

Victoria Government Gazette

No. S 510 Monday 9 December 2019 By Authority of Victorian Government Printer

Casino Control Act 1991

Sections 62AB(4), 62AC(2) and 81AAB(2)

Gambling Regulation Act 2003

Sections 3.2.3(1)(g) and 3.2.3(1)(h)

VICTORIAN COMMISSION FOR GAMBLING AND LIQUOR REGULATION

Notice of Specified Areas in the Melbourne Casino

By this notice, the Victorian Commission for Gambling and Liquor Regulation –

- 1. Revokes all areas previously specified by notices published in the Government Gazette under sections 62AB(4), 62AC(2) and 81AAB(2) of the Casino Control Act 1991; and
- 2. Subject to the following conditions, specifies the areas shown in the attached Schedule for the purposes of sections 62AB(4), 62AC(2) and 81AAB(2) of the Casino Control Act 1991, and sections 3.2.3(1)(g) and 3.2.3(1)(h) of the Gambling Regulation Act 2003.

Conditions:

The conditions of this notice are that:

- (i) the total of -
 - (A) the total number of gaming machines which are operating at any time in a mode where spin rate, bet limit, autoplay and note acceptors are unrestricted (unrestricted mode) in all areas specified by notice under section 62AB(4) or 62AC(2) of the Casino Control Act 1991; plus
 - (B) the total number of gaming machines from which winnings or accumulated credits in excess of \$2,000 may be paid out in cash in all areas specified by notice under section 81AAB(2) of the **Casino Control Act 1991**; minus
 - (C) the total number of gaming machines which are both operating in unrestricted mode and from which winnings or accumulated credits in excess of \$2,000 may be paid out in cash as referred to in sub paragraph (B),

must not exceed 1,000.

- (ii) a gaming machine located in an area specified by a notice under sections 62AB(4), 62AC(2) and 81AAB(2) of the **Casino Control Act 1991** and referred to in section 3.2.3(1)(g) of the Act may only operate in unrestricted mode if:
 - (A) the pre-commitment system is communicating with the gaming machine and in order to access that unrestricted mode a person is required to use their player card, and has set a time limit and a net loss limit on their playing of gaming machines on that player card and has not exceeded either their time limit or net loss limit; or
 - (B) the pre-commitment system is unable to communicate with the gaming machine due to a failure, act or omission of a person other than the Melbourne Casino Operator (as defined in Casino (Management Agreement) Act 1993), in which case the gaming machine can only be played in unrestricted mode by means of a player card and by a person who had, before the pre-commitment system stopped communicating with the gaming machine, set a time limit and a net loss limit on their playing of gaming machines on that player card and who has not exceeded either their limit or the net loss limit and only:
 - (I) for the following time periods
 - a. during the 5 hours immediately following the pre-commitment system ceasing to communicate with the gaming machine where those hours are between 2 pm and 9 am; or

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b. during the 3 hours immediately following the pre-commitment system ceasing to communicate with the gaming machine where those hours are between 9 am and 2 pm; and

being a maximum total number of 5 hours in the 24-hour period immediately after the pre-commitment system stopped communicating with the gaming machine; or

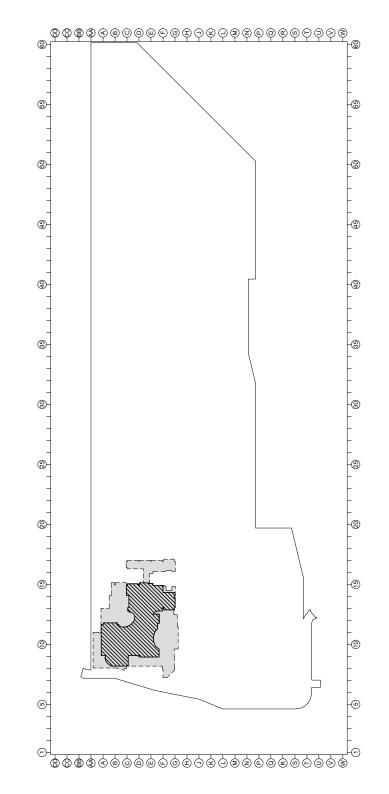
- (II) for such other period as determined by the Minister.
- (iii) the payment of winnings or accumulated credits in excess of \$2000 may only be paid by cash if the winnings or credits are from one of the up to 1,000 machines specified in condition (i)(B). This provision regarding the payment of winnings by cash applies to the up to 1,000 machines specified in condition (i)(B) regardless of whether or not the machine:
 - (A) was also a machine capable of operating in unrestricted mode; and
 - (B) was actually being played in unrestricted mode.

This notice operates with effect from 6 am on 11 December 2019.

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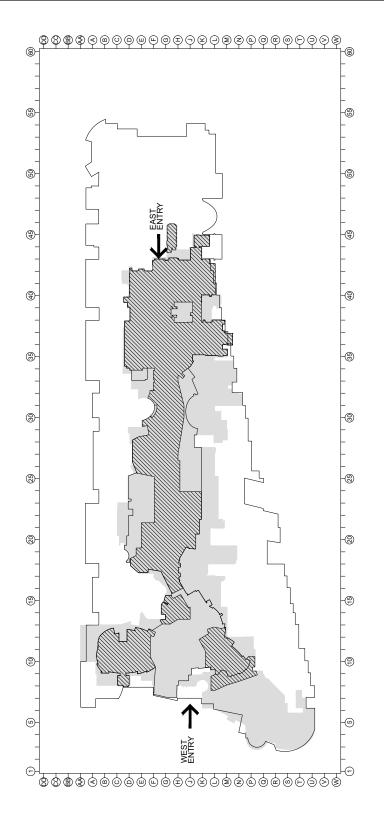
MAIN CASINO - BASEMENT 2

