 68-1-1b, 68-1-1h, 68-1-3a, etc.

AGENCY 82: STATE CORPORATION COMMISSION

Table with 3 columns: Reg. No., Action, Register. Rows include 82-1-219, 82-3-101a, 82-3-311a, etc.

AGENCY 49: DEPARTMENT OF LABOR

Table with 3 columns: Reg. No., Action, Register. Rows include 49-55-1 through 49-55-12

AGENCY 50: DEPARTMENT OF LABOR—DIVISION OF EMPLOYMENT

Table with 3 columns: Reg. No., Action, Register. Rows include 50-2-21a, 50-2-21a

AGENCY 51: DEPARTMENT OF LABOR—DIVISION OF WORKERS COMPENSATION

Table with 3 columns: Reg. No., Action, Register. Rows include 51-9-7

AGENCY 60: BOARD OF NURSING

Table with 3 columns: Reg. No., Action, Register. Rows include 60-2-105, 60-2-106

AGENCY 69: BOARD OF COSMETOLOGY

Table with 3 columns: Reg. No., Action, Register. Rows include 69-3-8, 69-11-1

AGENCY 71: KANSAS DENTAL BOARD

Table with 3 columns: Reg. No., Action, Register. Rows include 71-5-1 through 71-5-13

82-4-28a	Revoked	V. 29, p. 1449
82-4-28b	Revoked	V. 29, p. 1449
82-4-30a	Amended (T)	V. 29, p. 702
82-4-30a	Amended	V. 29, p. 1392
82-4-31	Revoked	V. 29, p. 1450
82-4-32	Amended	V. 29, p. 1450
82-4-33	Amended	V. 29, p. 1450
82-4-35	Amended	V. 29, p. 1450
82-4-35a	Amended	V. 29, p. 1450
82-4-37	Revoked	V. 29, p. 1450
82-4-40	Amended	V. 29, p. 1450
82-4-42	Amended	V. 29, p. 1450
82-4-48	Amended	V. 29, p. 1451
82-4-48a	Amended	V. 29, p. 1451
82-4-53	Amended	V. 29, p. 1451
82-4-54	Amended	V. 29, p. 1452
82-4-55	Amended	V. 29, p. 1452
82-4-56a	Amended	V. 29, p. 1452
82-4-57	Amended	V. 29, p. 1453
82-4-58	Amended	V. 29, p. 1453
82-4-62	Revoked	V. 29, p. 1453
82-4-63	Amended	V. 29, p. 1453
82-4-65	Amended	V. 29, p. 1453
82-4-77	Amended	V. 29, p. 1454
82-11-4	Amended	V. 28, p. 917
82-11-10	Amended	V. 28, p. 922
82-14-1	through	
82-14-5	Amended	V. 28, p. 967-971
82-14-6	New	V. 28, p. 972
82-16-1	through	
82-16-6	New	V. 29, p. 1598-1601
82-17-1	through	
82-17-5	New	V. 29, p. 1136, 1137

