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SPECIAL

Casino Control Act 1991—section 60(1)

CASINO RULES NOTICE NO. 27 OF 1999

Rules of the Game—Blackjack

By this notice, the Victorian Casino and Gaming Authority amends the Rules in respect of the game “Blackjack”¹ as set out in the Schedule.

This notice operates with effect from 4.00am on 19 December 1999.

Dated: 16 December 1999

BILL LAHEY

Director of Gaming and Betting

Director of Casino Surveillance

Schedule

1. Player refusing to stand or draw

Substitute rule 10.2.1—

‘10.2.1 If, at the time the Dealer is asking players to act on their hands, a player—

10.2.1.1 refuses or fails to act; or

10.2.1.2 is not present—

a Game Supervisor or above may after a reasonable time has passed, at the request of the Dealer, direct the Dealer—

10.2.1.3 if the point total of the player’s hand does not exceed 11, to deal cards to that hand until the point total exceeds 11; and

10.2.1.4 if the point total of the player’s hand exceeds 11, to regard the player as having elected to stand with the cards at that point total.’

2. Insertion of rules for “Vegas Blackjack”

Insert a new rule 24 as follows:

‘24. Vegas Blackjack

24.1 Where the version of Blackjack in play is “Vegas Blackjack” the approved rules of Blackjack shall apply, except where the rules are inconsistent with the rules of “Vegas Blackjack”, in which case the rules of “Vegas Blackjack” shall prevail.

¹ The Game of Blackjack and its rules were approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44). The rules have subsequently been amended by —

- notice dated 30 April 1998 (G17);
- Casino Rules Notice No. 1 of 1999 published on 18 March 1999 (S39);
- Casino Rules Notice No. 13 of 1999 published on 13 August 1999 (S121);
- Casino Rules Notice No. 18 of 1999 published on 9 September 1999 (S136);
- Casino Rules Notice No. 23 of 1999 published on 22 October 1999 (S156);
- Casino Rules Notice No. 24 of 1999 published on 4 November 1999 (S161).

24.2 Equipment

24.2.1 The table cloth shall be marked in a manner similar to that shown in Diagram A or B with:

24.2.1.1 Areas for wagers, the number of betting areas being either seven or nine;

24.2.1.2 Inscriptions to the effect that:

24.2.1.2.1 Blackjack pays 3 to 2;

24.2.1.2.2 The Dealer must stand on 17 and must draw to 16.

24.2.1.2.3 Insurance pays 2 to 1;

24.2.1.2.4 Vegas Blackjack

24.2.2 The name and or logo of the casino imprinted thereon.

24.3 Additional Definitions

24.3.1 In these rules the following meanings apply:

24.3.1.1 "Surrender" means that the dealer offers the player the option to forfeit half their original wager, after the interim settlement and prior to any further cards being dealt where the dealer has a Ten, Jack, Queen, King or Ace as their first card.

24.4 The Cards

24.4.1 "Vegas Blackjack" shall be played with four decks, each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.

24.5 Surrender

24.5.1 Subject to rule 24.5.3 where the dealer has a Ten, Jack, Queen, King or Ace as their first card, the dealer shall, after the initial deal and before any further cards have been dealt, offer all players who have a total of less than 21 the option to surrender half their original bet.

24.5.2 If the player surrenders, a marker button will be placed on top of the surrendered wager and no further cards will be dealt to that hand.

24.5.3 Where the dealer obtains Blackjack, the surrender shall be void and the player shall lose their entire wager.

24.5.4 Where the dealer does not achieve Blackjack the dealer shall complete the round of play and collect all surrenders in the final settlement.

24.5.5 When the player controlling the box decides not to surrender other players wagering on that box may not choose to surrender.

24.6 Doubling

24.6.1 Players may elect to double (ie. make an additional wager up to the amount of the original wager), on the player's original two cards (excluding Blackjack), and the first two cards of any split pair with a point total of less than 21 (except when splitting Aces) provided that only one additional card shall be dealt to any hand on which a player has elected to double.

