



Victoria Government Gazette

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SPECIAL

Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 26 OF 2000
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 15 December 2000.

Dated: 7 December 2000

BILL LAHEY

Director of Gaming and Betting
Director of Casino Surveillance

Schedule

Amendment to rule 15.5

For rule 15.5, **substitute** —

- ‘15.5 If after the initial deal and prior to any settlement an error of card placement has occurred, the Game Supervisor or above may reconstruct the hand. The players will be given the option to retract their wager/s from the playing area before a full reconstruction takes place.’

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

- A notice dated 30 April 1998 (published in Victoria Government Gazette 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);
 - Casino Rules Notice No. 27 of 1999 published on 16 December 1999 (S183);
 - Casino Rules Notice No. 3 of 2000 published on 17 March 2000 (S32);
 - Casino Rules Notice No. 10 of 2000 published on 19 May 2000 (S68);
 - Casino Rules Notice No. 15 of 2000 published on 11 June 2000 (S103);
 - Casino Rules Notice No. 22 of 2000 published on 18 October 2000 (S147);
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Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 27 OF 2000
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 15 December 2000.

Dated 7 December 2000

BILL LAHEY
 Director of Gaming and Betting
 Director of Casino Surveillance

Schedule

1. Personalised Table Limits

For rule 6.1, **substitute** —

‘6.1 The minimum and maximum wagers permitted shall be shown on a notice at each 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 and whether the wagers are per playing area or per player.’

Delete rule 6.6

2. New Version of Blackjack — Crown 21

Insert, after rule 26.7.2 —

‘**27 Crown 21**

27.1 Where the version of Blackjack in play is “Crown 21” the approved rules of Blackjack will apply, except where the rules are inconsistent with the rules of “Crown 21”, in which case the rules of “Crown 21” will prevail.

27.2 Additional Cards to the Dealer’s Hand

27.2.1 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.’

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

- A notice dated 30 April 1998 (published in Victoria Government Gazette 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);
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- Casino Rules Notice No. 3 of 2000 published on 17 March 2000 (S32);
- Casino Rules Notice No. 10 of 2000 published on 19 May 2000 (S68);
- Casino Rules Notice No. 15 of 2000 published on 11 June 2000 (S103);
- Casino Rules Notice No. 22 of 2000 published on 18 October 2000 (S147);

Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 28 OF 2000
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 15 December 2000.

Dated 7 December 2000

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Schedule

Rules for Tournament Play

For rule 20, **substitute**—

‘20 Tournament Play

20.1 General

- 20.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Blackjack with an equal chance.
- 20.1.2 The casino operator—
 - (a) must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
 - (b) may nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).
- 20.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Director of Casino Surveillance.

20.2 Tournament conditions

- 20.2.1 The tournament conditions must include the following—
 - (a) the amount of the entry fee, if any;
 - (b) the amount of tournament chips to be allocated to the player at the commencement of a session;
 - (c) whether there is a minimum or compulsory wager for each round of play in a session or round;

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

- A notice dated 30 April 1998 (published in Victoria Government Gazette 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);
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- 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);
- Casino Rules Notice No. 27 of 1999 published on 16 December 1999 (S183);
- Casino Rules Notice No. 3 of 2000 published on 17 March 2000 (S32).

- (d) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;
- (e) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (f) in respect of eligibility for entry—
 - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (g) the terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (h) the basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy in is refundable in whole or in part;
- (i) the consequences of late arrival or non-attendance for a round or session in the tournament;
- (j) the prizes;
- (k) a statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Blackjack and that, in the event of any inconsistency, the rules prevail.

20.2.2 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.

20.2.3 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.

20.2.4 The Tournament Director must be present during the whole of each session or round of play in a tournament.

20.3 *Conduct of Play*

20.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.

20.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 20.3.1 is used exclusively for tournament play.

20.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.

20.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.

20.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time—

- (a) if the tournament player or players to progress to the following session from that gaming table or round have been determined; and
- (b) if the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, if all the players at the gaming table agree. '.

Super Bonus Payout

For Table 2 in rule 22.6.2, substitute-

TABLE 2: SUPER BONUS

Super Bonus 7,7,7 same suit and dealer first card any 7	\$1,000 if bet \$2 to \$24 \$5,000 if bet \$25 or greater
All other original wagers, winning or losing, on the round of play in which there is a Super Bonus winner shall be eligible to receive a Bonus payment of \$50.	

Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 29 OF 2000
Rules of the Game — Crown Com-Bo

By this notice, the Victorian Casino and Gaming Authority **approves** the game “Crown Com-Bo” to be played in accordance with the rules set out in the Schedule.

This notice operates with effect from 4.00am on 15 December 2000.

Dated 7 December 2000

BILL LAHEY
 Director of Gaming and Betting
 Director of Casino Surveillance

Schedule

RULES FOR CROWN COM-BO

1 Definitions

1.1 In these rules –

“**Dealer**” means that person, employed as a dealer by the casino operator, who is conducting the game;

“**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;

“**Game Supervisor**” means that person, employed as a game supervisor by the casino operator, who is supervising the conduct of the game;

“**Tie**” means where two cards dealt in sequence are of the same face-value.

“**tournament**” means a competition conducted in accordance with rule 9;

“**tournament conditions**” means the conditions approved for a tournament in accordance with rule 9;

“**Tournament Director**” means the person appointed under rule 9.1.2(a) or for the time being deputising for the purposes of rule 9.1.2(b);

“**tournament player**” means a player in a tournament;

“**Void**” means an invalid round of play or wager (as the context require).

2 Equipment

2.1 Com-Bo will be played on a table having numbered places for up to seven seated players.

2.2 The table cloth (layout) will be marked in a manner similar to that shown in diagram A with the name and/or logo of the casino imprinted thereon.

2.3 A dealing shoe will be used from which all cards will be dealt.

2.4 A control panel with switches or buttons representing the cards Ace through King attached to electronic equipment is used to illuminate the winning areas on the layout after the results of a round of play are entered.

3 The Cards

3.1 Com-Bo will be played with one or eight deck/s with each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card. The cutting card will be removed when an automatic shuffling/dealing shoe is used.

3.2 The cards will be checked prior to the commencement of gaming and at the conclusion of gaming.

3.3 Cards may, at the discretion of a Game Supervisor or above, be changed after any round of play if, for any reason, a card or cards become unfit for further use provided that no hand is in progress. If all the cards are replaced, the new cards will be checked, shuffled and cut in accordance with these rules.

3.4 A Game Supervisor or above may, at any time, instruct the Dealer to check and verify the correct number of cards.

3.5 All suits have the same rank. The rank of cards, from highest to lowest, will be as follows:–
 (a) Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. Aces are always high.

4 The Shuffle and Cut

- 4.1 The cards will be shuffled so that they are randomly intermixed:—
- (a) prior to the start of play; and
 - (b) when the cutting card is exposed or drawn as the first card of a new round of play; and
 - (c) at the completion of the round of play in which the cutting card is exposed; and
 - (d) immediately, if in the opinion of a Casino Supervisor the cards are dealt in a sequence which is abnormal; and
 - (e) continuously where an approved automatic shuffling/dealing shoe is in use on the table;
 - (f) whenever the decks have been dropped or mishandled; and
 - (g) at other times when in the opinion of a Casino Supervisor there is reasonable cause to believe that a shuffle is warranted.
- 4.2 After the cards have been shuffled, the Dealer will cut the cards. In the event that an automatic shuffling/dealing shoe is used, the cards will not be cut and no cutting card will be used.
- 4.3 After the cards have been cut, the Dealer will place them in the dealing shoe ready for play.

5 Placement of Wagers

- 5.1 Wagers will be accepted only in chips.
- 5.2 A wager by a player will be placed on the appropriate areas of the Com-Bo layout before the first card of a round of play is dealt.
- 5.3 Wagers orally declared will only be accepted if accompanied by cash, vouchers, authorised tokens which must be immediately converted to chips and placed on the layout before the Dealer announces that no more bets may be placed.
- 5.4 A player is responsible for placing his or her own wagers.
- 5.5 Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been dealt.
- 5.6 Wagers may be made on:
- (a) Singles;
 - (b) Runs; and
 - (c) Com-Bos.
- 5.7 A wager may be refused prior to the cards being dealt for a round of play if in the event of the player winning, it would not be possible to pay the wager exactly in chips.
- 5.8 At the settlement of wagers for a round of play, the Dealer must:
- (a) clear any losing wager from the layout; and
 - (b) pay any winning wagers.

6 Permissible Wagers

- 6.1 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.

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.
- (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.

