



Victoria Government Gazette

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SPECIAL

Local Government Act 1989

AMENDMENT TO THE CERTIFIED VOTERS' ROLL FOR THE HUME CITY COUNCIL

Order in Council

The Governor in Council under Section 43(1)(b) of the **Local Government Act 1989** directs that:

- a) This Order comes into operation on the day it is published in the Government Gazette; and
- b) On the day this Order comes into operation the certified voters' roll of the Maygar Ward of the Hume City Council shall be amended as described in the Schedules to this Order.

Dated 16 March 2000.

Responsible Minister:
BOB CAMERON MP
Minister for Local Government

HELEN DOYE
Clerk of the Executive Council

Schedule 1

The name and addresses provided in this schedule are to be deleted from the voters' roll for the Maygar Ward of the Hume City Council.

Postal Address

Property Address

Please note names and addresses have been removed for privacy considerations

Schedule 2

The name and addresses provided in this schedule are to be included on the voters' roll for the Maygar Ward of the Hume City Council.

Postal Address

Property Address

Please note names and addresses have been removed for privacy considerations

Subordinate Legislation Act 1994

REGULATORY IMPACT STATEMENT

Interactive Gaming (Player Protection) (Fees) Regulations 2000

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 Interactive Gaming (Player Protection) (Fees) Regulations 2000.

The objective to be achieved by the proposed Regulations is facilitation of the efficient allocation of resources by recovering the costs of administering the process of licensing interactive gaming providers.

The Regulations prescribe the fee to accompany an application for an interactive

gaming licence and the fee to accompany an application for endorsement of the licence with the name of another person (for example the legal personal representative of a deceased provider, or the official receiver, trustee or assignee of a licensed provider who becomes bankrupt).

The reason for the proposed Regulations is that the **Interactive Gaming (Player Protection) Act 1999** (the Act) provides that both an application for an interactive gaming licence, and an application for endorsement of a person's name on an existing licence, must be accompanied by the prescribed fee. It is therefore necessary to make Regulations to provide for fees for each type of application under the Act.

The proposed Regulations impose a fee of \$3320 as the fee which must accompany an application for an interactive gaming licence, and a fee of \$1200 as the fee which must accompany an application for endorsement of an existing interactive gaming licence.

An RIS has been prepared in respect of the Regulations. The RIS has been prepared to examine the proposed Regulations and consider and evaluate alternatives and it concludes that the objectives could best be achieved by making the Regulations.

It is noted in the RIS that alternatives to making the Regulations are limited by the requirements of the Act. The intention of Parliament as embodied in the Act and expressed during debate was to establish a regulated interactive gaming industry and to protect players participating in interactive gaming. The imposition of a licensing regime for venue operators supports this intention.

However an alternative method of assessment of the appropriate fee was considered in the RIS, namely to categorise applications by the level of resources required to assess the application required, and to levy different fees for each category of application.

This alternative was rejected because it is not possible to identify at the application stage which applications may present issues that require more detailed investigation or legal advice and because the benefits derived from an expanding base of legal and industry knowledge accrue to all participants in the interactive gaming industry, not just those entities which are the direct subject of inspections or legal questions.

The RIS clearly demonstrates that the proposed Regulations are the most effective means of meeting the objective.

Copies of the RIS may be obtained by contacting the Victorian Casino and Gaming Authority on 9651 3333 between 9 am and 5 pm on weekdays or collected from Level 5, 35 Spring Street, Melbourne 3000.

Public comments or submissions are invited on the proposed Regulations and RIS. All comments and submissions must be in writing and must be received at the above address by no later than 5 pm on Monday 17 April 2000.

All submissions will be treated as public documents.

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Casino Control Act 1991 — section 60(1)**CASINO RULES NOTICE NO. 3 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 27 March 2000.