Casino Control Act 1991—section 60(1)

CASINO RULES NOTICE NO. 28 OF 1999

Approval of Games—Electronic Gaming Machines—IGT

By this notice, the Victorian Casino and Gaming Authority—

- (a) **revokes** the approval of “IGT” games made by Casino Rules Notice No. 14 of 1999 published in the Victoria Government Gazette on 13 August 1999 (S.121); and
- (b) **approves** the games set out in the Schedule.

This notice operates with effect from 4.00am on 19 December 1999.

Dated: 16 December 1999

BILL LAHEY
 Director of Gaming and Betting
 Director of Casino Surveillance

 Schedule

IGT

Aussie Dreams	Emoh Ruo	Rainbow 7's
Barney's Bucks	Eskimo Gold	Rainbow Reef
Blockbuster	European Vacation	Raining Riches
Blue Angel	Fast Money	Robin's Riches
Blue Moon II	Flying High	Rock Lobster
Boom Bucks 1	Free Wheeling	Seven Wonders
Boom Bucks 2	Galaxy	Shooting Star
Boom Bucks 3	Gold Fountain	Stampede
Boom Bucks 4	Gold Gold Gold	Starburst
Boom Bucks 5	Gold Mist	The Stallion
Cashline	Home Sweet Home	Treasure Trove
Cheeky Pete	Hurricane Harry	Triple Diamonds
Double Bucks	Jackpot Juggler	Triple Tigers
Double Devil	Joker Wild Poker	Up Periscope
Double Jackpot	10 Spot Keno	Viking Storm
Double Magic	Lightning Loot	Wealthy Wombats
Double Mania	Luna Loot	Wild Action
Double Progressive Poker	Major Money	Wild Hearts
Double Strike	Major Money in Antarctica	Wild Magic
Draw Poker	Money Storm	Woodstock
Dream Stakes	Purrfection	

Casino Control Act 1991—section 60(1)
CASINO RULES NOTICE NO. 29 OF 1999
Rules of the Game—Two-Up

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of the game “Two-Up”¹ as set out in the Schedule.

This notice operates with effect from 4.00am on 19 December 1999.

Dated: 16 December 1999

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Schedule

1. For rule 7.6, **substitute** —
‘7.6 The boxer may direct the spinner to return the coins and further exclude that spinner from the ring or from re-entering the ring prior to the close of play where the boxer considers that the spinner:
 - 7.6.1 has repeatedly made invalid spins: or
 - 7.6.2 is unreasonably delaying the game or has acted in a disorderly or abusive manner:
or
 - 7.6.3 has contravened these rules.’.
2. For rule 7.7, **substitute** —
‘7.7 Where the spinner has made at least one invalid spin in the current game and his/her wager is still to be determined when the boxer makes a direction pursuant to rule 7.6, then the boxer or a dealer shall spin the coins in his/her stead until the spinner's wager is determined. In such circumstances, players may not amend or withdraw their wagers.’.

1 The Game of Two-Up and its rules were approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44). The rules have subsequently been amended by—

- notice published on 18 June 1998 (S58);
- Casino Rules Notice No. 17 of 1999, published on 9 September 1999 (S136).

Casino Control Act 1991— section 60(1)
CASINO RULES NOTICE NO. 30 OF 1999
Rules of the Game — Baccarat

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of the game “Baccarat”¹ as set out in the Schedule.

This notice operates with effect from 4.00am on 19 December 1999.

Dated: 16 December 1999

BILL LAHEY
 Director of Gaming and Betting
 Director of Casino Surveillance

Schedule

1. Definitions

- (1) In rule 1.1.5, for “invalid hand” **substitute** “invalid hand, coup or wager (as the context requires)”.
- (2) **Substitute** rule 1.1.10 —
 ‘1.1.10 “Dummy Coup” means a coup played in accordance with rule 12.8.’.
- (3) Insert, after rule 1.1.12 —
 ‘1.1.13 “Coup” means a round of play comprising a player’s hand and a banker’s hand.’.

2. Initial deal

Omit rule 8.1.1.3.

