



Victoria Government Gazette

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SPECIAL

Casino Control Act 1991 — section 60(1)

CASINO RULES NOTICE NO.2 OF 2002

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 7 March 2002.

Dated: 6 March 2002

BILL LAHEY

Director of Gaming and Betting
Director of Casino Surveillance

Schedule

1. New rule 28

After rule 27.2.1, **insert—**

28 Perfect Pairs

28.1 Where the version of Blackjack or Crown Blackjack in play incorporates “Perfect Pairs” the approved rules of Blackjack or Crown Blackjack shall apply, except where the rules are inconsistent with the rules of “Perfect Pairs”, in which case the rules of “Perfect Pairs” shall prevail.

28.2 Equipment

28.2.1 The table cloth shall be marked in a manner similar to that shown in Diagram J with:

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

28.2.1.2 areas for “Perfect Pairs” wagers, the number of betting areas being nine or less, and

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);
- Casino Rules Notice No. 26 of 2000 published on 7 December 2000 (S184);
- Casino Rules Notice No. 27 of 2000 published on 7 December 2000 (S184);
- Casino Rules Notice No. 28 of 2000 published on 7 December 2000 (S184);
- Casino Rules Notice No. 1 of 2001 published on 1 February 2001 (S9);
- Casino Rules Notice No. 21 of 2001 published on 18 October 2001 (G42);
- Casino Rules Notice No 1 of 2002 published on 3 January 2002(G1);

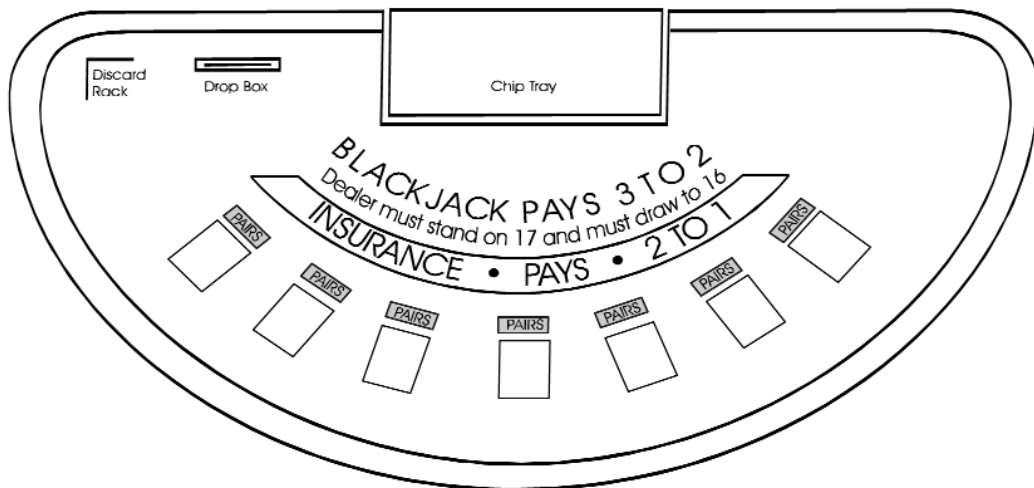
- 28.2.1.3 inscriptions to the effect that:
 - 28.2.1.3.1 Blackjack pays 3 to 2.
 - 28.2.1.3.2 Depending on whether Blackjack or Crown Blackjack is in play, the Dealer must stand on 17 and must draw to a total of 16; or the Dealer must stand on hard 17 and must draw to 16 and soft 17.
 - 28.2.1.3.3 Insurance pays 2 to 1.
 - 28.2.1.3.4 "Perfect Pairs".
- 28.2.2 the name and or logo of the casino imprinted thereon.
- 28.2.3 a table sign indicating the payout odds for winning Perfect Pairs wagers.
- 28.3 Additional Definitions
 - 28.3.1 In these rules the following meanings apply:
 - 28.3.1.1 "Coloured pair" means 2 red cards of different suits each with the same face value or 2 black cards of different suits each with the same face value.
 - 28.3.1.2 "Mixed pair" means 1 red card and 1 black card each with the same face value.
 - 28.3.1.3 "Perfect pair" means 2 cards of the same suit with the same face value.
- 28.4 Wagers
 - 28.4.1 Prior to the first card being dealt for each round of play, players shall be given the opportunity to place a "Perfect Pairs" wager by placing a chip/s on the appropriate area of the table layout.
 - 28.4.2 A player may place one "Perfect Pairs" wager for each valid Blackjack wager that he/she has placed.
 - 28.4.3 A player may wager on more than one Blackjack playing area and shall be entitled to place one "Perfect Pairs" wager for each valid Blackjack wager.
 - 28.4.4 The cost of a "Perfect Pairs" wager shall be displayed on a sign at the table.
 - 28.4.5 A "Perfect Pairs" wager shall win if the initial two cards dealt to a player(s) are a pair as described in 28.3.1.1, 28.3.1.2 or 28.3.1.3.
 - 28.4.6 A "Perfect Pairs" wager shall lose if the initial two cards dealt to a player(s) hand do not comprise a pair as described in 28.3.1.1, 28.3.1.2 or 28.3.1.3.
- 28.5 Settlement
 - 28.5.1 All Perfect Pairs wagers will be settled during the Interim Settlement prior to any winning Blackjack wagers being paid in accordance with rule 9.1.1
- 28.6 "Perfect Pairs" Payout Odds