**AGENCY 84: PUBLIC EMPLOYEE RELATIONS BOARD**

Reg. No.	Action	Register
84-2-1	Amended	V. 28, p. 872

**AGENCY 88: BOARD OF REGENTS**

Reg. No.	Action	Register
88-24-1	Amended	V. 29, p. 1415
88-28-1	Amended	V. 30, p. 193
88-28-6	Amended	V. 29, p. 408
88-29-1	Amended (T)	V. 28, p. 1101
88-29-1	Amended	V. 28, p. 1561
88-29-4	Amended (T)	V. 28, p. 1102
88-29-4	Amended	V. 28, p. 1562
88-29-5	Amended (T)	V. 28, p. 1103
88-29-5	Amended	V. 28, p. 1563
88-29-7	Amended (T)	V. 28, p. 1103
88-29-7	Amended	V. 28, p. 1563
88-29-8	Amended (T)	V. 28, p. 1103
88-29-8	Amended	V. 28, p. 1563
88-29-8a	New (T)	V. 28, p. 1103
88-29-8a	New	V. 28, p. 1563
88-29-8b	New (T)	V. 28, p. 1104
88-29-8b	New	V. 28, p. 1564
88-29-9	Amended (T)	V. 28, p. 1104
88-29-9	Amended	V. 28, p. 1564
88-29-11	Amended (T)	V. 28, p. 1105
88-29-11	Amended	V. 28, p. 1565
88-29-12	Amended (T)	V. 28, p. 1106
88-29-12	Amended	V. 28, p. 1566
88-29-18	Amended (T)	V. 28, p. 1107
88-29-18	Amended	V. 28, p. 1567
88-29-19	Amended (T)	V. 28, p. 1108
88-29-19	Amended	V. 28, p. 1568
88-30-1	Amended	V. 30, p. 194

**AGENCY 91: DEPARTMENT OF EDUCATION**

Reg. No.	Action	Register
91-1-200	Amended	V. 28, p. 1222
91-1-202	Amended	V. 28, p. 1223
91-1-203	Amended	V. 28, p. 1225
91-1-204	Amended	V. 28, p. 1229
91-1-205	Amended	V. 28, p. 1232
91-1-216	Amended	V. 28, p. 1233
91-40-1	Amended	V. 29, p. 1093
91-40-27	Amended	V. 29, p. 1098

**AGENCY 92: DEPARTMENT OF REVENUE**

Reg. No.	Action	Register
92-12-145	Amended	V. 28, p. 604
92-24-23	Amended	V. 29, p. 1633
92-26-1	Amended	V. 28, p. 170
92-26-4	Amended	V. 28, p. 170
92-28-1	through	
92-28-4	New	V. 28, p. 113
92-51-25a	New	V. 29, p. 1281

**AGENCY 94: COURT OF TAX APPEALS**

Reg. No.	Action	Register
94-2-1	through	
94-2-21	Revoked	V. 29, p. 1478, 1479
94-5-1	through	
94-5-25	New	V. 29, p. 1479-1485

**AGENCY 97: COMMISSION ON VETERANS' AFFAIRS**

Reg. No.	Action	Register
97-1-1	Revoked	V. 28, p. 459
97-1-1a	New	V. 28, p. 459
97-1-2	Revoked	V. 28, p. 460
97-1-2a	New	V. 28, p. 460
97-1-3	Revoked	V. 28, p. 460
97-1-3a	New	V. 28, p. 460
97-1-4	Revoked	V. 28, p. 460
97-1-4a	New	V. 28, p. 460
97-1-5	Revoked	V. 28, p. 461
97-1-5a	New	V. 28, p. 461
97-1-6a	New	V. 28, p. 461
97-2-1	Revoked	V. 28, p. 462
97-2-1a	New	V. 28, p. 462
97-2-2	Revoked	V. 28, p. 462
97-2-2a	New	V. 28, p. 462
97-2-3	through	
97-2-8	Revoked	V. 28, p. 462
97-3-1	Revoked	V. 28, p. 462
97-3-1a	New	V. 28, p. 462
97-3-2	Revoked	V. 28, p. 462
97-3-2a	New	V. 28, p. 462
97-3-3	Revoked	V. 28, p. 463
97-3-3a	New	V. 28, p. 463
97-3-4	through	
97-3-9	Revoked	V. 28, p. 463
97-4-1a	New	V. 28, p. 463
97-7-1	through	
97-7-6	New	V. 29, p. 252-254

**AGENCY 99: DEPARTMENT OF AGRICULTURE—DIVISION OF WEIGHTS AND MEASURES**

Reg. No.	Action	Register
99-25-1	Amended	V. 29, p. 1242
99-25-5	Amended	V. 29, p. 1242
99-25-12	New	V. 29, p. 1242
99-26-1	Amended	V. 28, p. 522