Dated: 17 March 2000

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Schedule**1. Insertion of new rules for game variants “Magnificent Sevens” and “Pontoon Pandemonium”**

After rule 24, **insert:**

“25 Magnificent Sevens

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

25.2 Equipment

25.2.1 The table cloth will be marked in a manner similar to that shown in Diagram A, B or C with:

25.2.1.1 areas for wagers, the number of betting areas being nine or less,

25.2.1.2 areas for “Magnificent Sevens” wagers, the number of betting areas being nine or less, and

25.2.1.3 inscriptions to the effect that:

25.2.1.3.1 Blackjack pays 3 to 2.

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

25.2.1.3.3 Insurance pays 2 to 1

25.2.1.3.4 “Magnificent Sevens”

25.2.2 the name and or logo of the casino imprinted thereon.

25.3 Additional Definitions

25.3.1 “Magnificent Sevens wager” means a wager that may be made in addition to a players original Blackjack wager in the space provided for Magnificent Sevens wagers.

25.3.2 “Magnificent Sevens Tournament” means a tournament where eligible players are those who have played Magnificent Sevens and been dealt three sevens of the same suit while having a valid Magnificent Sevens wager.

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-

- 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. 23 of 1999 published on 22 October 1999 (S156);
- Casino Rules Notice No. 24 of 1999 published on 4 November 1999 (S161).

25.4 Wagers

- 25.4.1 Prior to the first card being dealt for each round of play players will be given the opportunity to place a “Magnificent Sevens” wager by placing a chip in the appropriate area of the layout.
- 25.4.2 A player may only place a “Magnificent Sevens” wager if they have already placed a Blackjack wager.
- 25.4.3 A player may wager on more than one Blackjack playing area and will be entitled to place a “Magnificent Sevens” wager for each Blackjack wager.
- 25.4.4 The cost of a “Magnificent Sevens” wager will be displayed on a sign at the table.
- 25.4.5 A “Magnificent Sevens” wager will win if —
- 25.4.5.1 The first, second and third cards dealt to a playing area with a “Magnificent Sevens” wager are all sevens.
- 25.4.5.2 The first and second cards dealt to a playing area with a “Magnificent Sevens” wager are both sevens but the wager has not won according to rule 25.4.5.1.
- 25.4.6 A “Magnificent Sevens” wager will lose if —
- 25.4.6.1 The first card dealt to the player placing the wager is not a seven.
- 25.4.6.2 The first card dealt to the player placing the wager is a seven but the second card dealt to the player is not a seven.

25.5 “Magnificent Sevens” Payout Odds

Table 1

Qualifying Hands	Payout Odds
Three Sevens same suit	7770 to 1*
Three Sevens mixed suits	500 to 1
Two sevens same suit	150 to 1
Two sevens mixed suit	50 to 1
* In addition to payout odds players receive a free entry to a subsequent “Magnificent Sevens” Tournament.	

25.6 Splitting

- 25.6.1 If the first two cards dealt to a player with a “Magnificent Sevens” wager are sevens and that player splits to form two separate hands, the “Magnificent Sevens” result is determined by these two cards and the next card dealt to the player.
- 25.6.1.1 The hand is settled according to the payout odds stated in Table 1 immediately there is a result. The hand is then completed according to the Blackjack rules.

25.7 “Magnificent Sevens” Tournament

- 25.7.1 The approved tournament rules of Blackjack will apply, except where the rules are inconsistent with the rules of the “Magnificent Sevens” tournament rules, in which case the rules of the “Magnificent Sevens” tournament will prevail.
- 25.7.2 The game to be played in a “Magnificent Sevens” tournament will be “Magnificent Sevens” as described in rule 25.

