



Victoria Government Gazette

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SPECIAL

Casino Control Act 1991—section 60(1)

CASINO RULES NOTICE NO. 1 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” (approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44) and amended by notice dated 30 April 1998 (G17)) as set out in Schedule 1 and Schedule 2.

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

Dated: 16 March 1999

BILL LAHEY
Director of Gaming and Betting

Schedule 1

After rule 21, insert—

22 Crown Pontoon

- 22.1 Where the game in play is “Crown Pontoon” the approved rules of Blackjack shall apply, except where the rules are inconsistent with the rules of “Crown Pontoon”, in which case the rules of “Crown Pontoon” shall prevail. The table cloth shall be marked in a manner similar to that shown in Diagram I with:
- 22.1.1 areas for wagers, the number of betting areas being seven, and
 - 22.1.2 inscriptions to the effect that:
 - 22.1.2.1 Pontoon pays 3 to 2.
 - 22.1.2.2 The dealer draws to a hard total of 16 or soft total of 17.
 - 22.1.2.3 Insurance pays 2 to 1.
 - 22.1.3 the name and or logo of the casino imprinted thereon.
- 22.2 Additional Definitions.
- 22.2.1 In these rules the following meanings apply:
 - 22.2.1.1 “Pontoon” means an Ace and any card having a point total of 10, dealt as the initial two cards to a player or a dealer.
 - 22.2.1.2 “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 Jack, Queen, King or Ace as their first card.
- 22.3 The Cards.
- 22.3.1 “Crown Pontoon” shall be played with three to eight decks of 48 cards having had the four tens removed ie. Ten of Hearts, Diamonds, Clubs and Spades.
- 22.4 Wagers
- 22.4.1 Prior to the first card being dealt for each round of play, the player shall make a wager, which shall:
 - 22.4.1.1 Win if the point total of the player is less than 21 and that of the dealer is in excess of 21.
 - 22.4.1.2 Win if the point total of the player exceeds that of the dealer without either exceeding 21.

- 22.4.1.3 Win if the player has a Pontoon.
- 22.4.1.4 Win if the point total of the player is 21.
- 22.4.1.5 Except as provided in rules 22.4.1.3 and 22.4.1.4, be void if the point total of the player is the same as the dealer.
- 22.4.1.6 Lose if the point total of the player is in excess of 21.
- 22.4.1.7 Lose if the point total of the dealer exceeds that of the player without either exceeding 21.

22.5 Interim Settlement

- 22.5.1 When a player has Pontoon the dealer shall announce and pay the Pontoon at odds of 3 to 2 and remove the Player's cards before any player receives a third card regardless of the value of the Dealer's first card.
- 22.5.2 When a player has a point total of 21 the dealer shall announce the hand, pay the wager at the appropriate odds outlined in Table 1 below, and remove the Player's cards, except in the case of a Super Bonus win, before any further cards are dealt.
- 22.5.3 After all player Pontoons and hand totals of 21 have been settled the dealer will offer the players the option to surrender.

22.6 Crown Pontoon Payout Odds.

- 22.6.1 Winning wagers made in accordance with Rule 22.4 shall be paid at the odds described in Table 1 below.
- 22.6.2 Super Bonus Payouts will be paid according to Table 2 below, at the completion of the hand and before the cards are collected.

TABLE 1: PAYOUT ODDS

Result	Odds
Pontoon	3 to 2
5 cards totalling 21	3 to 2
6,7,8 mixed suits	3 to 2
7,7,7 mixed suits	3 to 2
6 cards totalling 21	2 to 1
6,7,8 same suits (except Spades)	2 to 1
7,7,7 same suits (except Spades)	2 to 1
7 or more cards totalling 21	3 to 1
6,7,8 all Spades	3 to 1
7,7,7 all Spades	3 to 1
All other winning wagers	1 to 1

TABLE 2: SUPER BONUS

Super Bonus 7, 7, 7 same suit and dealer any 7 Pays	\$1,000 if bet \$5 to \$24 \$5,000 if bet \$25 or greater
All other players who wagered on the round of play in which there is a Super Bonus winner shall receive a Bonus payment of \$50.	

22.6.3 Super Bonus payouts are made in addition to the Odds displayed in Table 1.

22.6.4 The "Crown Pontoon" payout odds shall be displayed on a notice on the table.

22.7 Doubling

22.7.1 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 Pontoon), the first two cards of any split pair (except when splitting Aces) or any hand with a point total of less than 21 formed with a third or subsequent card, provided that only one additional card shall be dealt to any hand on which a player has elected to double.

22.7.2 Any Ace in the first two cards of any double shall have a value of one not eleven.

22.7.3 Subject to rule 22.4.1.4 if the dealer obtains Pontoon after a player doubles, the dealer shall collect only an amount equivalent to the original wager and shall not collect the additional amount wagered in doubling.

22.7.4 All winning doubled wagers shall be paid at odds of 1 to 1 and shall not be eligible for payout odds and Super Bonus odds as set out in Tables 1 and 2.

22.7.5 If the point count of a hand on which a player has doubled is not more than 21, the player may elect to withdraw the doubled portion of the wager. Where the player elects to withdraw the doubled portion, the dealer shall remove the original wager and the players cards before dealing any further cards.

22.8 Splitting

22.8.1 If the initial two cards dealt to a player are suited 7s and the player splits to form two separate hands the "Super Bonus" payout shall not apply in the event that additional 7s are drawn to any of the split hands.