SCHEDULE





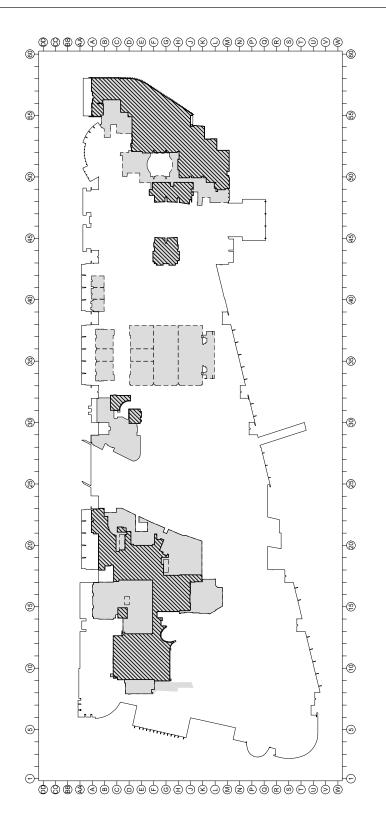
MAIN CASINO LEVEL - GROUND FLOOR





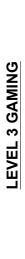
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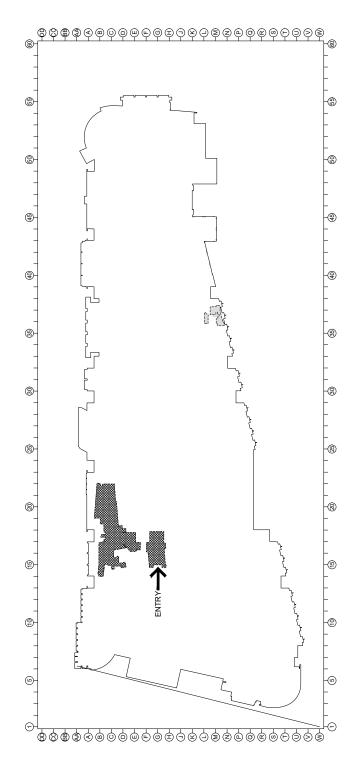
LEVEL 1 GAMING

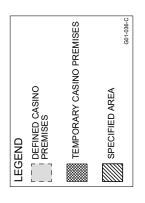




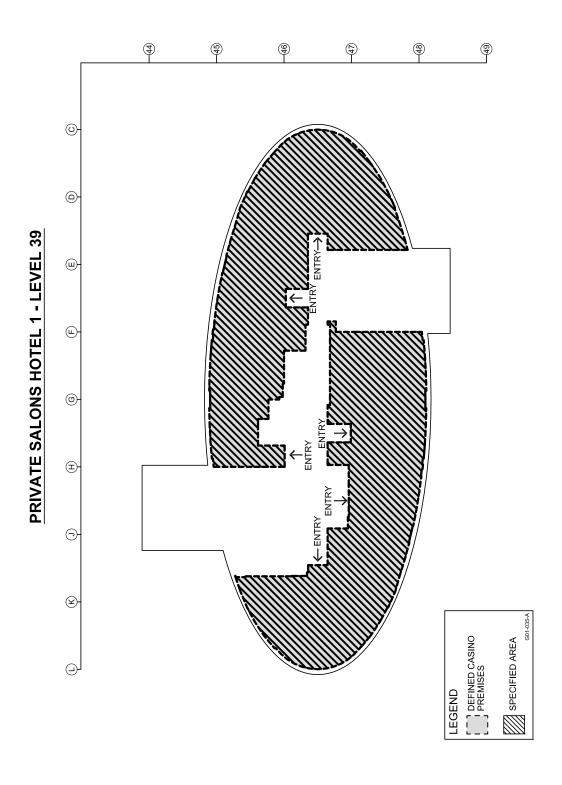
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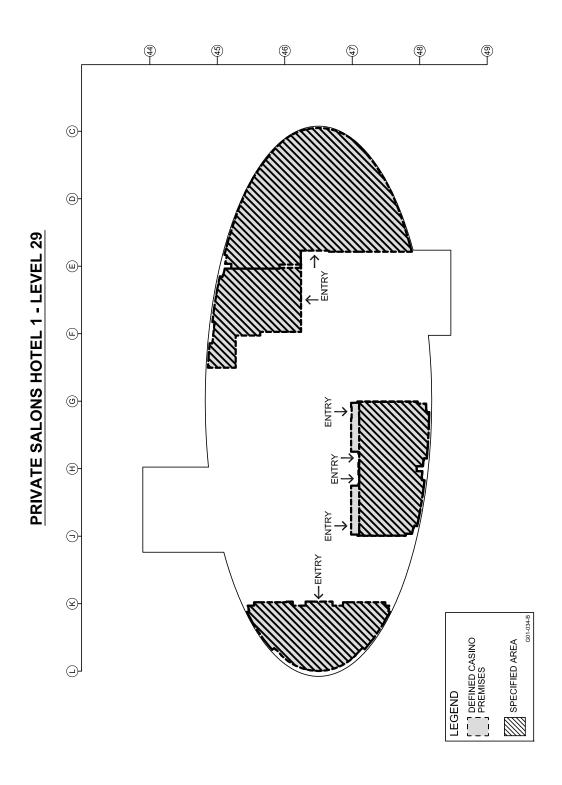




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