- 25.7.3 Each 196 eligible entrants as described in Table 1 will constitute two tournament heats.
- 25.7.4 Tournament heats and the tournament final will be conducted approximately every 100 days or at a later time if insufficient entries exist at that time.
- 25.7.5 By a process of elimination, tournament heats will be reduced to tournament heat winners who will participate in the “Magnificent Sevens” tournament final.
- 25.7.5.1 At the commencement of each tournament heat or final each player will be allocated an amount of tournament chips to the value of \$770.00.
- 25.7.5.2 The winner on each table/s will be the entrant with the highest chip count at the end of the specified number of shoes.
- 25.7.5.3 Two heats of 14 tables consisting of seven players each playing three shoes will determine one winner from each table.
- 25.7.5.4 Four tables of seven players will then play the semi-final to determine which players will advance to the final.
- 25.7.5.5 In addition to the four table winners the final will also include the three second placegetters with the highest chip counts.
- 25.7.5.6 In the event of a tie for any of the heats, the winner will be determined by dealing additional hands until the tie is broken. Only those players who are tied will continue the contest and they shall continue wagering with their existing bank of chips. If the players' bank of chips is under the table minimum each of the players will be allocated the same amount of tournament chips to play the additional hands.
- 25.7.5.7 In the event of a tie in the final, the first placegetter will be determined by a “play-off” over one shoe. Only those players who are tied will continue the contest and they shall continue wagering with their existing bank of chips. If the players' bank of chips is under the table minimum each of the players will be allocated the same amount of tournament chips to play the additional shoe. Should the tie remain unbroken at the end of the shoe, rule 25.7.5.6 will be applied.
- 25.7.5.8 If a tie results for second, third place etc. procedure 25.7.5.6 will be applied.
- 25.7.6 The total prize pool for the “Magnificent Sevens” tournament will be allocated as described in Table 2.

Table 2

Tournament Place	Prize
1st Place	\$1,000,000 and Trophy.
2nd Place	\$200,000
3rd Place	\$100,000
4th Place	\$60,000
5th Place	\$40,000
6th Place	\$40,000
7th Place	\$40,000

25.8 Substitution

- 25.8.1 Where a player is eligible to receive multiple entries into a “Magnificent Sevens” tournament heat as described in Table 1, that player may nominate a substitute/s.
- 25.8.2 Details of such substitution/s will be stated in the “Magnificent Sevens” tournament terms and conditions.

25.9 Additional Tournament Rules

- 25.9.1 If a player does not take his or her allocated seat at the specified time or leaves the table during the course of play:
 - 25.9.1.1 the Dealer will, after gaining consent from the Tournament Director or his/her delegate, deduct an amount of the table minimum from the chips allocated to that player.
 - 25.9.1.2 a similar deduction will be made for the first five hands.
 - 25.9.1.3 if the player has not taken his or her place at the commencement of the sixth hand the Dealer shall declare his or her position cancelled and his or her right to remain in the competition will be forfeited.
 - 25.9.1.4 if a player who has been absent from the table rejoins the game prior to that described in 25.9.1.3, the Dealer will advise him or her of the deductions that were made during his or her absence.
- 25.9.2 The player’s bank of chips will be recorded at the end of each shoe.
- 25.9.3 At the end of the last shoe, the player’s bank of chips will be counted by the Dealer and Game Supervisor, then recorded.
 - 25.9.3.1 The table winner will be determined. The player’s bank of chips will be agreed upon and signed by the Game Supervisor, the player and the Tournament Director or nominated delegate.
 - 25.9.3.2 In cases where tournament chips have a cash value, the chips shall be redeemable for cash chips at the value at which they were issued at the conclusion of a heat, final or when leaving the table.
- 25.9.4 A player’s chips will be kept visible at all times in readable stacks. Any attempt to hide chips may at the discretion of the Tournament Director or his or her nominated delegate result in disqualification and the right to further participation in the tournament forfeited.
- 25.9.5 Any attempt by a player to calculate another player’s bank of chips on the tables by the use of a device such as pen, paper or calculator will result in that player being disqualified.
- 25.9.6 In event of a dispute that is not covered specifically by these rules the decision of the Tournament Director shall be final.

26. Pontoon Pandemonium

- 26.1 Where the version of Crown Pontoon in play is “Pontoon Pandemonium” the approved rules of Crown Pontoon shall apply, except where the rules are inconsistent with the rules of “Pontoon Pandemonium”, in which case the rules of “Pontoon Pandemonium” shall prevail.

