



Victoria Government Gazette

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SPECIAL

Casino Control Act 1991 — section 60(1)

CASINO RULES NOTICE NO. 20 OF 1999

Rules of the Game — Rapid Roulette

By this notice, the Victorian Casino and Gaming Authority approves the game “Rapid Roulette” to be played in accordance with the rules set out in the Schedule.

This notice operates with effect from 4.00am on 6 December 1999.

Dated: 5 October 1999

BRIAN FARRELL

Acting Director of Gaming and Betting

Acting Director of Casino Surveillance

Schedule

RULES FOR RAPID ROULETTE

1. Definitions

1.1 In these rules-

- 1.1.1 “ATS” means an automated transaction station featuring a touch screen monitor —
 - (a) designed to allow a player to place wagers on a virtual Roulette layout in accordance with these rules; and
 - (b) approved as an item of gaming equipment;
- 1.1.2 “ATS chip account” means an account established under rule 6;
- 1.1.3 “Dealer” means that person, employed as a dealer by the casino operator, who is conducting the game;
- 1.1.4 “Casino Supervisor” means a person, other than the Game Supervisor or the Dealer, who is employed by the casino operator to be responsible for the supervision and management of gaming operations;
- 1.1.5 “Game Supervisor” means that person, employed as a game supervisor by the casino operator, who is supervising the conduct of the game;
- 1.1.6 “game hardware” means all the computer equipment needed for the conduct of the game, including one or more ATSS, one or more printers, an SGC and routing, networking and communications devices and cabling;
- 1.1.7 “game system” means the configuration of software and game hardware—
 - (a) necessary to conduct the game at any time when it is not connected to a central monitoring system; and
 - (b) approved as gaming equipment for the purposes of these rules—
but does not include a WND;
- 1.1.8 “SGC” means a device in the nature of a streamlined game console—
 - (a) designed to enable the Dealer to enter all information required for the operation of the game system, including player buy-in amounts and confirmations, player payouts, outcomes of spins, permissible wagers; and
 - (b) designed to provide the Dealer with all information in the game system which the Dealer requires for the purpose of conducting the game; and
 - (c) approved as an item of gaming equipment;

- 1.1.9 “wagering period” means the period determined under rule 5.1 or applying by operation of rule 5.2;
- 1.1.10 “WND” means a device—
- (a) designed to display on a screen visible to all players at the table the outcome of at least the most recent spin of the game; and
 - (b) approved as an item of gaming equipment.
- 1.2 Unless a contrary intention appears, a Game Supervisor or a Casino Supervisor may perform any function or exercise any power of the Dealer.
- 1.3 A reference in these rules to the game is a reference to the game of Rapid Roulette played at a particular table.
- 1.4 A reference in these rules—
- (a) to a bet is a reference to the contingency or outcome on which a player may place a wager; and
 - (b) to a wager is to an amount wagered on such a bet in a particular case.
- 1.5 A reference in these rules to an open ATS is a reference to an ATS in respect of which an ATS chip account is active.
- 1.6 A rule which is expressed to impose an obligation or a prohibition on an ATS, the SGC or the game system operates to impose an obligation on the Dealer to ensure that the ATS, SGC or game system operates in the manner described.
- 2. Equipment**
- 2.1 The display of the touch screen monitor of an ATS—
- (a) must—
 - (i) contain all the elements of the design set out in Diagram A; and
 - (ii) contain any additional elements necessarily required by these rules; and
 - (iii) be of similar appearance to Diagram A; and
 - (b) may include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these rules.
- 2.2 The equipment for the game comprises—
- (a) up to 12 ATSs; and
 - (b) an SGC; and
 - (c) the game system (other than an SCG and one or more ATSs); and
 - (d) a WND; and
 - (e) a roulette wheel; and
 - (f) a ball.
- 2.3 A roulette wheel must have 37 equally spaced compartments around its perimeter, one being marked with the numeral “0” and coloured green and the others marked with the numerals from “1” to “36”, arranged and coloured red and black as shown in Diagram B.
- 2.4 A ball used for the game must be made completely of a non—metallic substance and must not be less than 17 millimetres and not more than 22 millimetres in diameter.
- 3. Placement of wagers**
- 3.1 A wager is placed by a person appropriating money standing to the credit of a player’s ATS chip account to a particular bet.
- 3.2 The method by which a person appropriates money standing to the credit of a player’s ATS chip account is by touching the display of the ATS so as—

