



Victoria Government Gazette

No. S 58 Thursday 18 June 1998
By Authority, Victorian Government Printer

SPECIAL

Subordinate Legislation Act 1994
REGULATORY IMPACT STATEMENT
Gaming Machine Control (Fees)
(Amendment) Regulations 1998

Notice is given under section 11 of the **Subordinate Legislation Act 1994**, that a Regulatory Impact Statement (RIS) has been prepared in relation to the proposed Gaming Machine Control (Fees) (Amendment) Regulations 1998.

The objectives of the proposed Gaming Machine Control (Fees) (Amendment) Regulations 1998 are:

- (a) to prescribe fees for—
 - (i) approval of premises;
 - (ii) a new approval of premises;
 - (iii) an amendment of the conditions of a venue operator's licence; and
- (b) to amend certain fees; and
- (c) to replace references to the Victorian Gaming Commission with references to the Victorian Casino and Gaming Authority.

The principal reason for the proposed regulations is to prescribe new fees and make consequential changes to existing fees under new or amended provisions of the **Gaming Machine Control Act 1991** as effected by the **Gaming Acts (Miscellaneous Amendment) Act 1997**.

Under the **Gaming Machine Control Act 1991** as presently in force, an application for a venue operator's licence involves two separate assessments; (a) the suitability of the proposed licensee and individual or entities associated with the licensee and (b) the suitability of the premises. The amendments remove the premises approval from the licensing process into a separate scheme. The new fees relate to the separate regulatory scheme for the approval of premises, whilst the existing application fee for a venue operator's licence is to be reduced. As it is envisaged that these new arrangements will involve regular amendment of licence conditions, fees are being prescribed for this activity for the first time.

A Regulatory Impact Statement has been prepared in respect of the proposed fees. The RIS examines the cost justification for the proposed fees. The RIS supports each of the proposed fees as being within the cost to the State of the regulatory activity to which it relates.

(The fee amendments to the existing regulations provide the opportunity for old references to be updated. This change is not the subject of the RIS).

Copies of the RIS may be obtained by telephoning the Victorian Casino and Gaming Authority on 9651 3333 between 9.00 a.m. and 5.00 p.m. on weekdays or by visiting the Authority in person at Level 5, 35 Spring Street, Melbourne 3000.

Public comments or submissions are invited on the proposed regulations and RIS. To be considered, comments and submissions must be in writing and must be received at the Authority's address (above) by no later than 5.00 p.m. on Friday 17 July 1998.

All submissions will be treated as public documents.

Dated 17 June 1998.

ROGER M. HALLAM MLC
Minister for Gaming

VICTORIAN CASINO AND GAMING
AUTHORITY

Casino Control Act 1991

Notice under section 60(1)

Rules of the Game — Two Up

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules approved in respect of the Game "Two Up" by notice published in the Victoria Government Gazette on 24 April 1997 (S44) —

Rule 1.1.4 is **substituted** —

"1.1.4 "**Kip**" means an implement used for spinning the coins."

This notice operates with effect from 4.00 a.m. on Monday 22 June 1998.

Dated 17 June 1998.

BILL LAHEY
Director of Gaming and Betting

VICTORIAN CASINO AND GAMING
AUTHORITY

Casino Control Act 1991
Notice under section 60(1)

Approval of Games — Electronic Gaming
Machines

By this notice, the Victorian Casino and
Gaming Authority—

- (a) **revokes** the approval of “Olympic”
games made by notice published in the
Victoria Government Gazette on 24
December 1997 (G51); and
- (b) **approves** the games set out in Schedule
1.

Schedule 1

Olympic

Aloha Hawaii	Lions Pride
Amazon Alive	Magic Million
Big Bernard	Mammoth Pays
Calypso Moon	Mexican Rose
Cheeky Chimps	Night Owl
Cool Millions	Outback Bucks
Cossack Dancer	Piano Man
Croc 'N' Roll	Playing Possum
Crocodile Creek	Roll Over Beethoven
Elephant King	Silver Bullet
Fox 'N' Hound	Silver Screen
Golden Lion	The Night Cat
Honey Honey	Three Musketeers
Hot Stuff	Thunder Bucks
Jungle Fever	Trade Wins
King Fisher	Wild Fortune

This notice operates with effect from 4.00
a.m. on Monday 22 June 1998.

Dated 17 June 1998.