Table 1					
Perfect Pairs Payout Table					
	4 Decks	5 Decks	6 Decks	7 Decks	8 Decks
Perfect Pair	25 to 1	25 to 1	25 to 1	25 to 1	25 to 1
Coloured Pair	15 to 1	14 to 1	13 to 1	12 to 1	12 to 1
Mixed Pair	6 to 1	6 to 1	6 to 1	6 to 1	6 to 1

2. New Diagram

After Diagram I, insert—

DIAGRAM J



Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 3 OF 2002

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. 17 of 2001 published in the Victoria Government Gazette on 23 August 2001 (S126); and
- (b) approves the games set out in the Schedule.

This notice operates with effect from 4.00am on 7 March 2002.

Dated: 6 March 2002

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	Reelin n’ Rockin
Autumn Moon	Golden Pyramid	Reel Power
Bear Essentials	Heart Throb	Return of the Samurai
Bird of Paradise	Inca Sun	Scatter Magic II
Black Panther	Indian Dreaming	Seal the Deal
Black Rhino	Jumping Beans	Snow Cat
Boot Scootin	Jungle Juice	Spring Carnival
Bring Home The Bacon	KG Bird	Stop the Clock
Butterfly Delight	King Galah	Sumo Spins
Cash Chameleon	Koala Mint	Super Bucks II
Cash Crop	Kooka Bucks	Super Bucks III
Cash Splash	Loco Loot	Super Hero
Chariot Challenge	Lone Star	Super Triple Sevens
Chicken	Looney Sevens	Sweethearts II
Coral Riches	Lucky Clover	Thor
Cuckoo	Lucky Strike	Three Bags Full
Desert Bloom	Mine Mine Mine	Thunder Heart
Diamond Dove	Money Mouse	Tiki Torch
Diamonds & Hearts	Money Tree	Toucan Tango
Diamond Fever	Mystic Garden	Unicorn Dreaming
Dinomight	Orchid Mist	Way to Go
Dolphin Treasure	Oscar	White Tiger
Double Dolphins	Panther Magic	Wicked Winnings
Dragon’s Eye	Penguin Pays	Wild Africa
Enchanted Forest	Penguin Pirate II	Wild Angels
Extra 2 Ball Keno	Pet Shop	Wild Bill
Fantasy Fortune	Phantom Pays	Wild Cougar
Follow the Stars	Pirates	Wild Peacock
Gator Gold	Power Pays	Wild Thing
Geisha	Prize Fight	Winning Post
Go For Green	QT Bird	Winning Streak
Gnome around the World	Queens of Cash	Wizard Ways

Casino Control Act 1991 — section 60(1)**CASINO RULES NOTICE NO. 4 OF 2002****Approval of Games—Electronic Gaming Machines — IGT**

By this notice, the Victorian Casino and Gaming Authority—

- (a) revokes the approval of “IGT” games by Casino Rules Notice No. 18 of 2001 published in the Victoria Government Gazette on 23 August 2001 (S126); and
- (b) approves the games set out in the Schedule.