- (a) to make one or more chips appear to move from one part of the display to another; or
 - (b) to make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.3 The player to whom the Dealer has given control of an ATS is solely responsible for the placement of the chips appearing on the ATS.
- 3.4 The wager or wagers placed on an ATS may only be settled in accordance with the appearance of the ATS at the time a wagering period expires.
- 3.5 An ATS must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 3.6 At the settlement of wagers for a spin, each open ATS must—
- (a) clear any losing wager, by causing the chips representing that wager to disappear from the display; and
 - (b) retain each winning wager, by causing the chips representing that wager to continue to appear; and
 - (c) pay any winnings, by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.7 A winning wager retained under rule 3.6(b) may be withdrawn before the following spin by a person touching the display of the ATS.
- 3.8 Wagers may only be placed in the game in accordance with rule 3.

4. Permissible Wagers

- 4.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66(1)(d) and section 66(2) of the **Casino Control Act 1991**¹.
- 4.2 Each ATS is a location within the casino for the purposes of section 66(1)(d) and section 66(2) of the **Casino Control Act 1991**.
- 4.3 If—
- (a) a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the ATS must not display any chips in respect of that wager; and
 - (b) a player attempts to place an individual wager in a multiple over the minimum which is not permitted or which is greater than the permitted maximum wager, the ATS must display only so many chips or such denomination of chips as is the next lowest permitted wager; and
 - (c) by the end of the wagering period for a spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the ATS or the game system for the spin.

5. Dealing the Game

- 5.1 The casino operator must determine how long, at particular times, the wagering period will be for the game.
- 5.2 If the casino operator has not made a determination under rule 5.1, the wagering period is 30 seconds.

¹ Sections 66(1)(d) and 66(2) of the Casino Control Act 1991 state:

66. Assistance to patrons

- (1) A casino operator must ensure that—

...

- (d) there is prominently displayed at each gaming table or location related to the playing of a game a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

- 5.3 Each ATS must clearly display a countdown of the remaining portion of the wagering period for the next spin.
- 5.4 The Dealer—
- (a) may spin the ball at any time after the start of the wagering period, if the Dealer reasonably believes that the ball will only come to rest after the wagering period expires; and
 - (b) if the ball has not been spun before the end of the wagering period, must spin the ball as soon as practicable after the wagering period expires.
- 5.5 When, after the ball is spun, it comes to rest, the Dealer must—
- (a) announce the number of the compartment; and
 - (b) enter that outcome into the SGC.
- 5.6 When an outcome has been entered into the SGC, the game system must—
- (a) display the outcome of the spin on each open ATS; and
 - (b) in respect of the wager or wagers placed on an ATS, automatically calculate and display the winning and losing amounts in accordance with these rules.
- 6. ATS Chip Accounts**
- 6.1 An ATS must display the active ATS chip account for the ATS.
- 6.2 A person wishing to play the game must buy in by the tendering to the Dealer an amount of cash, vouchers, authorised tokens or chips.
- 6.3 If the Dealer accepts an amount tendered under rule 6.2, the Dealer—
- (a) must give the player control of an ATS; and
 - (b) must activate an ATS chip account in respect of the ATS by crediting it with the amount tendered, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account; and
 - (c) must not allow the player to place a wager until the player has confirmed (whether or not through the ATS) that the amount tendered has been credited to the player's ATS chip account.
- 6.4 The person for the time being in control of an ATS may at any time tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer, who—
- (a) must, as soon as practicable, credit the amount tendered to the player's ATS chip account; and
 - (b) must not allow the player to place a further wager until the player has confirmed (whether or not through the ATS) that the amount tendered has been credited to the player's ATS chip account.
- 6.5 A player—
- (a) may leave the game at any time; and
 - (b) must leave the game if the Dealer, having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.
- 6.6 If a player leaves the game, the Dealer must pay out the full value of the player's ATS chip account balance by tendering chips, thereby closing the ATS chip account.