BILL LAHEY
Director of Gaming and Betting

VICTORIAN CASINO AND GAMING
AUTHORITY

Casino Control Act 1991
Notice under section 60(1)

Rules of the Game — Big Wheel

By this notice, the Victorian Casino and
Gaming Authority —

- (a) **revokes** the Rules approved in respect
of the Game “Big Wheel” by notice pub-

lished in the Victoria Government
Gazette on 24 April 1997 (S44); and

- (b) **approves** the rules set out in Schedule 1
in respect of the Game “Big Wheel”.

Schedule 1

RULES FOR THE BIG WHEEL

1. Definitions

1.1 In these rules the following meanings
apply:

- 1.1.1. “Dealer” means a person
responsible for the operation of
the game.
- 1.1.2. “Game Supervisor” means the
person responsible for the
supervision of the operation of
the game.
- 1.1.3. “Casino Supervisor” means a
person other than a game
supervisor who is responsible
for the supervision and man-
agement of gaming operations.

2. Equipment

2.1 The Big Wheel shall be played with a
circular wheel which is not less than
1.5 metres in diameter and shall have
52 equal compartments marked
according to one of the following
options:

- 2.1.1. Option 1 as shown in diagram
“A”.
 - 2.1.1.1. 24 sections exhibit-
ing one particular
symbol; or number.
 - 2.1.1.2. 12 sections exhibit-
ing a second particu-
lar symbol; or num-
ber.
 - 2.1.1.3. 8 sections exhibiting
a third particular
symbol; or number.
 - 2.1.1.4. 4 sections exhibiting
a fourth particular
symbol; or number.
 - 2.1.1.5. 2 sections exhibiting
a fifth particular
symbol; or number.
 - 2.1.1.6. 1 section exhibiting
a sixth particular
symbol; or number.

- 2.1.1.7. 1 section exhibiting a seventh particular symbol; or number.
- 2.1.2. Option 2 as shown in diagram "C".
- 2.1.2.1. 24 sections exhibiting one particular symbol; or number.
- 2.1.2.2. 12 sections exhibiting a second particular symbol; or number.
- 2.1.2.3. 1 section exhibiting a third particular symbol; or number.
- 2.1.2.4. 1 section exhibiting a fourth particular symbol; or number.
- 2.1.2.5. 1 section exhibiting a fifth particular symbol; or number.
- 2.1.1.6. 1 section exhibiting a sixth particular symbol; or number.
- 2.1.1.7. 1 section exhibiting a seventh particular symbol; or number.
- 2.1.2.8. 1 section exhibiting an eighth particular symbol; or number.
- 2.1.2.9. 1 section exhibiting a ninth particular symbol; or number.
- 2.1.2.10. 1 section exhibiting a tenth particular symbol; or number.
- 2.1.2.11. 1 section exhibiting an eleventh particular symbol; or number.
- 2.1.2.12. 1 section exhibiting a twelfth particular symbol; or number.
- 2.1.2.13. 1 section exhibiting a thirteenth particular symbol; or number.
- 2.1.2.14. 1 section exhibiting a fourteenth particular symbol; or number.
- 2.1.2.15. 1 section exhibiting a fifteenth particular symbol; or number.
- 2.1.2.16. 1 section exhibiting a sixteenth particular symbol; or number.
- 2.1.2.17. 1 section exhibiting a seventeenth particular symbol; or number.
- 2.1.2.18. 1 section exhibiting an eighteenth particular symbol; or number.
- 2.2 The game shall be played on a table with a layout cloth marked in one of two ways.
- 2.2.1. The layout used for Option 1 as described in 2.1.1. will be marked in a manner similar to that shown in diagram "B" with:
- 2.2.1.1 the seven symbols or numbers and the odds applicable to each symbol or number imprinted thereon; and
- 2.2.1.2. the name and/or logo of the casino imprinted thereon.
- 2.2.2. The layout used for Option 2 as described in 2.1.2 will be marked in a manner similar to that shown in diagram "D" with:
- 2.2.2.1. the eighteen symbols or numbers and the odds applicable to each symbol or number imprinted thereon; and
- 2.2.2.2. the name and/or logo of the casino imprinted thereon.
- 3. Wagers**
- 3.1 No wager may be placed, changed or withdrawn after "no more bets" has been announced. A winning wager may be withdrawn before the next spin.

