



# Victoria Government Gazette

No. S 80 Wednesday 7 June 2000  
By Authority. Victorian Government Printer

**SPECIAL**

## Casino Control Act 1991 — section 60(1) CASINO RULES NOTICE NO. 11 OF 2000

### Rules of the Game — Baccarat

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

This notice operates with effect from 4.00am on 8 June 2000.

Dated 7 June 2000

BILL LAHEY  
Director of Gaming and Betting  
Director of Casino Surveillance

#### Schedule

### 1. Game definitions using commission model

**Substitute** rules 11.1.11 and 11.1.12 —

- ‘1.1.11 “Traditional Baccarat” is a form of Baccarat played where the winning “Banker” hands are paid at odds of 1 to 1 less 5% commission and winning “Player” hands are paid at odds of 1 to 1.
- 1.1.12 “Crown Baccarat” is a form of Baccarat played where winning “Banker” hands are paid at odds of 1 to 1 with the exception of the “Banker” winning with a point score of 6, where winning wagers are paid at odds of 1 to 1 less 50% commission (ie \$100 pays \$50). Winning “Player” hands are paid at odds of 1 to 1.’

### 2. Handling of cards

(1) **Insert**, after rule 7.1.4 —

‘7.1.5 A player who accepts the cards may authorise another person seated at the table (whether or not that person has placed a wager) or the Dealer to open one or more of the cards.’

(2) **Substitute** rule 7.2.1 —

‘7.2.1 If the person with the highest wager on a hand refuses to accept the cards for that hand, the Dealer shall offer those cards to the next highest wagerer on that hand.’

(3) **Substitute**, for rule 7.2.6 —

‘7.2.6 Only one set of cards, either the player’s hand or the banker’s hand, shall be handled by a player at any one time.

7.2.7 A player who accepts the cards may authorise another person seated at the table (whether or not that person has placed a wager) or the Dealer to open one or more of the cards.’

### 3. Passing the shoe

**Insert**, after rule 7.3 —

‘7.4 The shoe may be offered to the seated players starting with the player in the lowest numbered seat with a wager on “banker” or “player”.’

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 of 1999, published on 4 November 1999 (S156);
- Casino Rules Notice No. 30 of 1999, published on 16 December 1999 (S183);
- Casino Rules Notice No. 1 of 2000, published on 28 February 2000 (S23);
- Casino Rules Notice No. 8 of 2000, published on 20 April 2000 (S51).

- 7.4.1 Should all players decline the shoe then the game shall be dealt in accordance with Rules 7.1, 7.2 or 7.3.
- 7.4.2 The first player to accept the shoe may act as the “banker” or “player” for the purpose only of dealing the cards and receiving and playing the appropriate hand.
- 7.4.3 The dealer shall ensure that a marker denoting “banker” or “player” is placed beside the shoe to denote those cards that are to be retained by the player controlling the shoe.
- 7.4.4 A player who accepts the shoe must only draw and handle the cards at the direction of the dealer calling the game.
- 7.4.5 The player holding the shoe will slide the first card of the player’s hand face down in front of them and then slide the first card of the banker’s hand face down under the lip of the shoe. The next card to the player will be slid face down and placed next to the first card dealt to the player and the second card to the banker shall be slid face down under the lip of the shoe with the first bankers card.
- 7.4.6 The cards belonging to the player holding the shoe will be retained by that player and remain in clear view of the dealer and game supervisor. The remaining hand shall be passed face down to the dealer who in turn will pass them to the player with the appropriate marker placed next to their wager.
- 7.4.7 When the cards have been turned over by the players the initial banker and player hands will be placed vertically in front of the dealer calling the game in the appropriate area of the layout.
- 7.4.7.1 Any further cards drawn to either hand will be dealt by the player holding the shoe.
- 7.4.7.2 The player holding the shoe shall either retain the card belonging to them and once exposed pass the card to the dealer or shall pass the card face down to the dealer.
- 7.4.7.3 The Dealer shall expose the card or pass it to the relevant player to be exposed.
- 7.4.7.4 Once the card is exposed the dealer will then place the card/s next to the original cards in a horizontal position.
- 7.4.8 Only one set of cards ie. The banker hand or the player hand may be handled by a player at one time.
- 7.4.9 A player accepting the shoe may retain control of the shoe until either the player elects to relinquish control or the player’s wager loses or the player is directed to relinquish control of the shoe by the Pit Boss or above.’

#### 4. Commission

**Substitute**, for rules 11.1 and 11.2 —

##### ‘11 Settlement

- 11.1 Settlement of wagers remaining on the table after the completion of a coup shall be as follows —
- 11.1.1 A winning wager made on the player’s hand shall be paid at odds of 1 to 1 if the point count on that hand is higher than that of the banker’s hand.
- 11.1.2 A winning wager made on the banker’s hand shall be paid at odds of 1 to 1 less 5% commission if the point count on that hand is higher than that of the player’s hand.