- 6.2 If—
- (a) a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result; and
 - (b) a player attempts to place an individual wager which is greater than the permitted maximum wager the wager will be paid or collected to the maximum.
 - (c) a player attempts to place an individual wager which is in a multiple over the minimum which is not permitted or where it is not possible to pay the wager exactly in chips it will be paid to the next highest amount to which payment can be made in chips.
- 6.3 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.
- 6.4 A Gaming Shift Manager may allow a player to wager in excess of the stated maximum wager permitted on that table, provided that a marker stating “higher limit” is placed adjacent to the playing area.

7 Dealing the Game

- 7.1 Prior to any cards being dealt from the dealing shoe, the Dealer will announce that no more bets are to be placed.
- 7.2 There will be five cards dealt in each round of play.
- 7.3 The Dealer will deal one card face-up to each box marked on the table layout commencing with the box 1 and then in numbered sequence to each box in a clockwise direction.
- 7.4 The Dealer will announce the result of the round of play and enter the result into the electronic display unit by activating the appropriate switches or buttons on the keypad corresponding with the five cards dealt therefore causing the winning areas on the layout to be illuminated. The switches or buttons must be activated in the same order as the cards were dealt as described in rule 7.3.
- 7.5 When the sequence described in rule 7.4 is completed, the Dealer will take all losing wagers and pay all winning wagers.
- 7.6 No person other than the Dealer responsible for the operation of the game, the Game Supervisor or a Casino Supervisor will activate the control panel.
- 7.7 Where the cutting card appears during play the Dealer must—
- (a) remove the cutting card and place it on the layout so that it is clearly visible to the players, the Game Supervisor or above and Surveillance; and
 - (b) complete any round of play which is in progress; and
 - (c) following completion of that round of play, shuffle and cut the cards in accordance with these rules.

8 Settlement

8.1 The bets which can be placed in respect of a round of play and the odds payable for them are—

<i>Singles</i>			
<i>Name</i>	<i>Definition</i>	<i>Odds One Deck</i>	<i>Odds Eight Decks</i>
High 1	The card dealt to position 1 is of a higher value than the card dealt to position 2 as described in rule 3.5	1 to 1	1 to 1
High 2	The card dealt to position 2 is of a higher value than the card dealt to position 3 as described in rule 3.5	1 to 1	1 to 1
High 3	The card dealt to position 3 is of a higher value than the card dealt to position 4 as described in rule 3.5	1 to 1	1 to 1
High 4	The card dealt to position 4 is of a higher value than the card dealt to position 5 as described in rule 3.5	1 to 1	1 to 1
High 5	The card dealt to position 5 is of a higher value than the card dealt to position 1 as described in rule 3.5	1 to 1	1 to 1
Low 1	The card dealt to position 1 is of a lower value than the card dealt to position 2 as described in rule 3.5	1 to 1	1 to 1
Low 2	The card dealt to position 2 is of a lower value than the card dealt to position 3 as described in rule 3.5	1 to 1	1 to 1
Low 3	The card dealt to position 3 is of a lower value than the card dealt to position 4 as described in rule 3.5	1 to 1	1 to 1
Low 4	The card dealt to position 4 is of a lower value than the card dealt to position 5 as described in rule 3.5	1 to 1	1 to 1
Low 5	The card dealt to position 5 is of a lower value than the card dealt to position 1 as described in rule 3.5	1 to 1	1 to 1

<i>Runs</i>			
<i>Name</i>	<i>Definition</i>	<i>Odds One Deck</i>	<i>Odds Eight Decks</i>
High Run 2	The card dealt to position 1 is of a higher value than the card dealt to position 2 which is of a higher value than the card dealt to position 3 as described in rule 3.5	6 to 1	6 to 1
High Run 3	The card dealt to position 1 is of a higher value than the card dealt to position 2 which is of a higher value than the card dealt to position 3 which is of a higher value than the card dealt to position 4 as described in rule 3.5	30 to 1	35 to 1
High Run 4	The card dealt to position 1 is of a higher value than the card dealt to position 2 which is of a higher value than the card dealt to position 3 which is of a higher value than the card dealt to position 4 which is of a higher value than the card dealt to position 5 as described in rule 3.5	200 to 1	250 to 1
Low Run 2	The card dealt to position 1 is of a lower value than the card dealt to position 2 which is of a lower value than the card dealt to position 3 as described in rule 3.5	6 to 1	6 to 1
Low Run 3	The card dealt to position 1 is of a lower value than the card dealt to position 2 which is of a lower value than the card dealt to position 3 which is of a lower value than the card dealt to position 4 as described in rule 3.5	30 to 1	35 to 1
Low Run 4	The card dealt to position 1 is of a lower value than the card dealt to position 2 which is of a lower value than the card dealt to position 3 which is of a lower value than the card dealt to position 4 which is of a lower value than the card dealt to position 5 as described in rule 3.5	200 to 1	250 to 1