- 3.2 Wagers may be represented either by chips marked with denomination of value or by colour checks i.e. (non value chips without denomination markings).
- 3.3 The colour checks of a set shall each bear the same distinguishing emblem or mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.
- 3.4 Colour checks issued at a Big Wheel table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.
- 3.5 Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino.
- 3.6 No person shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another person at the same table.
- 3.7 Where a person purchases colour checks, the specific value to be assigned to each colour check shall be declared by that person and denoted by a marker button placed in a designated area.
- 3.8 At the discretion of the casino supervisor, a player may be issued with colour checks of more than one colour at the same table provided no other player as a result is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.
- 3.9 Wagers orally declared shall be accepted only if accompanied by chips, colour checks or cash on the table and confirmed orally by the dealer or game supervisor. Cash placed on the table for any wager must be immediately converted into chips or colour checks of an equivalent value.
- 3.10 Each player shall be responsible for the correct positioning of his/her wagers on the Big Wheel layout, regardless of whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of wagers is correctly carried out.
- 3.11 Each wager shall be settled strictly in accordance with its position on the layout.
- 4. Minimum and Maximum Wagers**
- 4.1 The minimum and maximum wagers permitted per player shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.
- 4.2 Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.
- 4.3 Wagers above the maximum shall be paid or collected to the maximum.
- 4.4 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.
- 5. Rotation of the Wheel**
- 5.1 The Big Wheel shall be spun by the game supervisor or dealer who may alternate the direction of the wheel, and shall complete at least three revolutions after the call of "no more bets" to constitute a valid spin.
- 5.2 Upon the indicator coming to rest in a compartment the game supervisor or the dealer shall announce the winning symbol and then the dealer shall first collect all losing wagers and then pay all winning wagers.
- 5.3 During play, no person other than a casino supervisor or a game supervisor or dealer who is responsible for the

operation and integrity of the game, shall interfere with the wheel of its rotation.

- 5.4 The indicator must be clearly inside one of the compartments at the completion of a spin to constitute a valid spin.

6. Odds Payable on Winning Wagers

- 6.1 Winning wagers for Option 1 will be paid as follows:

- 6.1.1. Winning wagers on spaces marked "A" shall be paid at odds of 1 to 1.
- 6.1.2. Winning wagers on spaces marked "B" shall be paid at odds of 3 to 1.
- 6.1.3. Winning wagers on spaces marked "C" shall be paid at odds of 5 to 1.
- 6.1.4. Winning wagers on spaces marked "D" shall be paid at odds of 11 to 1.
- 6.1.5. Winning wagers on spaces marked "E" shall be paid at odds of 23 to 1.
- 6.1.6. Winning wagers on spaces marked "F" shall be paid at odds of 47 to 1.
- 6.1.7. Winning wagers on spaces marked "G" shall be paid at odds of 47 to 1.

- 6.2 Winning wagers for Option 2 are paid as follows:

- 6.2.1. Winning wagers on spaces marked "A" shall be paid at odds of 1 to 1.
- 6.2.2. Winning wagers on spaces marked "B" shall be paid at odds of 3 to 1.
- 6.2.3. Winning wagers on spaces marked "C" shall be paid at odds of 47 to 1.
- 6.2.4. Winning wagers on spaces marked "D" shall be paid at odds of 47 to 1.
- 6.2.5. Winning wagers on spaces marked "E" shall be paid at odds of 47 to 1.

- 6.2.6. Winning wagers on spaces marked "F" shall be paid at odds of 47 to 1.

- 6.2.7. Winning wagers on spaces marked "G" shall be paid at odds of 47 to 1.

- 6.2.8. Winning wagers on spaces marked "H" shall be paid at odds of 47 to 1.

- 6.2.9. Winning wagers on spaces marked "I" shall be paid at odds of 47 to 1.

- 6.2.10. Winning wagers on spaces marked "J" shall be paid at odds of 47 to 1.

- 6.2.11. Winning wagers on spaces marked "K" shall be paid at odds of 47 to 1.

- 6.2.12. Winning wagers on spaces marked "L" shall be paid at odds of 47 to 1.

- 6.2.13. Winning wagers on spaces marked "M" shall be paid at odds of 47 to 1.

- 6.2.14. Winning wagers on spaces marked "N" shall be paid at odds of 47 to 1.

- 6.2.15. Winning wagers on spaces marked "O" shall be paid at odds of 47 to 1.

- 6.2.16. Winning wagers on spaces marked "P" shall be paid at odds of 47 to 1.

- 6.2.17. Winning wagers on spaces marked "Q" shall be paid at odds of 47 to 1.