(2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: 50 penalty units.

7. Settlement

7.1 The bets and the odds payable for them are—

Straight-Up	35 to 1
Split	17 to 1
Street	11 to 1
Corner	8 to 1
Six-Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low	1 to 1
High	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

7.2 The bets are as described in Diagram C.

7.3 If the outcome of a spin is “0”—

- (a) only wagers placed on the bets of a Straight-Up on “0” or a Split, Street or Corner which involve a “0” and any of “1”, “2” or “3” are winning wagers;
- (b) all other wagers are losing wagers.

8. Irregularities

8.1 The Dealer must call “no spin” if—

- (a) the wheel is not rotating at the time the ball is spun; or
- (b) the ball is spun in the same direction as the wheel is rotating; or
- (c) he or she reasonably forms the opinion that the ball will not complete four revolutions around the track of the wheel; or
- (d) a foreign object enters the wheel prior to the ball coming to rest; or
- (e) the ball is propelled or falls out of the wheel; or
- (f) the ball comes to rest before the end of the wagering period; or
- (g) a person interferes with the ball or the rotation of the wheel; or
- (h) the Dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring.

8.2 If the Dealer calls “no spin”, he or she may attempt to prevent the ball from coming to rest in one of the compartments.

8.3 If the Dealer calls “no spin”, that spin is of no effect, regardless of whether the ball comes to rest in one of the compartments.

8.4 If the Dealer reasonably forms the view that he or she has entered an incorrect outcome into the SGC, the Dealer must freeze all ATS chip accounts and cause the results to be recalculated based on the actual outcome.

8.5 If a player claims to the Dealer that an incorrect outcome has been entered into the SGC or that any part of the game system has malfunctioned, the Dealer must consider the claim and take whatever reasonable action is permitted by this rule.

8.6 The WND must be disregarded if the WND displays a number other than the actual outcome.

8.7 If an ATS experiences a malfunction—

- (a) prior to the expiry of the wagering period, the Dealer must void all wagers placed on the ATS for the relevant spin; and
 - (b) on or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.8 If the game system (other than an ATS) experiences a malfunction (including by reason of physical damage)—
 - (a) prior to the expiry of the wagering period, the Dealer must void all wagers placed by all players for the relevant spin; and
 - (b) on or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.9 If the Dealer is unable, for the purposes of rules 8.7(b) and 8.8(b), to confirm the relevant wagers placed through the analysis of available records, the Dealer must void those wagers.