- 11.1.2.1 Where the version of Baccarat being played is Crown Baccarat, a winning wager made on the banker's hand shall be paid at odds of 1 to 1 except where the banker wins with a point score of 6, where winning wagers are paid at odds of 1 to 1 less 50% commission. (ie \$100 pays \$50).
  - 11.1.3 Wagers on a tie shall be paid at odds of 8 to 1 if the point count of the player's hand and the banker's hand is equal.
  - 11.1.4 The commission shall be collected from a player at the time the winning payout is made, but for seated players only, it may be deferred to a later time.
    - 11.1.4.1 Deferred commission must be settled at the completion of each shoe unless a player requests an earlier settlement. When a player wishes to cease wagering before the end of a shoe any deferred commission must be settled before the player leaves the game.
    - 11.1.4.2 All outstanding commission shall be collected prior to the commencement of the next shoe and in no event shall the collection of any commission be deferred beyond such point.
    - 11.1.4.3 The amount of commission not collected prior to the time of the winning payout shall be evidenced by placing a marker button indicating the amount of the commission owed in the space provided in front of the dealer on the layout imprinted with the number of the player owing such commission.?
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**Casino Control Act 1991 — section 60(1)****CASINO RULES NOTICE NO. 12 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. 5 of 2000 published in the Victoria Government Gazette on 13 April 2000 (S46); and
- (b) **approves** the games set out in Schedule 1.

This notice operates with effect from 4.00am on 8 June 2000.

Dated 7 June 2000

BILL LAHEY  
 Director of Gaming and Betting  
 Director of Casino Surveillance

## Schedule 1

## Aristocrat

6, 7, 8, Spot Progressive Keno	Gold Bullion	Queens of Cash
Adonis	Golden Canaries	Queen of the Nile
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
Bring Home The Bacon	KG Bird	Super Bucks III
Butterfly Delight	King Galah	Super Hero
Cash Chameleon	Kooka Bucks	Super Triple Sevens
Cash Crop	Loco Loot	Sweethearts II
Cash Splash	Lone Star	Thor
Chariot Challenge	Looney Sevens	Three Bags Full
Chicken	Lucky Clover	Thunder Heart
Coral Riches	Lucky Strike	Toucan Tango
Cuckoo	Mine Mine Mine	Unicorn Dreaming
Desert Bloom	Money Mouse	White Tiger
Diamonds & Hearts	Mystic Garden	Wicked Winnings
Diamond Fever	Oscar	Wild Africa
Dinomight	Panther Magic	Wild Angels
Dolphin Treasure	Penguin Pays	Wild Bill
Dragon's Eye	Penguin Pirate II	Wild Cougar
Enchanted Forest	Pet Shop	Wild Peacock
Extra 2 Ball Keno	Phantom Pays	Winning Post
Fantasy Fortune	Power Pays	Winning Streak
Gator Gold	Prize Fight	Wizard Ways
Gnome Around The World	QT Bird	

**Gaming Machine Control Act 1991 — section 78**

## AMENDMENT OF RULES (NO. 1 OF 2000)

The Victorian Casino and Gaming Authority amends the Victorian Casino and Gaming Authority Rules 1997 by **substituting**, for rule 3 —

**“Gaming periods**

3. (1) A venue operator may offer gaming to a person only —
- (a) during the period or periods when a licence granted under the **Liquor Control Reform Act 1998** in respect of the premises authorises the consumption on those premises of liquor supplied on those premises; or
  - (b) in the case of premises licensed under Part I of the **Racing Act 1958**, during a race meeting —
- but not during any break from gaming that the venue operator takes in order to comply with a condition of a premises approval or a venue operator’s licence or section 167 of the Act. \*
- (2) A venue operator must, during any period in which the venue operator offers gaming to a person, afford members of the public aged 18 and over unfettered access to the gaming areas of the venue, provided that —
- (a) the venue operator may impose and enforce a code of dress that is reasonable in the circumstances;
  - (b) the venue operator may exclude from the venue a person whose behaviour would be unacceptable in a public place;
  - (c) the venue operator may exclude from the venue a person who has sought to be excluded from gaming venues under a voluntary self-exclusion scheme.”.

Dated 7 June 2000

BILL LAHEY  
Director of Gaming and Betting  
Director of Casino Surveillance

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**\* Explanatory Note**

Compliance with the Act requires a continuous 4 hour break from gaming after every 20 hours of gaming and that there must not be more than 20 hours of continuous gaming each day unless:

- (i) expressly approved by the Authority and indicated in the Notice of Approved Venue; or
  - (ii) an application in accordance with the transitional provisions under section 167 of the Act is lodged with the Authority by 6 June 2000 until such an application is determined.
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The *Victorian Government Gazette* (VGG) is published by The Craftsman Press Pty. Ltd. for the State of Victoria and is produced in three editions.

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VGG is available by three subscription services:

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 General and Special — \$170.00 each year  
 General, Special and Periodical — \$227.00 each year  
 Periodical — \$113.00 each year.

Subscriptions are payable in advance and accepted for a period of one year. All subscriptions are on a firm basis and refunds will not be given.

All payments should be made payable to  
 The Craftsman Press Pty. Ltd.

**Subscription enquiries:**

The Craftsman Press Pty. Ltd.  
 125 Highbury Road, Burwood Vic 3125  
 Telephone: (03) 9926 1233  
 Fax (03) 9926 1292

The Victoria Government Gazette is published by  
 The Craftsman Press Pty. Ltd. with the authority of the  
 Government Printer for the State of Victoria

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ISSN 0819-5471

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Address all inquiries to the Government Printer for the  
 State of Victoria

Government Information and Communications Branch

Department of Premier and Cabinet

Level 3, 356 Collins Street

Melbourne 3000

Victoria Australia

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The Craftsman Press Pty. Ltd.

125 Highbury Road, Burwood

Victoria, Australia 3125

Telephone enquiries: (03) 9926 1233

Facsimile (03) 9926 1292

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Information Victoria Bookshop

356 Collins Street Melbourne 3000.

Telephone enquiries 1300 366 356

City Graphics

Level 1, 520 Bourke Street

Melbourne 3000

Telephone enquiries (03) 9600 0977

**Price Code A**