22.9 Additional Cards to the Dealer's Hand

22.9.1 Except as provided by Rule 13.2, a dealer shall draw additional cards to the dealer's hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 is achieved, at which point no additional cards shall be drawn.

22.10 Surrender

22.10.1 Subject to rule 22.10.3 where the dealer has a 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.

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

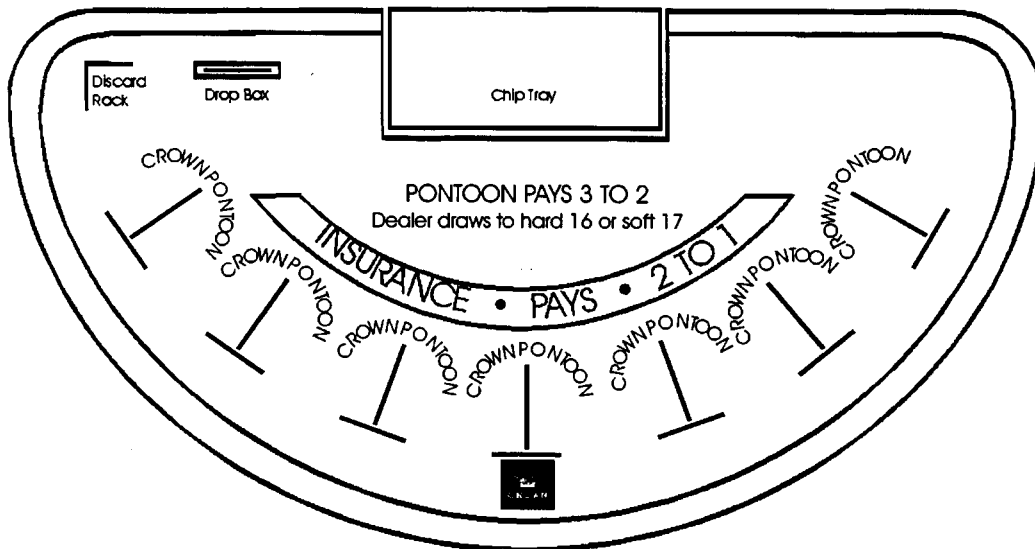
22.10.3 Where the dealer obtains Pontoon, the surrender shall be void and the player shall lose their entire wager.

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

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

Schedule 2

After Diagram H, insert—

**Casino Control Act 1991—section 60(1)**

CASINO RULES NOTICE NO. 2 OF 1999

Rules of the Game—Electronic Gaming Machines

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of electronic gaming machines (approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44) and amended by notice dated 19 February 1998 (G7)) as set out in the Schedule.

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

Dated: 16 March 1999

BILL LAHEY
Director of Gaming and Betting

Schedule

For rules 5, 6 and 7, **substitute**—

5. Winnings may be used by the player for further game play or returned by the EGM when the player activates either a cash out or credit transfer function.
6. Credits displayed on the video screen or Jackpot display may be collected at the end of any game. Credits may be paid by the EGM by returning coins or tokens to the drop tray unless the accumulated credits, as indicated on the EGM, are in excess of a fixed limit. Where the indicated credits exceed the EGM pay out limit, these credits may be paid to the player manually by procedures approved by the Victorian Casino and Gaming Authority (VCGA) and the credits so paid will be cancelled from the EGM.
7. Credits may also be transferred to another EGM for further play or be transferred to any Cashier Booth/Cage for collection by the player in accordance with procedures approved by the VCGA.

Casino Control Act 1991—section 60(1)
CASINO RULES NOTICE NO. 3 OF 1999

Approval of games—Electronic Gaming
Machines—Olympic

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 18 June
1998 (S58); and
- (b) **approves** the games set out in the
Schedule.

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

Dated: 16 March 1999

BILL LAHEY
Director of Gaming and Betting
Schedule
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
Elf Magic	Silver Screen
Fox 'N' Hound	Texas Rose
Golden Lion	The Night Cat
Honey Honey	Three Musketeers
Hot Stuff	Thunder Bucks
Jungle Fever	Trade Wins
King Fisher	Wild Fortune

- (b) **approves** the games set out in the
Schedule.

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

Dated: 16 March 1999

BILL LAHEY
Director of Gaming and Betting
Schedule
IGT

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

Casino Control Act 1991—section 60(1)
CASINO RULES NOTICE NO. 4 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 notice published in the Victoria
Government Gazette on 31 December
1998 (S156); and

Subordinate Legislation Act 1994

Casino Control Act 1991

NOTICE OF DECISION

Proposed Casino Control (Junkets and
Premium Players) Regulations 1999

I, Roger M. Hallam, Minister for Gaming
and Minister administering the **Casino Control
Act 1991**, give notice under section 12 of the
Subordinate Legislation Act 1994 that I have
decided that the proposed Casino Control

(Junkets and Premium Players) Regulations 1999 be made.

A Regulatory Impact Statement was prepared and advertised inviting public comment and submissions.

Submissions were received commenting, among other regulations, on proposed regulations 9, 14 and 15. Those proposed regulations have been amended in the light of these comments. Technical and consequential amendments have also been included in the proposed regulations.

Dated: 17 March 1999

ROGER M HALLAM MLC
Minister for Gaming

Gazette Services

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Fax: (03) 9926 1292

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1 Macarthur Street
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Subscriptions

The Craftsman Press Pty. Ltd.
125 Highbury Road, Burwood
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Telephone enquiries (03) 9926 1233
Facsimile (03) 9926 1292

Retail Sales

Information Victoria Bookshop
356 Collins Street Melbourne 3000.
Telephone enquiries 1300 366 356
City Graphics
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