

Queensland



Subordinate Legislation 1992 No. 325

Casino Control Act 1982

CASINO CONTROL (GAMES) AMENDMENT NOTICE (No. 1) 1992

TABLE OF PROVISIONS

Section	Page
PART 1—PRELIMINARY	
1 Short title	3
PART 2—AMENDMENT OF NOTICE	
2 Amended notification	3
3 Amendment of notification	3
PART 3—AMENDMENT OF RULES	
4 Amended rules	4
5 Amendment of rule 15.2	4
6 Amendment of rule 16.7	5
7 Insertion of new rule 16.7A	5
8 Amendment of rule 16.8	5
9 Insertion of new rule 16.8A	5
10 Replacement of rule 19.5	6
11 Replacement of rule 28.1A	6
12 Amendment of rule 34.1	7
13 Amendment of rule 34.2	7
14 Replacement of rules 34.3–34.4	7
15 Amendment of rule 48.5	8
16 Replacement of rules 70.1–70.2	8

17	Replacement of rules 70.4–70.5	9
18	Insertion of new rule 72.6	9
19	Amendment of rule 75.4	9
20	Replacement of rule 76.4	9
21	Amendment of rule 79.1	10
22	Amendment of rule 79.2	10
23	Replacement of rules 79.3–79.4	10
24	Insertion of new rules 95.3–95.4	11
	95.3 Playing of 10 Spot Keno	11
	95.4 Playing of 9 Spot Progressive Keno	12
25	Insertion of new Division 14	13
	<i>DIVISION 14—OTHER GAMING MACHINES</i>	
	Part 96—Preliminary	
	96.1 Application of Division	13
	96.2 Definitions	14
	96.3 Interpretation—meaning of “credit”	14
	Part 97—Playing the game	
	97.1 Obtaining credits on a video gaming machine	14
	97.2 How to play a video gaming machine	14
	97.3 Obtaining value for credits	15
	Part 98—Winning combinations	
	98.1 Video games based on concept of combinations of matching symbols	15
	Part 99—Progressive jackpots	
	99.1 Progressive jackpots	15

PART 1—PRELIMINARY

Short title

1. This notice may be cited as the *Casino Control (Games) Amendment Notice (No. 1) 1992*.

PART 2—AMENDMENT OF NOTICE

Amended notification

2. The notification made under the Act and published in the Gazette on 19 November 1985 at pages 1441 to 1523 is amended as set out in this Part.

Amendment of notification

3. The notification—

omit all words from and including ‘It is hereby notified’ to and including ‘in the Schedule hereto.’,

insert—

‘The Minister, under section 63 of the *Casino Control Act 1982*, makes the following notification.

‘Short title

‘1. This notice may be cited as the *Casino Control (Games) Notice 1985*.

‘Notice of games as casino games

‘2. The following games are notified as games that may be conducted or played in a casino under a casino licence—

(a) blackjack;

- (b) sic-bo;
- (c) baccarat;
- (d) craps;
- (e) roulette;
- (f) wheel of fortune;
- (g) two-up;
- (h) mini dice;
- (i) mini baccarat;
- (j) keno;
- (k) video games played using gaming equipment approved by the Director under section 62(3)(a) of the Act.

‘Account of rules for playing games

‘3. An account of the rules for playing each of the games mentioned in section 2 is set out in the Schedule.’.

PART 3—AMENDMENT OF RULES

Amended rules

4. The *Rules of the Casino Games 1985* are amended as set out in this Part.

Amendment of rule 15.2

5. Rule 15.2(1) (1st sentence)—

omit ‘provided that the first player consents to the participation of the additional players’.

Amendment of rule 16.7

6. Rule 16.7 (2nd sentence)—

after ‘one card is dealt to a player’s hand’,

insert ‘(other than the player immediately before the dealer)’.

Insertion of new rule 16.7A

7. After rule 16.7—

insert—

‘**16.7A(1)** This rule applies to the player immediately before the dealer if—

- (a) the dealer has not dealt a second card to the player; and
- (b) all other players have been dealt the second card and hit with the additional cards that each has requested; and
- (c) the dealer has not dealt himself or herself a second card.