- 6.2.18. Winning wagers on spaces marked "R" shall be paid at odds of 47 to 1.

7. Irregularities

- 7.1 If the wheel fails to make three complete revolutions, a "no-spin" shall be declared and the wheel spun again.

- 7.2 If the indicator stops on the divider between two compartments, all wagers shall be void on that spin and the game supervisor or dealer shall announce a "no-spin".

- 7.3 If there is a physical interference or a mechanical malfunction with the spin of the wheel, the game supervisor or dealer shall announce "no-spin" and the spin shall be an invalid spin regardless of whether or not the indicator comes to rest in one of the compartments of the wheel.
- 7.4 If the game supervisor or dealer announces "no-spin" all wagers shall be void on that spin.

8. General Provisions

- 8.1 A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 8.2 Where a player has contravened any provision of the rules a casino supervisor may:-
 - 8.2.1. declare that any wager made by the player(s) shall be void;
 - 8.2.2. direct that the player(s) shall be excluded from further participation in the game;
 - 8.2.3. seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation.
 - 8.2.4. confiscate the prohibited device; and
 - 8.2.5. detain the person(s) in possession of the prohibited device until such time as an authorised person has attended and assumed responsibility for the situation.
- 8.3 A casino supervisor may invalidate the outcome of a game if:-

- 8.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
- 8.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 8.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.
- 8.5 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 8.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 8.7 The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 8.8 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.
- 8.9 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.
- 8.10 Players are not permitted to have side bets against each other.
- 8.11 A copy of these rules shall be made available, upon request.