<i>Com-Bos</i>			
<i>Name</i>	<i>Definition</i>	<i>Odds One Deck</i>	<i>Odds Eight Decks</i>
One pair	Two of the five cards dealt are of the same kind plus three odd cards.	Money back	Money Back
Two pair	Two of the five cards dealt are of the same kind plus two cards of another kind and one odd card.	1 to 1	1 to 1
Triple	Three of the five cards dealt are of the same kind plus two odd cards.	5 to 1	2 to 1
Full House	Three of the five cards dealt are of one kind plus two cards of another kind.	100 to 1	20 to 1
Quad	Four of the five cards dealt are of the same kind plus one odd card.	500 to 1	50 to 1
Five-of-a-kind	All of the cards dealt are of the same kind.	N/A	1000 to 1

8.2 In a round of play where two cards dealt in sequence are of equal face value the result is a Tie. All Ties lose and break a run.

8.3 A wager placed on Com-Bo will be paid for the highest-ranking combination only.

9 Irregularities

9.1 A card drawn in excess from the shoe but not disclosed must be used as the first card of the next round of play, providing that the round of play was not the last round of play of that shoe. Cards drawn from the shoe will not be discarded, and must be used in the normal course of play.

9.2 If a card is dealt or drawn to an incorrect position that card must be moved to the correct position and further cards dealt as required.

9.3 If the cards are dealt out of sequence and cannot be reconstructed, that round of play will be void.

9.4 If a card is found face upward in the dealing shoe—

- (a) that card will be burned if it is the first card of a round of play, and
- (b) the round of play must be played out as though the card had come from the dealing shoe face down, if it is not the first card of a round of play.

9.5 If there are insufficient cards left in the dealing shoe to complete a round of play that round of play will be void.

9.6 If it is discovered that the deck/s in use do not contain the correct number of cards, the round of play will be void.

9.7 In the event that an automatic shuffling/dealing shoe jams, stops shuffling or fails to complete a shuffle cycle, the cards will be reshuffled.

9.8 Incorrect results:—

- (a) If an incorrect result is entered into the keypad before the 'deal' button is pressed, the Dealer will re-enter the correct result.
- (b) If an incorrect result is entered into the keypad after the 'deal' button is pressed, the Dealer or Game Supervisor will notify the Pit Boss who will rectify the situation.

- 9.9 If the electronic equipment fails to illuminate the winning areas or fails to illuminate the winning areas correctly, all wagers will be taken and paid according to the order in which the five cards appear on the layout and their face value. No further play will be permitted until the fault has been rectified.

10 Tournament Play

10.1 General

- 10.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Com-Bo with an equal chance.
- 10.1.2 The casino operator—
- (a) must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
 - (b) may nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).
- 10.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Director of Casino Surveillance.

10.2 Tournament conditions

- 10.2.1 The tournament conditions must include the following—
- (a) the amount of the entry fee, if any;
 - (b) the amount of tournament chips to be allocated to the player at the commencement of a session;
 - (c) whether there is a minimum or compulsory wager for each round of play in a session or round;
 - (d) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;
 - (e) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
 - (f) in respect of eligibility for entry—
 - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
 - (g) the terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
 - (h) the basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy in is refundable in whole or in part;
 - (i) the consequences of late arrival or non-attendance for a round or session in the tournament;

- (j) the prizes;
- (k) a statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Com-Bo and that, in the event of any inconsistency, the rules prevail.

10.2.2 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.

10.2.3 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.

10.2.4 The Tournament Director must be present during the whole of each session or round of play in a tournament.

10.3 Conduct of Play

10.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.

10.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 10.3.1 is used exclusively for tournament play.

