

# Queensland



## Subordinate Legislation 1994 No. 205

### *Casino Control Act 1982*

# **RULES OF CASINO GAMES AMENDMENT NOTICE (No. 1) 1994**

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**Short title**

1. This notice may be cited as the *Rules of Casino Games Amendment Notice (No. 1) 1994*.

**Commencement**

2. This notice commences on 1 July 1994.

**Rules amended**

3. This notice amends the *Rules of Casino Games 1985*.

**Replacement of r 7.2**

4. Rule 7.2—

*omit, insert—*

‘7.2. After the sorting and inspection under rule 7.1, the cards must be spread face up on the table in a way making it easy for a person inspecting them to see if each deck is complete.’.

**Replacement of r 11.2**

5. Rule 11.2—

*omit, insert—*

‘11.2. If rule 11.1 applies, the dealer must call for insurance wagers by calling “insurance”.’.

**Replacement of r 13.1**

6. Rule 13.1—

*omit, insert—*

‘13.1.(1) If the initial 2 cards dealt to a player are identical in value, the player may elect to split the hand, making each card the first card of a separate hand.

*Example—*

If a player's hand consists of a Queen and a ten, the 2 cards may be split, making the Queen the first card of 1 hand and the ten the first card of a separate hand.

‘(2) However, the player must wager on each hand the amount wagered on the original hand before it was split.’.

### **Replacement of r 16.5**

#### **7. Rule 16.5—**

*omit, insert—*

‘**16.5.** If a dealer is dealing the second card to each player and discovers he or she missed dealing a first card to himself or herself, the dealer must continue the play in the following sequence—

- (a) the dealer must finish dealing the second card to each player;
- (b) the dealer must deal 1 card to the dealer's hand;
- (c) the dealer must give each player the choice of withdrawing the player's wager;
- (d) the dealer must finish acting on each player's hand that has not been withdrawn;
- (e) the dealer must finish dealing the hand in the usual way.’.

### **Replacement of r 16.10**

#### **8. Rule 16.10—**

*omit, insert—*

‘**16.10.(1)** If a dealer is acting on a player's hand and discovers he or she has missed dealing a first card to himself or herself, the dealer must—

- (a) give each player the choice of withdrawing the player's wager;  
and
- (b) finish acting on all players' hands that have not been withdrawn.

‘(2) The dealer must take 2 cards, and if necessary, finish hitting the dealer's hand, if there is at least 1 player—

- (a) who did not withdraw the player's wager; and

(b) whose point total is not more than 21.

‘(3) The dealer need not deal to the dealer’s hand if either of the following applies to each of the players—

(a) the player withdrew the player’s wager;

(b) the player obtained a point total of more than 21.’.

### **Replacement of r 19.4**

**9.** Rule 19.4—

*omit, insert—*

‘**19.4.(1)** Before activating the dice tumbler the dealer must call “No more bets”.

‘(2) A wager cannot be placed, changed or withdrawn once the dice tumbler has been activated.’.

### **Replacement of rr 19.5 and 19.5A**

**10.** Rules 19.5 and 19.5A—

*omit, insert—*

‘**19.5.** The dealer must not issue players with identically coloured non-value chips unless all the players who are issued with the chips agree to the issue.

‘**19.5A.** Non-value chips may be used only at the table at which they are issued.

‘**19.5B.** The dealer may accept non-value chips in exchange for value chips only if—

(a) the non-value chips were issued at the dealer’s table; or

(b) the non-value chips were issued at a table that is closed when a player asks for the non-value chips to be redeemed.’.

### **Replacement of r 21.1**

**11.** Rule 21.1—

*omit, insert—*

**‘21.1.** The dice tumbler must be activated so that—

- (a) the bottom of the dice tumbler is brought to the top at least 3 times; or
- (b) the dice are spun within the dice tumbler at least 3 times.’.

### **Replacement of r 21.4**

**12.** Rule 21.4—

*omit, insert—*

**‘21.4.** As well as announcing the result, the dealer must enter the result into the electronic equipment program.’.

### **Replacement of r 25.3**

**13.** Rule 25.3—

*omit, insert—*

**‘25.3.** A wager cannot be placed, changed or withdrawn after the first card of a round has been dealt.’.

### **Replacement of r 27.2**

**14.** Rule 27.2—

*omit, insert—*

**‘27.2.** After the sorting and inspection under rule 27.1, the cards must be spread face up on the table in a way making it easy for a person inspecting them to see if each deck is complete.’.

### **Replacement of r 31.5**

**15.** Rule 31.5—

*omit, insert—*

**‘31.5.(1)** When the cutting card appears during play, it must be removed, and the round of play finished.

‘(2) When the round of play is finished, the dealer must tell the players the last round is about to be played, and a further round is then played.