3. Irregularities

Substitute rules 12.4, 12.5, 12.6 and 12.7 —

- ‘12.4 If, in respect of a coup —
- 12.4.1 the Dealer calls for bets; and
 - 12.4.2 after a reasonable period of time in which no wager is placed, the Game Supervisor reasonably forms the opinion that no wager will be placed; and
 - 12.4.3 the Game Supervisor directs that a Dummy Coup be played —
- the Dealer must indicate that no more bets are to be placed (or, if that indication has already been given, repeat it) and play the coup as a Dummy Coup.
- 12.5 If in a coup, despite no wagers being placed, the Dealer has indicated that no more bets are to be placed and —
- 12.5.1 burned a card; or
 - 12.5.2 with or without burning a card, dealt one or more cards to the player’s hand or the banker’s hand —
- the Dealer must play out the coup as a Dummy Coup in which —
- 12.5.3 if a card had been burned, that card is treated as a burned card; and
 - 12.5.4 the first of any cards so dealt becomes the first card of the Dummy Coup.

¹ The Game of Baccarat and its rules were approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44). The rules have subsequently been amended by —

- notice dated 9 October 1997 (G40);
- Casino Rules Notice No. 12 of 1999, published on 4 August 1999 (S114);
- Casino Rules Notice No. 26, published on 4 November 1999 (S156).

- 12.6 If a card is found face upwards in the dealing shoe —
- 12.6.1 if it is the first card of a coup, the coup must be played as a Dummy Coup; and
- 12.6.2 if it is not the first card of a coup, the coup must be played out as though the card had come from the dealing shoe face down.
- 12.7 If, contrary to the relevant Table of Play, a third card is dealt —
- 12.7.1 to the player's hand —
- 12.7.1.1 if the Table of Play requires the banker's hand to draw, that card becomes the third card of the banker's hand; and
- 12.7.1.2 if the Table of Play requires the banker's hand to stand, the Dealer must settle the wagers on that hand and, following settlement, that card becomes the first card of a new coup played as a Dummy Coup; and
- 12.7.2 to the banker's hand, the Dealer must settle the wagers on that hand and that card becomes the first card of a Dummy Coup.

4. Dummy Coup

Substitute rule 12.8 —

- '12.8 The following provisions apply to the playing of a Dummy Coup:
- 12.8.1 The purpose of playing one or more Dummy Coups is to ensure that the sequence of cards in each hand as it is dealt from the dealing shoe is not affected by any mistake made in the course of play or by any other irregularity in the game. In interpreting any provision of these Rules relating to Dummy Coups, preference must be given to the interpretation which best fits this purpose.
- 12.8.2 A Dummy Coup must not be played unless it is expressly authorised by these Rules.
- 12.8.3 Immediately a circumstance arises in which the Dealer must play a coup as a Dummy Coup, the Dealer must clearly indicate this to the players.
- 12.8.4 If, after a coup becomes a Dummy Coup, a wager remains on the betting area —
- 12.8.4.1 the wager becomes a void wager; and
- 12.8.4.2 the relevant chips must be returned to the player who placed the wager.
- 12.8.5 If a wager is placed on the betting area after the Dealer has indicated that a coup is being played as a Dummy Coup —
- 12.8.5.1 the wager is void; and
- 12.8.5.2 the relevant chips must be returned to the player who placed the wager.'

5. Miscellaneous revisions

- (1) In rule 3.5, for "round of play" **substitute** "coup".
- (2) In rule 4.1.2, for "round of play" (twice occurring) **substitute** "coup".
- (3) In rule 5.4, for "the round" **substitute** "the coup".
- (4) In rule 7.1.2, for "any hand" **substitute** "any coup".
- (5) In rule 7.1.3, for "any hand" **substitute** "any coup".
- (6) **Substitute** rule 9.5 —