‘**(2)** The player may choose—

- (a) to retract the player’s wager; or
- (b) to be dealt a second card and any additional cards and before the dealer deals a second card to himself or herself.’.

Amendment of rule 16.8

8. Rule 16.8—

after ‘additional cards’,

insert ‘(other than the player immediately before the dealer)’.

Insertion of new rule 16.8A

9. After rule 16.8—

insert—

‘**16.8A(1)** This rule applies to the player immediately before the dealer if—

- (a) the dealer has not dealt the second card to the player, or offered to hit the player with additional cards; and
- (b) the dealer has dealt himself or herself the second card and hit himself or herself with an additional card.

‘(2) The dealer must separate out the dealer’s second card and any additional cards in the order in which they were dealt.

‘(3) For the purposes of subrules (4) and (5) and before taking any other cards from the shoe, the dealer must use the second card and any additional cards that have been separated out in the order that the cards were originally taken from the shoe.

‘(4) The dealer is to deal the player immediately before the dealer—

- (a) if the player was not dealt a second card—a second card; and
- (b) if the player indicates that he or she wants to be hit with additional cards—as many additional cards as the player indicates.

‘(5) The dealer must deal a second card to himself or herself and may hit the dealer’s hand in the usual way.’.

Replacement of rule 19.5

10. Rule 19.5—

omit, insert—

‘**19.5** A player must not be issued with nonvalue chips that are identical in colour to nonvalue chips being used by another player at the same table.

‘**19.5A** Nonvalue chips may only—

- (a) be used at the table from which they are issued; and
- (b) be presented for redemption at that table.’.

Replacement of rule 28.1A

11. Rule 28.1A—

omit, insert—

‘**28.1A** At the completion of a shoe, a pit boss or an assistant pit boss

may remove all decks in play from the table and replace them with new decks that—

- (a) must be sorted, inspected, spread, mixed, stacked and shuffled in the way set out in Part 27 (whether or not there is a player present to visually inspect the cards); or
- (b) have been pre-shuffled by being sorted, inspected, spread, mixed, stacked and shuffled (whether or not there was a player present to visually inspect the cards).’.

Amendment of rule 34.1

12. Rule 34.1 (3rd sentence)—

omit.

Amendment of rule 34.2

13. Rule 34.2 (2nd sentence)—

omit.

Replacement of rules 34.3–34.4

14. Rules 34.3 to 34.4—

omit, insert—

‘34.3 If a card that would have been the first card of the next hand—

- (a) has been disclosed; or
- (b) is found face up in the shoe;

the card becomes the first card of a dummy round.

‘34.4 A dummy round—

- (a) can only arise under rule 34.3; and
- (b) must be played in accordance with Parts 30 and 31.

‘34.5 A player must not make a wager on a dummy round.

‘34.6 If, after the start of a hand, a card is found face up in the shoe, the card—

- (a) is taken to be a “live” card; and
- (b) must be played as if it were found face down.

‘34.7 If there are insufficient cards remaining in the shoe to complete a round of play—

- (a) that round has no effect; and
- (b) a new round must commence.’.

Amendment of rule 48.5

15. Rule 48.5—

omit ‘and design to value chips or’.

Replacement of rules 70.1–70.2

16. Rules 70.1 to 70.2—

omit, insert—

‘70.1 Mini Baccarat is to be played at a table having numbered places for either 7 or 9 players.

‘70.2 The layout cloth covering the Mini Baccarat table must have imprinted on it—

- (a) the casino’s name; or
- (b) the casino’s logo; or
- (c) the casino’s name and logo.

‘70.2A The table must have—

- (a) if it has numbered places for 7 players—21 betting areas; or
- (b) if it has numbered places for 9 players—27 betting areas.

‘70.2B The betting areas at the table must—

- (a) clearly indicate their use; and
- (b) be marked in a way similar to that shown in diagram 70.2.’.