‘(3) When the further round is finished, no more cards may be dealt until the cards are shuffled or new cards are brought into play.

‘(4) However, if the cutting card is the first card out of the shoe at the start of a round, the dealer must tell the players the last round is about to be played, and only that round may be played before the cards are shuffled or new cards are brought into play.’.

### **Replacement of r 48.2**

**16.** Rule 48.2—

*omit, insert—*

‘**48.2.(1)** A player makes a wager by placing gaming chips in the appropriate wager position on the roulette layout or by having someone else place the gaming chips in the appropriate position on the player’s behalf.

‘(2) A wager may be orally declared, but it has no effect as a wager until the chips have been placed under subrule (1).’.

### **Replacement of r 48.5**

**17.** Rule 48.5—

*omit, insert—*

‘**48.5.** The dealer must not issue players with identically coloured non-value chips unless all the players who are issued with the chips agree to the issue.’.

### **Replacement of r 48.7**

**18.** Rule 48.7—

*omit, insert—*

‘**48.7.** The dealer may accept non-value chips in exchange for value chips only if—

- (a) the non-value chips were issued at the dealer’s table; or

- (b) the non-value chips were issued at a table that is closed when a player asks for the non-value chips to be redeemed.’.

### **Insertion of new r 48.9A**

#### **19. After rule 48.9—**

*insert—*

**‘48.9A.(1)** The casino operator may modify the application of rule 48.8 or 48.9 if it is apparent, in the circumstances, that a strict application of the rule would be unfair to the player.

*Example 1—*

If a dealer operating under a standing request from a player to keep placing a particular bet inadvertently fails to place the bet or places it in the wrong position, the casino operator might decide it would be unfair, in the circumstances, to strictly apply rule 48.8 or 48.9.

*Example 2—*

If a player has placed a wager but the player’s chips are later inadvertently bumped into another position, the casino operator might decide it would be unfair, in the circumstances, to strictly apply rule 48.9.

**‘(2)** However, the casino operator must not act under subrule (1) without first telling an inspector what the casino operator proposes to do.’.

### **Replacement of rr 60.1–60.4**

#### **20. Rules 60.1 to 60.4—**

*omit, insert—*

**‘60.1.(1)** This rule explains how the spinner takes part in a game of Two Up.

**‘(2)** Before starting to spin the coins, the spinner must place (or have placed on the spinner’s behalf) a wager on either heads or tails in the section of the layout for the spinner’s wager.

**‘(3)** If the spinner’s wager is on heads, the spinner—

- (a) wins by spinning heads 3 times, without spinning tails once, and without spinning odds 5 times consecutively; and



- (b) loses by spinning tails once; and
- (c) loses by spinning odds 5 times consecutively.

‘(4) If the spinner’s wager is on tails, the spinner—

- (a) wins by spinning tails 3 times, without spinning heads once, and without spinning odds 5 times consecutively; and
- (b) loses by spinning heads once; and
- (c) loses by spinning odds 5 times consecutively.

‘(5) If the spinner wins, the spinner may retire as spinner, or elect to keep spinning.

‘(6) If the spinner loses, the spinner must retire as spinner.

‘(7) If the spinner makes at least 1 valid spin, but stops spinning the coins before winning or losing, the boxer must take over the spinning of the coins until the result of the spinner’s wager is decided.

‘(8) The spinner’s wager cannot be withdrawn once the spinner has made at least 1 valid spin.

‘**60.2.(1)** This rule explains how a player takes part in a game of Two Up.

‘(2) A player places a wager on either heads or tails on a section of the layout for a player’s wager.

‘(3) However, a player may place a wager on heads and also place a separate wager on tails.

‘(4) If a player’s wager is heads, the player—

- (a) wins if heads are spun once; and
- (b) loses if tails are spun once; and
- (c) loses if odds are spun 5 times consecutively.

‘(5) If a player’s wager is tails, the player—

- (a) wins if tails are spun once; and
- (b) loses if heads are spun once; and
- (a) loses if odds are spun 5 times consecutively.

‘(6) If odds are spun and the result of a player’s wager has not been decided—

- (a) the player’s wager must remain in place unchanged; and
- (b) no player or intending player may make a new wager.

‘60.3. Nothing in rule 60.1 or 60.2 prevents the spinner from also making a wager as a player.

‘60.4.(1) If new wagers by players may be made, the boxer must call “No more bets” before the spinner spins the coins.

‘(2) A player’s wager cannot be placed, changed or withdrawn once the coins leave the kip.’.