- ‘9.5 Upon the cutting card appearing during play —
- 9.5.1 the Dealer must remove the cutting card and place it to the side; and
- 9.5.2 the Dealer must complete any coup which is in progress; and
- 9.5.3 the Dealer must then indicate that the next coup is to be the last coup; and
- 9.5.4 following completion of that last coup, the Dealer must not continue the game until the cards have been shuffled under rule 4 or pre-shuffled cards have been introduced to the table.’
- (7) In rule 11 (that portion preceding rule 11.1), for “completion of a hand” **substitute** “completion of a coup”.
- (8) In rule 12.1, for “results of hands” **substitute** “results of coups”.
- (9) In rule 12.2 —
- (a) for “next hand” **substitute** “next coup”; and
- (b) for “discarded, and used” **substitute** “discarded, and must be used”.
- (10) In rule 12.9, for “a hand that hand, shall be void” **substitute** “a coup, that coup shall be void”.
- (11) In rule 12.10, for “that hand” **substitute** “that coup”.
- (12) In rule 14.1.9, for “the hand on which” **substitute** “the coup in which”.
- (13) In rule 14.3.2.1, for “each hand up to a maximum of three hands” **substitute** “each coup up to a maximum of three coups”.
- (14) In rule 14.3.2.2, for “fourth hand” **substitute** “fourth coup”.
- (15) In rule 14.5.2, for “the hand” **substitute** “the coup”.
- (16) In rule 14.5.3, for “the hand” **substitute** “the coup”.
- (17) In rule 14.5.4, for “the first hand of the session” **substitute** “the first coup in the session”.
- (18) In rule 14.5.5, for “hand” (twice appearing) **substitute** “coup”.
- (19) In rule 14.5.8, for “hand” (twice appearing) **substitute** “coup”.
- (20) In rule 14.5.11, for “on every hand” **substitute** “in every coup”.
- (21) In rule 14.6.3 for “on the same hand” **substitute** “in the same coup”.
- (22) **Substitute** rule 14.6.5 —
- “14.6.5 A secret wager in a coup which results in a Tie shall be counted as one of the secret wagers permitted to be made in accordance with the terms and conditions of the tournament.”.
- (23) In rule 14.6.7 for “hand” (twice occurring) **substitute** “coup”.
- (24) In rule 14.6.8 for “hand on” **substitute** “coup in”.
- (25) In rule 14.6.9 —
- (a) for “hand on” **substitute** “coup in”; and
- (b) for “next hand” **substitute** “next coup”.
- (26) In rule 14.6.10 —
- (a) in that part before rule 14.6.10.1;
- (b) in rule 14.6.10.1; and

- (c) in rule 14.6.10.2 —
for “hand” **substitute** “coup”.
 - (27) In rule 14.6.11 (before rule 14.6.11.1) for “last hand” **substitute** “last coup”.
 - (28) In rule 14.6.11.1 for “that hand” **substitute** “that coup”.
 - (29) In rule 14.7.4, for “a hand” **substitute** “a coup”.
 - (30) In rule 14.8.3, for “number of hands” (thrice appearing) **substitute** “number of coups”.
 - (31) In rule 14.8.5, for “any one hand” **substitute** “any one coup”.
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Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 31 OF 1999
Rules of the Game — Caribbean Stud Poker

By this notice, the Victorian Casino and Gaming Authority amends the Rules in respect of the game “Caribbean Stud Poker”¹ as set out in the Schedule.

This notice operates with effect from 4.00am on 19 December 1999.

Dated: 16 December 1999

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Schedule

1. Definitions

Substitute rule 1.1.7 —

‘1.1.7 **“Jackpot wager”** means a wager placed for the purposes of rules 11 and 12.’.

2. Equipment

Substitute rule 2.1 —

‘2.1 A Caribbean Stud Poker table shall have on one side, places for players and, on the opposite side, a place for the Dealer. If the casino operator intends to take Jackpot wagers, electronic equipment for the purposes of rules 11 and 12 must also be fitted.’