Replacement of rules 70.4–70.5**17. Rules 70.4 to 70.5—**

omit, insert—

‘70.4 A person who is standing may participate in the game even though all numbered places at the table are not occupied by seated players.

‘70.5 Standing players—

- (a) may place a wager on any one seated player’s box; and
- (b) must not participate in the cut of the cards or touch or handle the cards used in the game in any way.’.

Insertion of new rule 72.6**18. After rule 72.5—**

insert—

‘72.6 The amount wagered by a player on any round of play must not exceed the maximum wager for the table.’.

Amendment of rule 75.4**19. Rule 75.4—**

omit ‘7th and 8th’, insert ‘13th and 14th’.

Replacement of rule 76.4**20. Rule 76.4—**

omit, insert—

‘76.4 All cards must be dealt—

- (a) face up; or
- (b) face down.’.

Amendment of rule 79.1

21. Rule 79.1 (3rd sentence)—

omit.

Amendment of rule 79.2

22. Rule 79.2 (2nd sentence)—

omit.

Replacement of rules 79.3–79.4

23. Rules 79.3 to 79.4—

omit, insert—

‘79.3 If a card that would have been the first card of the next hand—

- (a) has been disclosed; or
- (b) is found face up in the shoe;

the card becomes the first card of a dummy round.

‘79.4 A dummy round—

- (a) can only arise under rule 79.3; and
- (b) must be played in accordance with Parts 76 and 77.

‘79.5 A player must not make a wager on a dummy round.

‘79.6 If, after the start of a hand, a card is found face up in the shoe, the card—

- (a) is taken to be a “live” card; and
- (b) must be played as if it were found face down.

‘79.7 If there are insufficient cards remaining in the shoe to complete a round of play—

- (a) that round has no effect; and
- (b) a new round must commence.’.

Insertion of new rules 95.3–95.4

24. After rule 95.2—

insert—

‘Playing of 10 Spot Keno

‘95.3(1) A player of 10 Spot Keno, both \$1 games and 20 cent games, may bet 1 to 5 coins before the machine starts the game. The player presses a “BET” button to increase the amount to be bet.

‘(2) The player may select 3 to 10 numbers on the keyboard out of 80 numbers. This selection is carried out by the pressing of keyboard buttons. When the machine acknowledges the number selected, a check mark will be superimposed over the number. The selected numbers may be continued for each succeeding game or new numbers may be selected by the player after the player cancels the previous set by pressing the “ERASE” button. Individual numbers may be cancelled by pressing the corresponding button on the keyboard.

‘(3) On completing this selection the player commences the game by pressing the “START” button. Alternatively, if a player has 5 or more credits on the credit meter a game may be commenced by pressing the “MAX BET” button whereupon 5 credits are deducted from the credit meter and the game commences automatically using the selected numbers from the immediately preceding game.

‘(4) The machine selects 20 numbers and the numbers that match the player’s choice will alternatively flash both the check mark and the number. The machine’s selected numbers that do not match the player’s choices will change background colour to denote a selected number.

‘(5) The payout table for 10 Spot Keno, \$1 games or 20 cent games, expressed in units (that must, if applicable, be increased according to the number of coins bet) must be as follows—

PAYOUT TABLE								
Spots Marked	3	4	5	6	7	8	9	10
Spots Hit								
2	4	2	-	-	-	-	-	-
3	25	5	5	3	2	-	-	-
4		85	25	8	5	4	2	2
5			280	42	16	15	10	5
6				1200	128	75	30	15
7					2500	510	200	70
8						10000	1600	340
9							10000	3000
10								10000

‘Playing of 9 Spot Progressive Keno

‘95.4(1) A player of 9 Spot Progressive Keno, both \$1 games and 20 cent games, may bet 1 to 3 coins before the machine starts the game. The player presses a “BET” button to increase the amount to be bet.

‘(2) The player may select 3 to 9 numbers on the keyboard out of 80 numbers. This selection is carried out by the pressing of keyboard buttons. When the machine acknowledges the number selected, a check mark will be superimposed over the number. The selected numbers may be continued for each succeeding game or new numbers may be selected by the player after the player cancels the previous set by pressing the “ERASE” button. Individual numbers may be cancelled by pressing the corresponding button on the keyboard.