DIAGRAM A

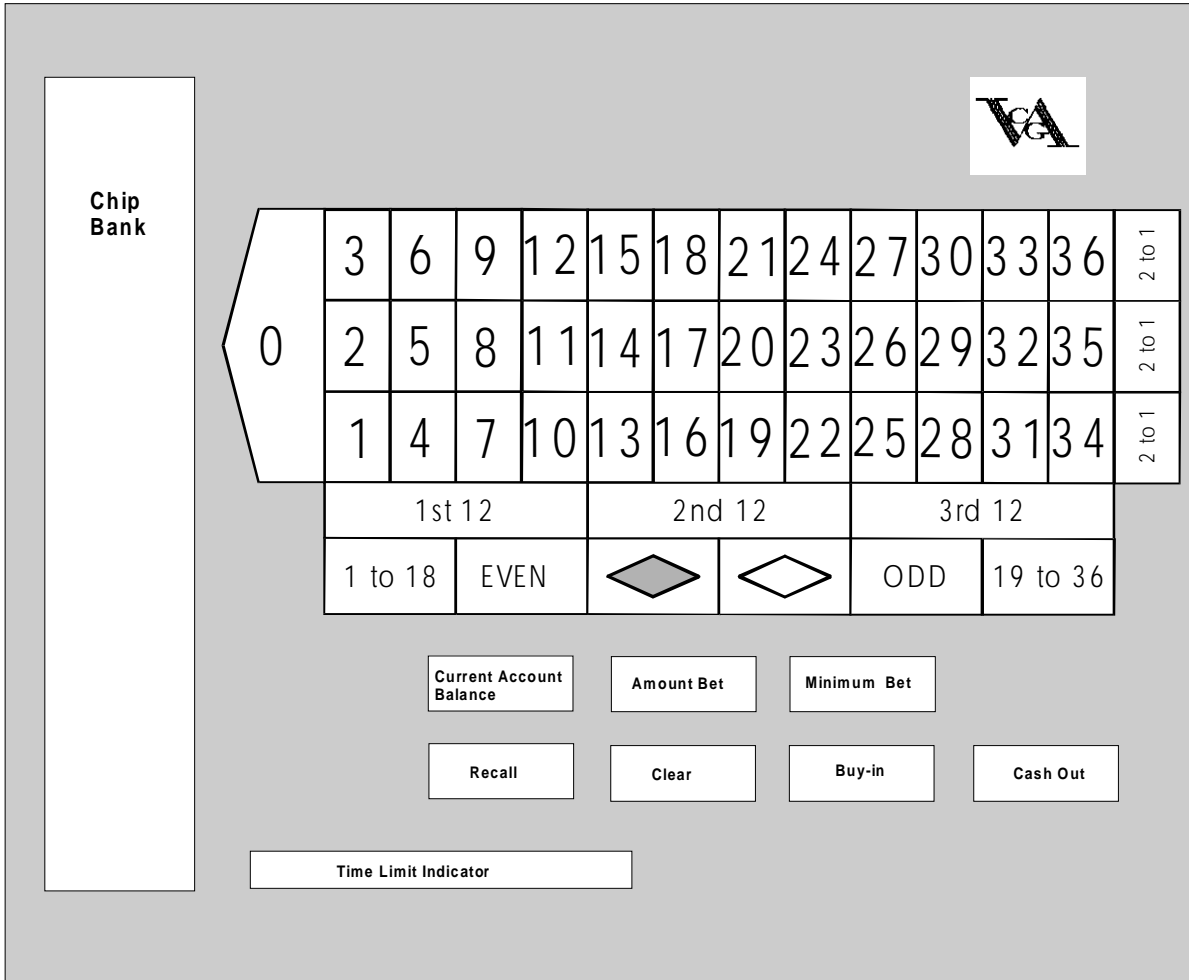





DIAGRAM B

LEGEND

-  Black
-  Red
-  Green

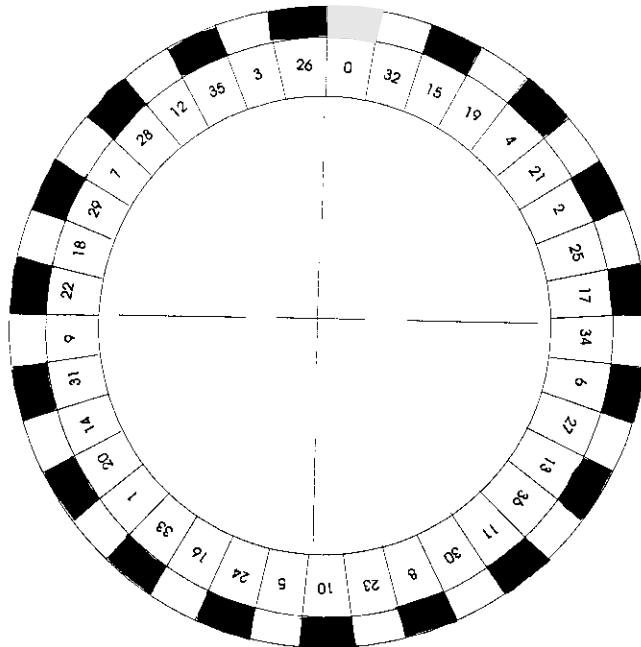