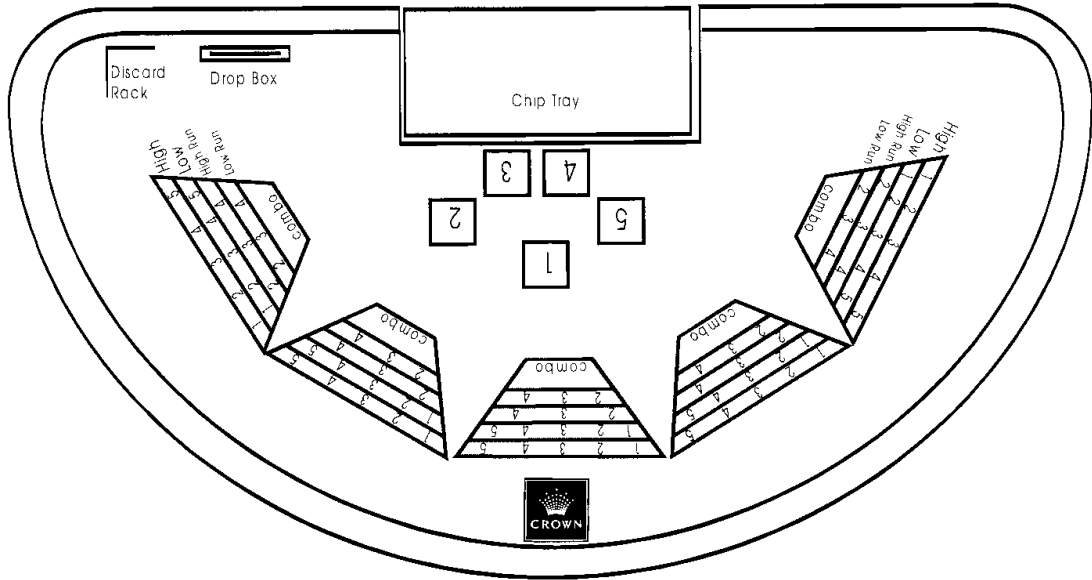
10.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.

10.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.

10.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time—

- (a) if the tournament player or players to progress to the following session from that gaming table or round have been determined; and
 - (b) if the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, if all the players at the gaming table agree.
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DIAGRAM A



Casino Control Act 1991 — section 60(1)

CASINO RULES NOTICE NO. 30 OF 2000

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. 23 of 2000 published in the Victoria Government Gazette on 10 November 2000 (S167); and
- (b) **approves** the games set out in Schedule 1.

This notice operates with effect from 4.00am on 9 December 2000.

Dated 7 December 2000

BILL LAHEY

Director of Gaming and Betting

Director of Casino Surveillance

Schedule 1

Aristocrat

6, 7, 8, Spot Progressive Keno	Gold Bullion	Queen of the Nile
Adonis	Golden Canaries	Reelin n’ Rockin
Autumn Moon	Golden Pyramid	Reel Power
Bear Essentials	Heart Throb	Return of the Samurai
Bird of Paradise	Inca Sun	Snow Cat
Black Panther	Jumping Beans	Sumo Spins
Black Rhino	Jungle Juice	Super Bucks II
Boot Scootin	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
Chariot Challenge	Lucky Clover	Thunder Heart
Chicken	Lucky Strike	Toucan Tango
Coral Riches	Mine Mine Mine	Unicorn Dreaming
Cuckoo	Money Mouse	Way to Go
Desert Bloom	Mystic Garden	White Tiger
Diamond Dove	Orchid Mist	Wicked Winnings
Diamonds & Hearts	Oscar	Wild Africa
Diamond Fever	Panther Magic	Wild Angels
Dinomight	Penguin Pays	Wild Bill
Dolphin Treasure	Penguin Pirate II	Wild Cougar
Dragon’s Eye	Pet Shop	Wild Peacock
Enchanted Forest	Phantom Pays	Wild Thing
Extra 2 Ball Keno	Power Pays	Winning Post
Fantasy Fortune	Prize Fight	Winning Streak
Gator Gold	QT Bird	Wizard Ways
Gnome Around The World	Queens of Cash	

Casino Control Act 1991 — section 60(1)

Casino Rules Notice No. 31 of 2000

Rules of the Game — Rapid Roulette

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

This notice operates with effect from 4.00am on 9 December 2000.

Dated 7 December 2000

BILL LAHEY

Director of Gaming and Betting

Director of Casino Surveillance

Schedule

Amendment of rule 7.4

In rule 15.5 in the column headed “Odds” for “12fi” substitute “12^{1/2}”.

¹ The Game of **Rapid Roulette** and its rules were approved by Casino Rules Notice No. 20 of 1999 published in the Victoria Government Gazette on 5 October 1999 (S147).

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