‘(3) On completing this selection the player commences the game by pressing the “START” button. Alternatively, if a player has 3 or more credits on the credit meter a game may be commenced by pressing the “MAX BET” button whereupon 3 credits are deducted from the credit meter and the game commences automatically using the selected numbers from the immediately preceding game.

‘(4) The machine selects 20 numbers and the numbers that match the player’s choice will alternatively flash both the check mark and the number.

The machine's selected numbers that do not match the player's choices will change background colour to denote a selected number.

‘(5) The payout table for 9 Spot Progressive Keno, \$1 games or 20 cent games, expressed in units (that must, if applicable, be increased according to the number of coins bet) must be as follows—

PAYOUT TABLE							
Spots Marked	3	4	5	6	7	8	9
Spots Hit							
2	4	2	-	-	-	-	-
3	25	5	5	3	2	-	-
4		85	25	8	5	4	2
5			280	42	16	15	10
6				1200	128	75	30
7					2500	510	200
8						10000	1600
9							10000

‘(6) If the player in a game of 9 Spot Progressive Keno, \$1 games or 20 cent games, has 9 hits from 9 selections with a bet of 3 coins, the player wins the jackpot amount displayed on the progressive meter instead of the normal award.’.

Insertion of new Division 14

25. After Division 13—

insert—

‘DIVISION 14—OTHER GAMING MACHINES

‘Part 96—Preliminary

‘Application of Division

‘96.1(1) This Division sets out an account of the rules for the playing of

video games on video gaming machines.

‘(2) The Division does not apply to video games played on a video gaming machine for which an account of the rules is set out in Division 13.

‘Definitions

‘96.2 In this Division—

“approved” means approved by the Director under section 62(3)(a) of the Act;

“gaming token” means—

- (a) a coin of Australian currency; or
- (b) a chip.

‘Interpretation—meaning of “credit”

‘96.3(1) A **“credit”** means a number that is displayed on the video gaming machine’s credit meter.

‘(2) The value of a player’s credits is the number of credits displayed multiplied by the value of the gaming token that is indicated on the machine as being the type of gaming token to be inserted into the machine.

‘Part 97—Playing the game

‘Obtaining credits on a video gaming machine

‘97.1 A player may only obtain credits in 1 or both of the following ways—

- (a) inserting gaming tokens into the machine;
- (b) winning credits on the machine.

‘How to play a video gaming machine

‘97.2(1) A player plays a video gaming machine—

- (a) by betting 1 or more of the credits displayed; and

(b) by activating the game.

‘(2) When the game is in progress, the player may be required to respond to prompts from the machine.

‘Obtaining value for credits

‘97.3 A player obtains the value of the player’s credits by activating the machine so that—

- (a) it gives out the number of gaming tokens equal to the credits; or
- (b) a member of the casino staff is called to the machine and gives the player money or a cheque for the value of the credits.

‘Part 98—Winning combinations

‘Video games based on concept of combinations of matching symbols

‘98.1(1) Video gaming machine games are based on the concept of the player obtaining matching symbols in a winning combination.

‘(2) The approved artwork on the machine sets out—

- (a) the symbols that are used in the game, including a clear statement about symbols that substitute for other symbols; and
- (b) the combinations of the symbols that result in the player winning credits; and
- (c) the prize structure for each winning combination; and
- (d) the lines that are played when a player increases the number of gaming tokens that are bet.

‘Part 99—Progressive jackpots

‘Progressive jackpots

‘99.1 If 2 or more players are eligible for payment of the amount displayed as the progressive jackpot on the relevant meter, instead of the

normal award for a winning wager, despite another provision of these rules, the progressive jackpot is to be shared equally among the winning players.’.

ENDNOTES

1. Made by the Treasurer on 20 October 1992.
2. Notified in the Gazette on 23 October 1992.
3. Laid before the Legislative Assembly on . . .
4. The administering agency is the Treasury Department.