**AGENCY 100: BOARD OF HEALING ARTS**

Reg. No.	Action	Register
100-11-1	Amended	V. 29, p. 650
100-28a-1	Amended	V. 28, p. 112
100-28a-2	Amended	V. 28, p. 1736
100-28a-10	Amended	V. 28, p. 572
100-29-1	Amended	V. 29, p. 598
100-29-3a	Amended	V. 28, p. 1737
100-29-16	Amended	V. 28, p. 1060
100-49-4	Amended	V. 29, p. 651
100-54-1	Amended	V. 28, p. 1594
100-54-8	Amended	V. 28, p. 1595
100-55-1	Amended	V. 29, p. 704
100-55-7	Amended	V. 29, p. 651
100-55-9	Amended	V. 28, p. 572
100-69-10	Amended	V. 28, p. 572
100-69-12	New	V. 29, p. 704
100-72-1	Amended	V. 28, p. 112
100-72-2	Amended	V. 29, p. 705

100-72-7	Amended	V. 28, p. 273
100-73-1	Amended (T)	V. 28, p. 923
100-73-1	Amended	V. 28, p. 1282
100-73-2	Amended	V. 29, p. 598

**AGENCY 102: BEHAVIORAL SCIENCES REGULATORY BOARD**

Reg. No.	Action	Register
102-1-8a	New	V. 28, p. 114
102-1-13	Amended (T)	V. 28, p. 1101
102-1-13	Amended	V. 28, p. 1426
102-2-3	Amended	V. 29, p. 340
102-2-8	Amended	V. 28, p. 114
102-2-11a	New	V. 28, p. 116
102-2-12	Amended	V. 28, p. 116
102-3-9b	New	V. 28, p. 117
102-4-9b	New	V. 28, p. 117
102-5-9a	New	V. 28, p. 118
102-6-9a	New	V. 28, p. 118

**AGENCY 105: BOARD OF INDIGENTS' DEFENSE SERVICES**

Reg. No.	Action	Register
105-4-1	Amended (T)	V. 29, p. 1338
105-4-1	Amended	V. 29, p. 1506
105-5-2	Amended (T)	V. 29, p. 1339
105-5-2	Amended	V. 29, p. 1506
105-5-3	Amended (T)	V. 29, p. 1339
105-5-3	Amended	V. 29, p. 1506
105-5-6	Amended (T)	V. 29, p. 1339
105-5-6	Amended	V. 29, p. 1506
105-5-7	Amended (T)	V. 29, p. 1339
105-5-7	Amended	V. 29, p. 1507
105-5-8	Amended (T)	V. 29, p. 1340
105-5-8	Amended	V. 29, p. 1507
105-11-1	Amended (T)	V. 29, p. 1340
105-11-1	Amended	V. 29, p. 1507

**AGENCY 108: STATE EMPLOYEES HEALTH CARE COMMISSION**

Reg. No.	Action	Register
108-1-1	Amended (T)	V. 29, p. 1340
108-1-1	Amended	V. 30, p. 166
108-1-3	Amended (T)	V. 29, p. 1342
108-1-3	Amended	V. 30, p. 168
108-1-4	Amended (T)	V. 29, p. 1344
108-1-4	Amended	V. 30, p. 170