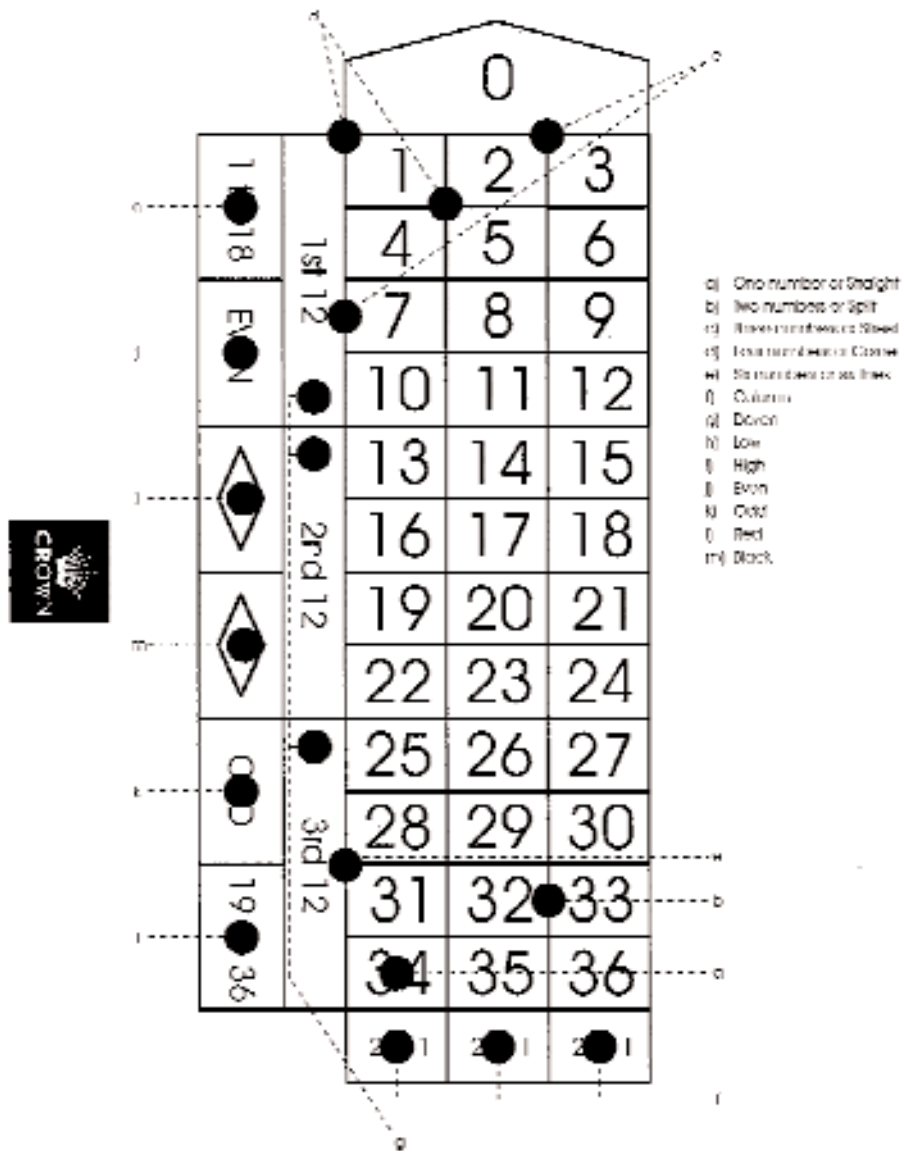


DIAGRAM C



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Retail Sales

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