



# Victoria Government Gazette

No. S 85 Friday 24 May 2002  
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**SPECIAL**

**Casino Control Act 1991—section 60(1)**  
CASINO RULES NOTICE NO. 14 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”<sup>1</sup> as set out in the Schedule.

This notice operates with effect from 4.00am on 25 May 2002.

Dated 24 May 2002

**BILL LAHEY**

Director of Gaming and Betting  
Director of Casino Surveillance

## Schedule

### Amendment

In rule 26.5 “Pontoon Pandemonium” Payments, after 26.5.3.4, **insert—**

“26.5.3.5 Table 5 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on “Pontoon Pandemonium”</i>
1	\$10,000
50	\$1,000
75	\$500
400	\$100
3,900	\$50
8,400	\$20
23,000	\$10

”

<sup>1</sup> 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);.
  - Casino Rules Notice No 2 of 2002 published on 7 March 2002 (S42).
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**Casino Control Act 1991—section 60(1)**  
**CASINO RULES NOTICE NO. 15 OF 2002**  
**Rules of the Game—Craps**

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of the game “Craps”<sup>1</sup> as set out in the Schedule.

This notice operates with effect from 4.00am on 25 May 2002.

Dated 24 May 2002

BILL LAHEY  
Director of Gaming and Betting  
Director of Casino Surveillance

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**Schedule**

**Amendment to rules for Craps**

For rule 9.3, **substitute** —

- “9.3 A single dealer shall be positioned behind the float and shall control the dice. This dealer shall be responsible for all payouts and the operation of the game.
- 9.3.1 The dealer will use either a stick, designated for the purpose or his/her upturned palm to retrieve and/or pass the dice to the shooter.
- 9.3.2 A boxperson may, at a Casino Supervisor’s discretion, assume the stickperson’s responsibilities thus making Mini Craps a two-person game. The boxperson shall be positioned opposite the dealer when acting as the stickperson.”
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<sup>1</sup> The game of Craps 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-

- Casino Rules Notice 22 of 1999 published on 22 October 1999 (S156).
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**Casino Control Act 1991—section 60(1)**  
**CASINO RULES NOTICE NO. 16 OF 2002**  
**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”<sup>1</sup> as set out in the Schedule.

This notice operates with effect from 4.00am on 25 May 2002.

Dated 24 May 2002

**BILL LAHEY**  
Director of Gaming and Betting  
Director of Casino Surveillance

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**Schedule**

**Amendment of Rules**

1. In rule 1.1 at the definition of “game hardware” **substitute**—  
“**game hardware**” means all the computer equipment needed for the conduct of the game, including one or more ATSS, an SCG, and routing, networking and communications devices and cabling;”.
2. After rule 8.9 **insert** —  
“8.10 If during a round of play an error occurs that is not disclosed until after the commencement of a subsequent round of play, that error will not have any effect on the outcome of subsequent rounds of play.”.

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<sup>1</sup> The Game of Rapid Roulette and its rules were approved by notice published in the Victoria Government Gazette on 5 October 1999 (S147). The rules have subsequently been amended by-

- Casino Rules Notice No. 9 of 2000, published on 19 May 2000 (S68);
  - Casino Rules Notice No. 24 of 2000, published on 21 November 2000 (S172);
  - Casino Rules Notice No. 31 of 2000, published on 7 December 2000 (S184);
  - Casino Rules Notice No. 33 of 2000, published on 19 December 2000 (S193).
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**Casino Control Act 1991—section 60(1)**  
**CASINO RULES NOTICE NO 17 OF 2002**

**Rules of the Game—Electronic Gaming Machines**

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of “Rules of the Games – Electronic Gaming Machines”<sup>1</sup> as set out in the Schedule.

This notice operates with effect from 4.00am on 25 May 2002.

Dated 24 May 2002

BILL LAHEY  
Director of Gaming and Betting  
Director of Casino Surveillance

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**Schedule**

**Amendment of rules**

1. For rule 36.1.7, **substitute**—  
“36.1.7 **“tournament director”** means the General Manager Gaming Machine Operations or designee, who shall be responsible for the conduct of a tournament in accordance with the prescribed conditions of play.”.
2. For rule 36.3.10, **substitute**—  
“36.3.10 Any credits and/or coins remaining at the completion of a session will be either played off, cashed out and retained by the player or remain the property of Crown as stated in the conditions of play.”.
3. For rule 36.4.2, **substitute**—  
“36.4.2 A player may wager up to the gaming machine maximum available bet.”.
4. For rule 36.5.2, **substitute**—  
“36.5.2 In the event that at the completion of a session, all players have neither credits nor coin remaining, the winner and subsequent placegetters will be determined by the order in which they complete their credits ie, the winner will be the player who completes their credits last and subsequent placegetters will be awarded accordingly.”.

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1 The Rules of the Game - Electronic Gaming Machines 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 19 February 1998 (published in Victoria Government Gazette G7);
  - Casino Rules Notice No. 1 of 1999 published on 18 March 1999 (S39);
  - Casino Rules Notice No. 5 of 1999 published on 14 July 1999 (S108).
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