**AGENCY 109: BOARD OF EMERGENCY MEDICAL SERVICES**

Reg. No.	Action	Register
109-1-1a	New (T)	V. 30, p. 138
109-2-9	Amended	V. 28, p. 1030
109-3-1	Amended	V. 28, p. 1030
109-5-1	Amended (T)	V. 30, p. 138
109-5-1a	New (T)	V. 30, p. 139
109-5-1b	New (T)	V. 30, p. 139
109-5-1d	New (T)	V. 30, p. 139
109-5-1e	New (T)	V. 30, p. 139
109-5-1f	New (T)	V. 30, p. 139
109-5-2	Amended	V. 28, p. 574
109-5-3	Amended	V. 29, p. 1282
109-5-4	Revoked	V. 29, p. 113
109-5-6	New	V. 28, p. 575
109-5-7a	New (T)	V. 30, p. 139
109-5-7b	New (T)	V. 30, p. 140
109-5-7d	New (T)	V. 30, p. 141
109-6-1	Amended	V. 29, p. 113
109-6-2	Amended	V. 29, p. 113
109-6-3	Revoked	V. 28, p. 575
109-8-1	Amended (T)	V. 30, p. 141
109-10-1a	New (T)	V. 30, p. 141
109-10-1b	New (T)	V. 30, p. 142
109-10-1d	New (T)	V. 30, p. 142
109-10-1e	New (T)	V. 30, p. 142
109-10-1f	New (T)	V. 30, p. 142
109-10-1g	New (T)	V. 30, p. 142
109-10-6	Amended (T)	V. 30, p. 143
109-10-7	New	V. 29, p. 113
109-11-1	Amended	V. 29, p. 1283
109-11-1a	New (T)	V. 30, p. 143
109-11-3	Amended	V. 29, p. 1284

(continued)

109-11-3a	New (T)	V. 30, p. 144
109-11-4	Amended	V. 29, p. 1284
109-11-6	Amended	V. 29, p. 1285
109-11-6a	New (T)	V. 30, p. 144
109-15-1	New	V. 28, p. 575
109-15-2	Amended	V. 29, p. 1285

**AGENCY 110: DEPARTMENT OF COMMERCE**

Reg. No.	Action	Register
110-4-1		
through		
110-4-5	Amended	V. 30, p. 25-27

**AGENCY 111: KANSAS LOTTERY**

A complete index listing all regulations filed by the Kansas Lottery from 1988 through 2000 can be found in the Vol. 19, No. 52, December 28, 2000 Kansas Register. A list of regulations filed from 2001 through 2003 can be found in the Vol. 22, No. 52, December 25, 2003 Kansas Register. A list of regulations filed from 2004 through 2005 can be found in the Vol. 24, No. 52, December 29, 2005 Kansas Register. A list of regulations filed from 2006 through 2007 can be found in the Vol. 26, No. 52, December 27, 2007 Kansas Register. A list of regulations filed from 2008 through November 2009 can be found in the Vol. 28, No. 53, December 31, 2009 Kansas Register. The following regulations were filed after December 1, 2009:

Reg. No.	Action	Register
111-2-30	Amended	V. 29, p. 215
111-2-232	Amended	V. 29, p. 215
111-2-233	Amended	V. 29, p. 215
111-2-234	New	V. 29, p. 746
111-2-235		
through		
111-2-240	New	V. 29, p. 1214, 1215
111-2-241	New	V. 29, p. 1247
111-2-242	New	V. 29, p. 1247
111-2-243		
through		
111-2-248	New	V. 29, p. 1512, 1513
111-4-2899		
through		
111-4-2907	New	V. 29, p. 9-14
111-4-2908		
through		
111-4-2911	New	V. 29, p. 149-152
111-4-2911a	New	V. 29, p. 152
111-4-2912		
through		
111-4-2923	New	V. 29, p. 153-157
111-4-2924		
through		
111-4-2930	New	V. 29, p. 216-222
111-4-2931		
through		
111-4-2938	New	V. 29, p. 467-473
111-4-2939		
through		
111-4-2948	New	V. 29, p. 569-575
111-4-2949		
through		
111-4-2984	New	V. 29, p. 746-769
111-4-2949		
through		
111-4-2984	New	V. 29, p. 746-769
111-4-2985		
through		
111-4-2988	New	V. 29, p. 1180-1183
111-4-2989	New	V. 29, p. 1216
111-4-2990	New	V. 29, p. 1217
111-4-2991	New	V. 29, p. 1218
111-4-2992		
through		
111-4-3011	New	V. 29, p. 1248-1259
111-4-3012		
through		
111-4-3022	New	V. 29, p. 1513-1522
111-5-175		
through		
111-5-179	New	V. 29, p. 157-159