26.2 Equipment

- 26.2.1 The table cloth shall be marked in a manner similar to that shown in Diagram K with:
 - 26.2.1.1 areas for wagers, the number of betting areas being seven,

- 26.2.1.2 areas for “Pontoon Pandemonium” wagers, the number of betting areas being seven, and
 - 26.2.1.3 inscriptions to the effect that:
 - 26.2.1.3.1 Pontoon pays 3 to 2.
 - 26.2.1.3.2 The Dealer must stand on hard 17 and must draw to 16 and soft 17.
 - 26.2.1.3.3 Insurance pays 2 to 1.
 - 26.2.1.3.4 “Pontoon Pandemonium”.
 - 26.2.2 the name and or logo of the casino imprinted thereon.
 - 26.2.3 a jackpot button.
 - 26.2.4 an electronic meter which displays bonus prizes.
- 26.3 Additional Definitions
- 26.3.1 In these rules the following meanings apply:
 - 26.3.1.1 “Pontoon Pandemonium wager” is a wager that may be made in addition to a players original wager in the corresponding space provided for “Pontoon Pandemonium” wagers. Once placed this wager entitles the player to a bonus prize when dealt Pontoon.
 - 26.3.1.2 “Jackpot Button” is a device offered to each winning “Pontoon Pandemonium” playing area which, when activated randomly selects a bonus prize payable to each player in the playing area with a “Pontoon Pandemonium” wager.
 - 26.3.1.3 “Pontoon Pandemonium Bonus Meter” is an electronic meter display used to display bonus prizes.
- 26.4 Wagers
- 26.4.1 Prior to the first card being dealt for each round of play players shall be given the opportunity to place a “Pontoon Pandemonium” wager by placing a chip on the appropriate area of the table layout.
 - 26.4.2 A player may only place a “Pontoon Pandemonium” wager if they have already placed a Crown Pontoon wager.
 - 26.4.3 A player may wager on more than one Crown Pontoon playing area and shall be entitled to place a “Pontoon Pandemonium” wager for each Crown Pontoon wager.
 - 26.4.4 The cost of a “Pontoon Pandemonium” wager shall be displayed on a sign at the table.
 - 26.4.5 A “Pontoon Pandemonium” wager shall win if the player(s) hand is Pontoon as defined in rule 22.2.1.1.
 - 26.4.6 A “Pontoon Pandemonium” wager shall lose if the player(s) hand is not Pontoon as defined in rule 22.2.1.1.
 - 26.4.7 Where a dealer and a player both achieve Pontoon “Pontoon Pandemonium” wagers shall be paid.
- 26.5 “Pontoon Pandemonium” Payments
- 26.5.1 The Bonus Prize for a winning “Pontoon Pandemonium” wager is determined by the random selection by the Jackpot Button of one prize outcome from among the prize possibilities shown in Table 1.

Table 1 — Prize Possibilities

Number of possible prizes	Prize for each \$1 wagered on "Pontoon Pandemonium"
1	\$250,000
30	\$7,500
300	\$750
750	\$250
1,500	\$50
7,050	\$25
17,370	\$20
23,250	\$15
29,250	\$10
33,000	\$5

26.5.2 When more than one player wagers on a Crown Pontoon playing area, the player who controls the playing area according to rule 5.6 shall have the right to press the jackpot button.

26.5.2.1 If that player declines the jackpot button, they may nominate another player with a valid "Pontoon Pandemonium" wager in the same Crown Pontoon playing area.

26.5.2.2 If no decision can be reached the dealer shall activate the button.

26.5.3 Once the prize has been established by activating the jackpot button all persons playing in that Crown Pontoon playing area who have a "Pontoon Pandemonium" wager shall receive the prize individually.