3. Substitution of rules for prize meter system

(1) **Substitute rule 11 —**

‘11 Prize meter and wagers

11.1 The casino operator may operate one or more prize meter systems in accordance with the following provisions —

- 11.1.1 a prize meter system must operate in respect of one table or a group of tables;
- 11.1.2 a table may only be part of one group of tables in respect of which a prize meter system operates;
- 11.1.3 at each table within a group of tables in respect of which a prize meter system operates, the cost of the Jackpot wager must be the same;
- 11.1.4 if more than one prize meter system is operating, the cost of the Jackpot wager must be different for each prize meter system;
- 11.1.5 a table may be added to or removed from a prize meter system or transferred between one prize meter system and another no sooner than 20 minutes after a table sign giving notice of the addition, removal or transfer is displayed;
- 11.1.6 a prize meter system may be closed at any time no sooner than 20 minutes after a table sign giving notice of the closure is displayed at every table in respect of which the system is operating;

¹ The Game of **Caribbean Stud Poker** and its rules were approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44). The rules have subsequently been amended by —

- Casino Rules Notice No. 25 of 1999, published on 4 November 1999 (S161).

- 11.1.7 if a prize meter system is closed, at the time of closure an amount equal to the value recorded on the meter less 75 000 multiplied by the cost of the Jackpot wager for the system must be transferred to the meter of one or more other prize meter systems;
- 11.1.8 each table in respect of which a prize meter system operates must be fitted with a prize meter display designed, and (apart from when adequate alternative manual arrangements are in place) operating, to show the value of the prize recorded from time to time on the meter of the system;
- 11.1.9 the value of the prize recorded on the meter of a prize meter system may be displayed on one or more electronic promotional displays in the casino, whether or not in conjunction with the value of the prize recorded on one or more other meters.
- 11.2 Jackpot wagers may be placed in accordance with the following provisions —
 - 11.2.1 the Dealer must ensure that the electronic equipment for the prize meter system is operating properly, or that adequate alternative manual arrangements are in place, before calling for, and at all times during which the Dealer is accepting, Jackpot wagers;
 - 11.2.2 in each round of play, a player may place only one Jackpot wager;
 - 11.2.3 a player must ensure that a Jackpot wager he or she wishes to place is placed on the correct part of the layout and for the cost of the Jackpot wager only.
- 11.3 The casino operator must ensure that the meter for a prize meter system from time to time records a monetary value no less than —
 - 11.3.1 75 000 multiplied by the cost of the Jackpot wager for the prize meter system; plus
 - 11.3.2 14% of the amount wagered as Jackpot wagers at all tables from time to time, in the group of tables in respect of which the prize meter system operates, since the meter was last reset under rule 11.4; less
 - 11.3.3 the value of any prizes (other than bonus prizes) paid in accordance with rule 12.
- 11.4 If, in respect of a round of play —
 - 11.4.1 by operation of rule 11.3, the value recorded on the meter of a prize meter system would fall below 75 000 multiplied by the cost of the Jackpot wager for the system; or
 - 11.4.2 simultaneous Royal Flushes have been paid under rule 12.3 — the casino operator must cause the meter for the prize meter system to be reset to an amount no less than 75 000 multiplied by the value of the Jackpot wager for the system.
- 11.5 For the purposes of rule 11.2.1, the electronic equipment for a prize meter system is operating properly if —
 - 11.5.1 the meter of the system is capable of recording the amounts required to be recorded by this rule;
 - 11.5.2 the system is capable of recording the time for settlement for

each round of play at each table in respect of which the system is operating;

- 11.5.3 the manner in which the system operates allows a Casino Supervisor to read the value recorded on the meter as at any time for settlement.'

(2) **Substitute rule 12 —**

'12 Winning Jackpot wager prize payouts

12.1 Prize payouts for winning Jackpot wager outcomes must be determined —

- 12.1.1 for Royal Flush and Straight Flush outcomes, by a Casino Supervisor, subject to rule 12.3; and

- 12.1.2 otherwise, by the Dealer —
in accordance with the Table

<i>Outcome</i>	<i>Payout</i>
Royal Flush	100% of the rounded meter value
Straight Flush	10% of the rounded meter value
Four of Kind	\$500 for each (bonus payout) \$1 of Jackpot Wager
Full House	\$150 for each (bonus payout) \$1 of Jackpot Wager
Flush	\$100 for each (bonus payout) \$1 of Jackpot Wager