111-5-180		
through		
111-5-194	New	V. 29, p. 222-228
111-5-181	Amended	V. 29, p. 1522
111-5-184	Amended	V. 29, p. 1523
111-5-186	Amended	V. 29, p. 1524
111-5-194	Amended	V. 29, p. 1525
111-9-162	New	V. 29, p. 229
111-9-163	New	V. 29, p. 229
111-9-164	New	V. 29, p. 230
111-9-165	New	V. 29, p. 769
111-9-166	New	V. 29, p. 1184
111-9-167	New	V. 29, p. 1526
111-9-168	New	V. 29, p. 1526
111-9-169	New	V. 29, p. 1527

111-201-1		
through		
111-201-17	New	V. 29, p. 73-79
111-301-1		
through		
111-301-6	New	V. 29, p. 79, 80
111-302-1		
through		
111-302-6	New	V. 29, p. 82-86
111-303-1		
through		
111-303-5	New	V. 29, p. 87-89
111-304-1		
through		
111-304-6	New	V. 29, p. 89-91
111-305-1		
through		
111-305-6	New	V. 29, p. 474, 475
111-306-1		
through		
111-306-6	New	V. 29, p. 1185-1187
111-306-4	Amended	V. 29, p. 1260
111-306-6	Amended	V. 29, p. 1219
111-307-1		
through		
111-307-7	New	V. 29, p. 1189-1191
111-308-1		
through		
111-308-7	New	V. 29, p. 1261-1263
111-309-1		
through		
111-309-6	New	V. 29, p. 1528-1530
111-310-1		
through		
111-310-6	New	V. 29, p. 1530-1532
111-311-1		
through		
111-311-7	New	V. 29, p. 1532-1535

**AGENCY 112: RACING AND GAMING COMMISSION**

Reg. No.	Action	Register
112-12-15	New	V. 28, p. 797
112-13-6	New	V. 28, p. 376
112-101-1		
through		
112-101-16	New	V. 28, p. 376-379
112-102-1		
through		
112-102-13	New	V. 28, p. 1161-1163
112-103-1		
through		
112-103-12	New	V. 28, p. 376-382
112-103-15	New	V. 28, p. 382
112-103-16	New	V. 28, p. 382
112-104-34		
through		
112-104-41	New	V. 28, p. 1457-1459
112-107-1	New	V. 28, p. 424
112-107-2	New	V. 28, p. 424
112-107-3	New	V. 28, p. 424
112-107-5	New	V. 28, p. 428
112-107-6	New	V. 28, p. 428
112-107-7	New	V. 28, p. 428
112-107-9	New	V. 28, p. 429
112-107-10	New	V. 28, p. 429
112-107-11	New	V. 28, p. 430
112-107-13		
through		
112-107-32	New	V. 28, p. 430-440

112-107-34	New	V. 28, p. 441
112-108-1		
through		
112-108-57	New	V. 28, p. 1766-1788
112-110-1		
through		
112-110-13	New	V. 28, p. 464-470
112-111-1		
through		
112-111-5	New	V. 28, 470-472
112-113-1	New	V. 28, p. 382
112-114-1		
through		
112-114-6	New	V. 28, p. 472
112-114-8		
through		
112-114-12	New	V. 28, p. 472, 473
112-114-14	New	V. 28, p. 473