This notice operates with effect from 4.00am on 7 March 2002.

Dated: 6 March 2002

BILL LAHEY

Director of Gaming and Betting

Director of Casino Surveillance

Schedule

IGT

10 Spot Keno	Eskimo Gold	Raining Riches
Aussie Dream	European Vacation	River of Riches
Barney's Bucks	Fast Money	Robin's Riches
Blockbuster	Flying High	Rock Lobster
Blue Angel	Free Wheeling	Seven Wonders
Blue Moon II	Galaxy	Shooting Star
Blue Moon III	Glamour Girl	Stampede
Boom Bucks 1	Gold Fever	Starburst
Boom Bucks 2	Gold Fountain	Swashbuckler
Boom Bucks 3	Gold Gold Gold	The Stallion
Boom Bucks 4	Gold Mist	Titans Gold
Boom Bucks 5	Hocus Pocus	Treasure Trove
Cashline	Home Sweet Home	Triple Diamonds
Cheeky Pete	Hurricane Harry	Triple Tigers
Cooee Koala	Jackpot Juggler	Up Periscope
Cosmic Critters	Joker Wild Poker	Viking Storm
Desert Dogs	Lightning Loot	Wealthy Wombats
Double Bucks	Lucky Lobster	Wheel of Fortune
Double Devil	Luna Loot	Wild Action
Double Jackpot	Major Money	Wild Hearts
Double Magic	Major Money in	Wild Magic
Double Mania	Antarctica	Woodstock
Double Progressive Poker	Major Money and the	
Double Strike	Outback Adventure	
Draw Poker	Money Storm	
Dream Stakes	Purrfection	
Emoh Ruo	Rainbow 7's	
Empress of the East	Rainbow Reef	

Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 5 OF 2002

Approval of Games—Electronic Gaming Machines—Konami

By this notice, the Victorian Casino and Gaming Authority—

- (a) revokes the approval of “Konami” games made by Casino Rules Notice No. 19 of 2001 published in the Victoria Government Gazette on 23 August 2001(S126); and
- (b) approves the games set out in the Schedule.

This notice operates with effect from 4.00am on 7 March 2002.

Dated: 6 March 2002

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Schedule

Konami

Africa	King Tut
Aloha Gold	Loaded Dice
Bumble Bee	Lost Treasure
Carnival of Cash	Masquerade
Cash Charmer	Maximus
Cash in Hand	Money in the Bank
Cash Reward	Prize Money
Champagne Stakes	Road Star
Circus Clowns	T-Rex
Executive Money	The Quest
Going Up	Thunderhawk
Horses for Courses	Viking Treasure
Ivory Tusks	Whales Tail

Casino Control Act 1991 — section 60(1)

CASINO RULES NOTICE NO. 6 OF 2002

Approval of Games—Electronic Gaming Machines—Stargames

By this notice, the Victorian Casino and Gaming Authority—

- (a) revokes the approval of “Stargames” games made by Casino Rules Notice No. 22 of 2001 published in the Victoria Government Gazette on 22 November 2001(G47); and
- (b) approves the games set out in the Schedule.

This notice operates with effect from 4.00am on 7 March 2002.

Dated: 6 March 2002

BILL LAHEY

Director of Gaming and Betting

Director of Casino Surveillance

Schedule

Stargames

Atlantis Riches

Golden Lamp

Instant Winner

Jackpot Party

Monopoly, Once Around

Sea Dog

Watch Dog

Winning Bid

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