12.2 For the purposes of rule 11 and this rule —

- 12.2.1 the rounded meter value is the value recorded on the meter of a prize meter system at the time for settlement, rounded up to the nearest higher whole dollar;
- 12.2.2 the time for settlement is the time the Dealer records the outcome of the relevant round of play on the prize meter system;
- 12.2.3 all outcomes in a round of play at a particular table are simultaneous;
- 12.2.4 outcomes on different tables in a group of tables are sequential, and the timing of the sequence of outcomes must be determined by the order in which the respective Dealers record those outcomes on the prize meter system.

12.3 If, in a round of play —

- 12.3.1 there is more than one simultaneous Royal Flush, the payout for each Royal Flush and any simultaneous Straight Flush must be determined in accordance with the following formula —

$$P = \frac{M + N(R - 1)}{(9)R + S}$$

where —

the Royal Flush prize is 9P;
the Straight Flush prize is P;

and —

M is the rounded meter value;
N is the value of the Jackpot wager multiplied by 75 000;
R is the number of Royal Flushes;
S is the number of Straight Flushes.

12.3.2 there is one Royal Flush simultaneous with one or more Straight Flushes or there are simultaneous Straight Flushes, the payout for any Royal Flush and any Straight Flush must be determined in accordance with the following formula —

$$P = \frac{M + U + V + W + X + Y + Z}{(10)S}$$

where —

the Royal Flush prize is 0.9M;
the Straight Flush prize is P;

and —

M is the rounded meter value;
S is the number of Straight Flushes;
U is 0.9M if S ≥ 2, otherwise 0;
V is 0.9U if S ≥ 3, otherwise 0;
W is 0.9V if S ≥ 4, otherwise 0;
X is 0.9W if S ≥ 5, otherwise 0;
Y is 0.9X if S ≥ 6, otherwise 0;
Z is 0.9Y if S = 7, otherwise 0.

Casino Control Act 1991 — section 60(1)

CASINO RULES NOTICE NO. 32 OF 1999

Approval of Games — Electronic Gaming Machines — Aristocrat

By this notice, the Victorian Casino and Gaming Authority —

- (a) **revokes** the approval of “Aristocrat” games made by Casino Rules Notice No. 21 of 1999 published in the Victoria Government Gazette on 22 October 1999 (S156); and
- (b) **approves** the games set out in the Schedule.

This notice operates with effect from 4.00am on 19 December 1999.

Dated: 16 December 1999

BILL LAHEY
 Director of Gaming and Betting
 Director of Casino Surveillance

Schedule
 Aristocrat

6, 7, 8, Spot Progressive Keno	Gold Bullion	Queen of the Nile
Adonis	Golden Canaries	Reel Power
Autumn Moon	Golden Pyramid	Return of the Samurai
Bear Essentials	Heart Throb	Snow Cat
Bird of Paradise	Jumping Beans	Sumo Spins
Black Panther	Jungle Juice	Super Bucks II
Black Rhino	KG Bird	Super Bucks III
Bring Home The Bacon	King Galah	Super Hero
Butterfly Delight	Kooka Bucks	Super Triple Sevens
Cash Chameleon	Loco Loot	Sweethearts II
Cash Crop	Lone Star	Thor
Cash Splash	Looney Sevens	Three Bags Full
Chicken	Lucky Clover	Thunder Heart
Coral Riches	Lucky Strike	White Tiger
Cuckoo	Mine Mine Mine	Wicked Winnings
Desert Bloom	Money Mouse	Wild Africa
Diamond Fever	Mystic Garden	Wild Angels
Dinomight	Oscar	Wild Bill
Dolphin Treasure	Panther Magic	Wild Cougar
Dragon's Eye	Penguin Pays	Wild Peacock
Enchanted Forest	Penguin Pirate II	Winning Post
Extra 2 Ball Keno	Phantom Pays	Winning Streak
Fantasy Fortune	Power Pays	Wizard Ways
Gator Gold	Prize Fight	
Gnome Around The World	QT Bird	

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