**AGENCY 115: DEPARTMENT OF WILDLIFE AND PARKS**

Reg. No.	Action	Register
115-2-1	Amended	V. 29, p. 1602
115-2-3	Amended	V. 29, p. 1603
115-2-3a	Amended	V. 29, p. 1603
115-4-2	Amended	V. 29, p. 408
115-4-4	Amended	V. 29, p. 658
115-4-4a	Amended	V. 29, p. 659
115-4-6	Amended	V. 29, p. 409
115-4-11	Amended	V. 29, p. 67
115-5-1	Amended	V. 28, p. 1250
115-5-2	Amended	V. 28, p. 1251
115-6-1	Amended	V. 28, p. 1251
115-7-1	Amended	V. 29, p. 1606
115-7-3	Amended	V. 28, p. 1599
115-7-8	Revoked	V. 29, p. 1607
115-7-9	Amended	V. 29, p. 1607
115-7-10	New	V. 28, p. 1600
115-8-1	Amended	V. 29, p. 1092
115-8-6	Amended	V. 28, p. 1600
115-15-1	Amended	V. 28, p. 1079
115-15-2	Amended	V. 28, p. 1080
115-18-7	Amended	V. 29, p. 659
115-18-20	Amended	V. 29, p. 1608
115-20-7	New	V. 29, p. 659

**AGENCY 117: REAL ESTATE APPRAISAL BOARD**

Reg. No.	Action	Register
117-1-1	Amended	V. 28, p. 373
117-2-1	Amended	V. 29, p. 412
117-2-2	Amended	V. 29, p. 413
117-2-2a	Amended	V. 28, p. 373
117-3-1	Amended	V. 29, p. 414
117-3-2	Amended	V. 29, p. 415
117-3-2a	Amended	V. 28, p. 373
117-4-1	Amended	V. 29, p. 416
117-4-2	Amended	V. 29, p. 417
117-4-2a	Amended	V. 28, p. 374
117-5-2	Amended	V. 28, p. 374
117-5-2a	Amended	V. 28, p. 375
117-6-1	Amended	V. 29, p. 656
117-6-3	Amended	V. 29, p. 656
117-7-1	Amended	V. 30, p. 92
117-8-1	Amended	V. 29, p. 418
117-10-1	New	V. 28, p. 375

**AGENCY 121: DEPARTMENT OF CREDIT UNIONS**

Reg. No.	Action	Register
121-9-1	Amended	V. 28, p. 457
121-10-1	Amended	V. 29, p. 675
121-11-1	New	V. 28, p. 457
121-11-2	New	V. 28, p. 457
121-12-1	New	V. 28, p. 459

**AGENCY 123: JUVENILE JUSTICE AUTHORITY**

Reg. No.	Action	Register
123-2-111	New (T)	V. 29, p. 1115
123-2-111	New	V. 29, p. 1415

**AGENCY 127: KANSAS HOUSING  
RESOURCES CORPORATION**

Reg. No.	Action	Register
127-2-1	New	V. 28, p. 192
127-2-2	New	V. 28, p. 192
127-2-3	New	V. 28, p. 193

**AGENCY 129: KANSAS HEALTH  
POLICY AUTHORITY**

Reg. No.	Action	Register
129-5-78	Amended	V. 28, p. 1464
129-5-118	Amended	V. 29, p. 293
129-5-118a	New	V. 29, p. 294

129-5-118b	Amended	V. 29, p. 296
129-10-31	New	V. 30, p. 92

**AGENCY 130: HOME INSPECTORS  
REGISTRATION BOARD**

Reg. No.	Action	Register
130-1-1	New	V. 28, p. 1737
130-1-2	New (T)	V. 29, p. 38
130-1-2	New	V. 29, p. 567
130-1-3	New (T)	V. 29, p. 38
130-1-3	New	V. 29, p. 567
130-1-4	Amended	V. 29, p. 567
130-1-5	New	V. 28, p. 1738

130-2-1	New	V. 28, p. 1738
130-3-1	New (T)	V. 29, p. 38
130-3-1	New	V. 29, p. 568
130-4-1	New (T)	V. 29, p. 39
130-4-1	New	V. 29, p. 794
130-4-2	New (T)	V. 29, p. 39
130-4-2	New	V. 29, p. 794
130-5-2	New	V. 29, p. 569

**AGENCY 131: COMMITTEE ON  
SURETY BONDS AND INSURANCE**

Reg. No.	Action	Register
131-1-1	New	V. 30, p. 195

**Kansas Register**  
**Secretary of State**  
**1st Floor, Memorial Hall**  
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