26.6 Electronic Failure

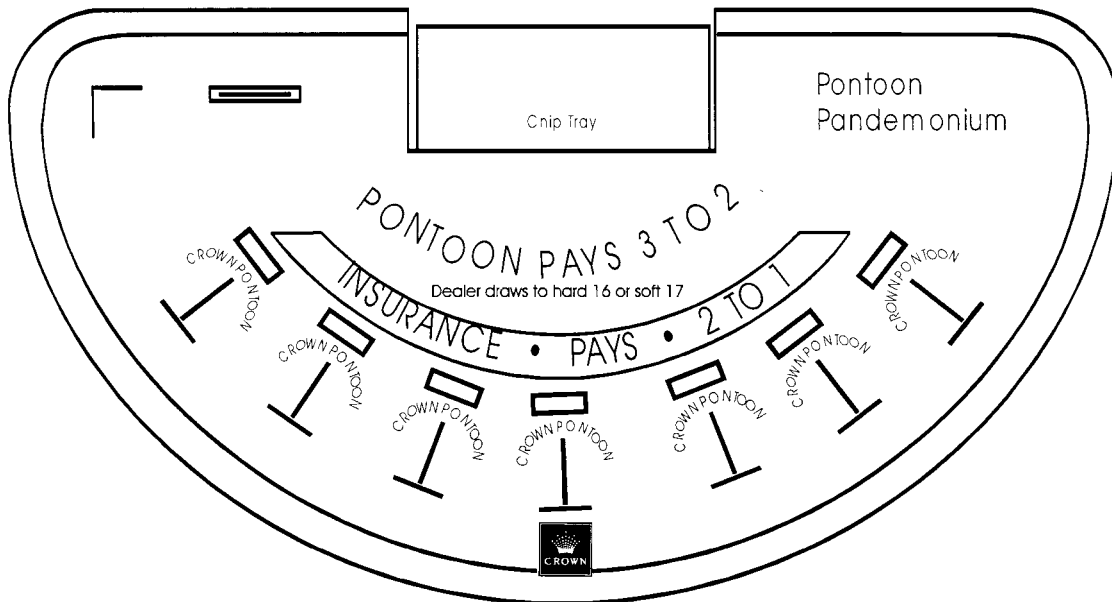
26.6.1 In the event of electronic failure, the "Pontoon Pandemonium" wager will not be offered to patrons and a regular Crown Pontoon game will be conducted.

26.6.2 Where an electronic failure occurs during a round of play any winning "Pontoon Pandemonium" wagers shall be settled with a payout that is equivalent to the minimum wager for the Crown Pontoon playing area."

2. Insertion of new diagram for "Pontoon Pandemonium"

After Diagram J, insert:

"Diagram K



”

Drugs, Poisons and Controlled Substances Act 1981

SECTIONS 12G AND 12K

Notice Regarding the Amendment, Commencement and Availability of the Poisons Code

I, John Thwaites, Minister for Health, give notice that the Poisons Code, prepared under sections 12 and 12E of the **Drugs, Poisons and Controlled Substances Act 1981**, will be amended by incorporating by reference amendments to the Commonwealth standard as prescribed by the Drugs, Poisons and Controlled Substances (Commonwealth Standard) Regulations 1995.

The Poisons Code is a document that enables certain parts of the Commonwealth standard, particularly those parts relating to the uniform scheduling, labelling and advertising of drugs and poisons, to be incorporated by reference and then applied as law in Victoria.

The Poisons Code will be amended to the extent that earlier incorporated by reference material, being the Standard for the uniform scheduling of drugs and poisons (SUSDP) No. 14, as amended by SUSDP No. 14 Amendment No. 1, will be amended, varied, remade or superseded to the extent necessary by the incorporation by reference of SUSDP No. 14 Amendment No. 2.

The date fixed for the amending, varying, remaking or superseding material to take effect is 17 March 2000.

The Poisons Code may be inspected free of charge during normal business hours at the offices of the Department of Human Services situated at:- Level 16, 120 Spencer Street, Melbourne 3000. Contact – Duty Pharmacist, Drugs and Poisons Unit, Ph. 9637 4066; and Level 14, 555 Collins Street, Melbourne 3000. Contact – Legislation Officer, Ph. 9616 7167.

A copy of the Code may also be obtained from the above offices. A copy of the Standard for the uniform scheduling of drugs and poisons,

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including amendments, may be obtained from the Australian Government Bookshop situated at 190 Queen Street, Melbourne 3000 Phone 132447.

HON JOHN THWAITES MP
Minister for Health

Gazette Services

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