Dated 17 June 1998

BILL LAHEY
 Director of Gaming and Betting

DIAGRAM A

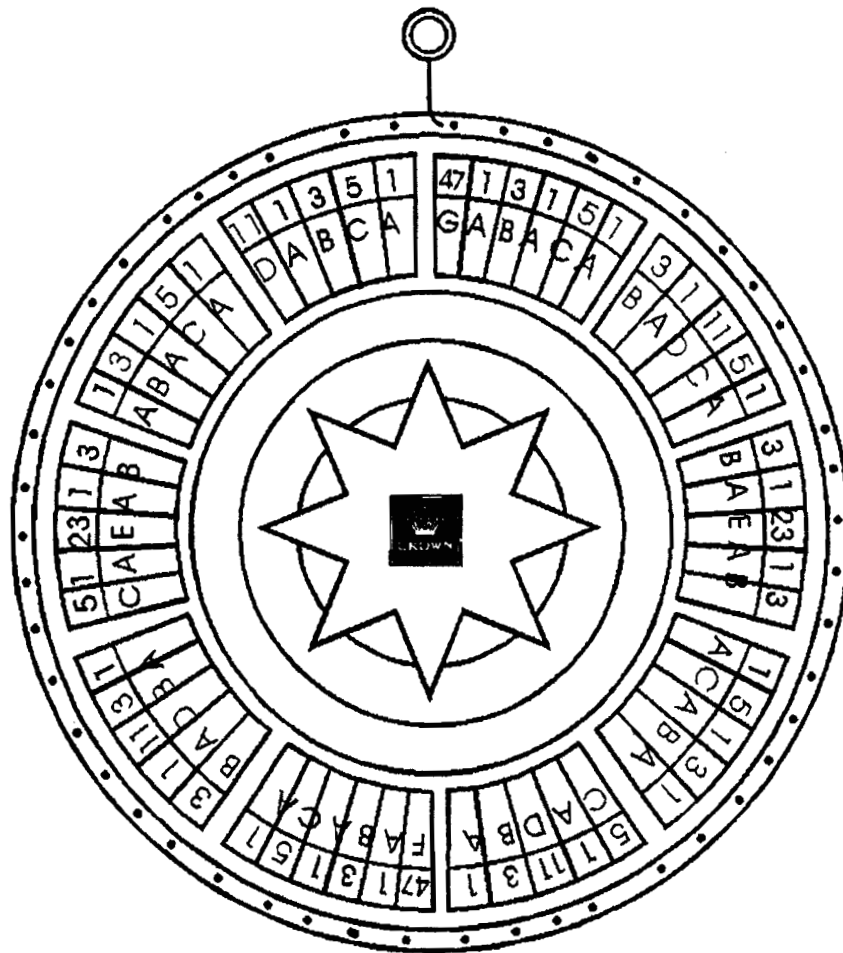


DIAGRAM B

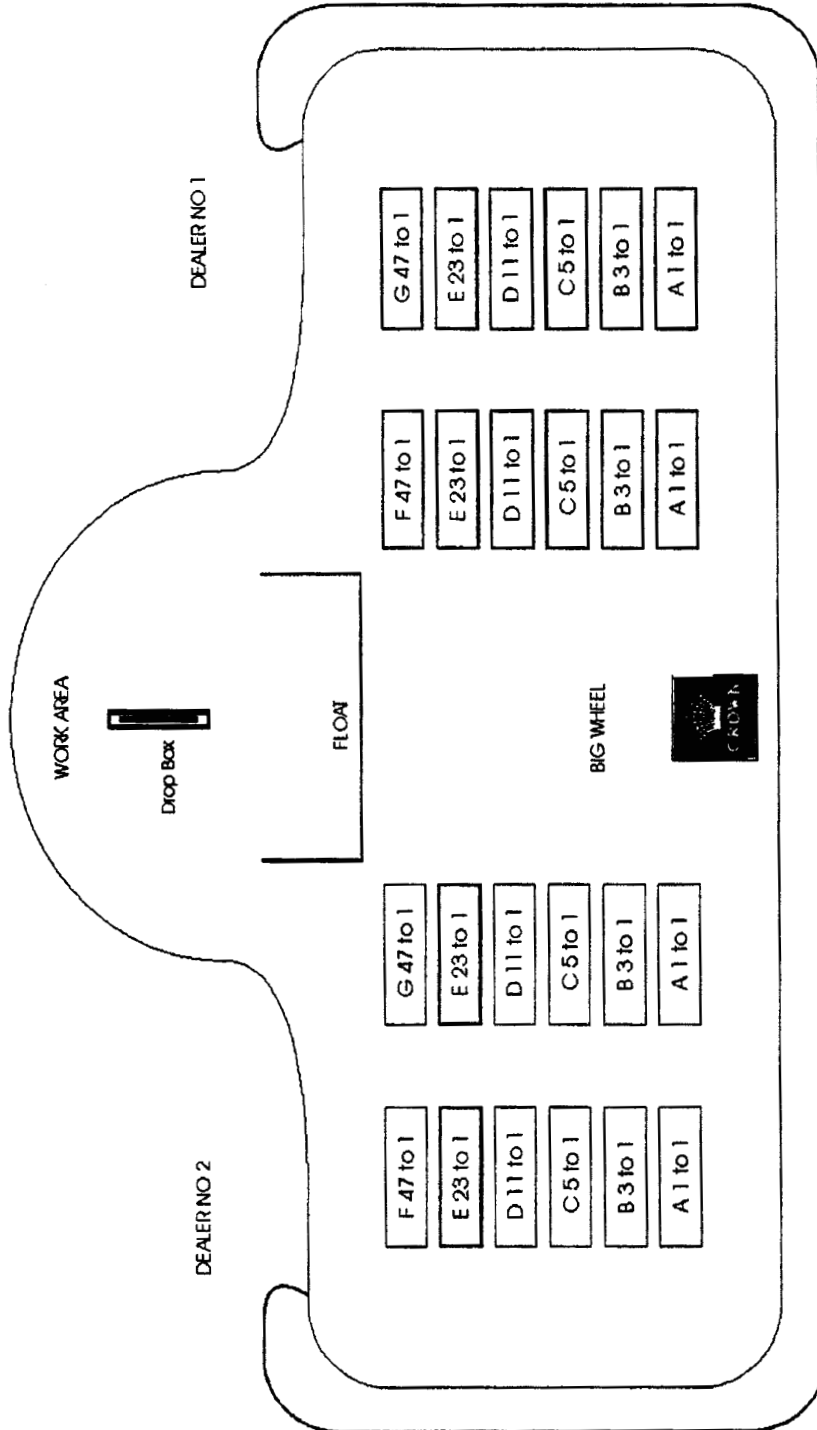
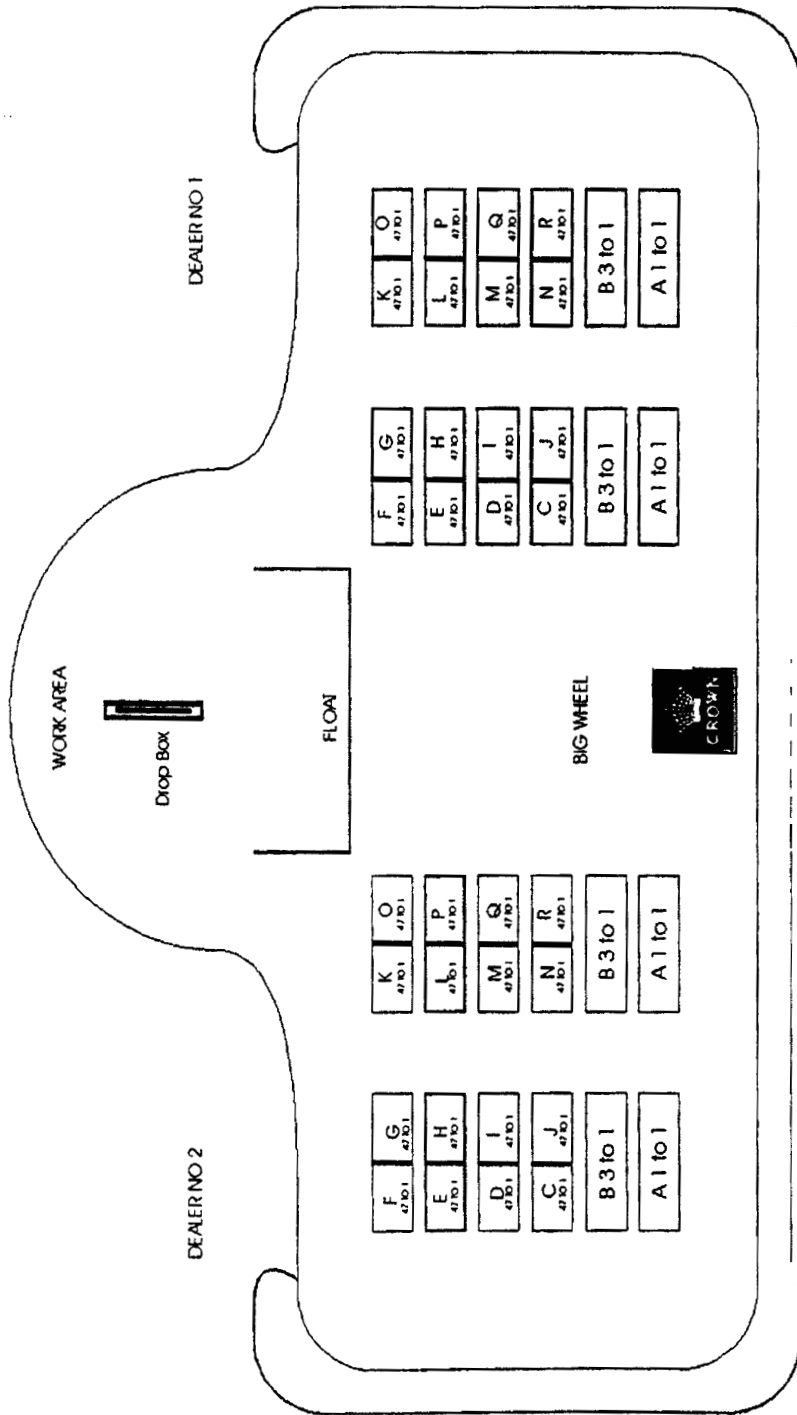


DIAGRAM D





GOLDEN PLAINS SHIRE

Notice is hereby given that the Golden Plains Shire has applied for a lease pursuant to Section 134 of the **Land Act 1958** for a term of five (5) years in respect of Crown Allotment 3, Section 11, Township of Shelford for Council Depot Purposes.

Any enquiries to Mr Ed Harvey on 1300 36 30 36.

ROD NICHOLLS
Chief Executive Officer

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The *Victoria Government Gazette* (VGG) is published by The Craftsman Press Pty. Ltd. for the State of Victoria and is produced in three editions.

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Periodical - \$113.00 each year

Subscriptions are payable in advance and accepted for a period of one year. All subscriptions are on a firm basis and refunds will not be given.

All payments should be made payable to The Craftsman Press Pty. Ltd.

Subscription enquiries:

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125 Highbury Road, Burwood Vic 3125

Telephone: (03) 9926 1233

Fax: (03) 9926 1292

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ISSN 0819-5471

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1 Macarthur Street

Melbourne 3002 Victoria Australia

Subscriptions

The Craftsman Press Pty. Ltd.

125 Highbury Road, Burwood

Victoria, Australia 3125

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Melbourne 3000

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Price Code A