### **Replacement of r 61.1**

**21.** Rule 61.1—

*omit, insert—*

‘**61.1.** Spin results must be shown—

- (a) if the spin is “Odds”—by the switching on of 1 light in a set of 5 lights that are all the 1 colour; and
- (b) if the spin is “Heads”—by the switching on of 1 light in a set of 3 lights that are all a second colour; and
- (c) if the spin is “Tails”—by the switching on of 1 light in a set of 3 lights that are all a third colour.’.

### **Replacement of r 66.4**

**22.** Rule 66.4—

*omit, insert—*

‘**66.4.(1)** Before activating the dice tumbler the dealer must call “No more bets”.

‘(2) A wager cannot be placed, changed or withdrawn once the dice tumbler has been activated.’.

### **Replacement of r 68.1**

**23.** Rule 68.1—

*omit, insert—*

‘**68.1.** The dice tumbler must be activated so that—

- (a) the bottom of the dice tumbler is brought to the top at least 3 times; or
- (b) the dice are spun within the dice tumbler at least 3 times.’.

### **Replacement of r 72.3**

**24.** Rule 72.3—

*omit, insert—*

‘**72.3.** A wager cannot be placed, changed or withdrawn once the first card for a round has been dealt.’.

### **Replacement of r 74.2**

**25.** Rule 74.2—

*omit, insert—*

‘**74.2.** After the sorting and inspection under rule 74.1, the cards must be spread face up on the table in a way making it easy for a person inspecting them to see if each deck is complete.’.

### **Insertion of new r 75.1A**

**26.** After rule 75.1—

*insert—*

‘**75.1A.** Alternatively, at the end 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 specified in Part 74; or
- (b) have previously been sorted, inspected, spread, mixed, stacked and shuffled (whether or not there was a player present to inspect the cards).’.

### **Replacement of r 77.4**

#### **27. Rule 77.4—**

*omit, insert—*

‘**77.4.(1)** When the cutting card appears during play, it must be removed and the round of cards finished.

‘**(2)** When the round is finished, the dealer must tell the players a last round is about to be played.

‘**(3)** When the further round is finished, no more cards may be dealt until the cards are shuffled or new cards are brought into play.

‘**(4)** However, if the cutting card is the first card out of the shoe at the start of a round of cards, the dealer must tell the players a last round is about to be played, and only that round may be played before the cards are shuffled or new cards are brought into play.’.

### **Amendment of r 80.1**

#### **28. Rule 80.1—**

*insert—*

‘ **“keno ball drawing device”** means a device that—

- (a) encloses 80 balls that are identical in every respect other than that they are numbered 1 to 80; and
- (b) is designed to select at random, and 1 at a time, 20 balls;

**“keno drawing device”** means a keno ball drawing device or a keno random number generator;

**“keno random number generator”** means an electronic device designed to select at random, from the numbers 1 to 80, 20 numbers;

“**keno writer**” means a person working in a casino whose duties include accepting Keno wagers, issuing Keno tickets and making payments on winning wagers;’.

### **Replacement of r 81.1**

**29.** Rule 81.1—

*omit, insert—*

‘**81.1.** The casino operator must use a keno drawing device to establish the result of a game of keno.’.

### **Insertion of new r 84.4A**

**30.** After rule 84.4—

*insert—*

‘**84.4A.** Rules 84.5 to 84.7 apply if the keno drawing device being used is a keno ball drawing device.’.

### **Insertion of new r 84.8**

**31.** Part 84, after rule 84.7—

*insert—*

‘**84.8.(1)** This rule applies if the keno drawing device being used is a keno random number generator.

‘**(2)** If the keno drawing device malfunctions during the selection of a catch, the numbers selected are not the result for the draw and a new catch must be selected.

‘**(3)** However, the new catch cannot be selected without the approval of an inspector.’.

## SCHEDULE

### MINOR AMENDMENTS

section 2

**1. Rule 8.1(b), ‘shall’—**

*omit, insert—*

‘must, unless all players at the table are in agreement with the decision to shuffle,’.

**2. Rule 8.5, ‘not more than’—**

*omit, insert—*

‘not more than about’.

**3. Rule 9.3—**

*omit.*

**4. Rule 9.7, ‘himself’ to ‘voice’—**

*omit, insert—*

‘the dealer’.

**5. Part 13, heading, ‘Pairs’—**

*omit, insert—*

‘cards’.

## SCHEDULE (continued)

**6. Rules 13.2–13.4, ‘pairs’—***omit, insert—**‘cards’.***7. Rule 13.3, ‘pair’—***omit, insert—**‘card’.***8. Rule 16.13, ‘is not present to act on his hand’—***omit, insert—**‘fails within a reasonable period, or refuses or is not present, to act on the player’s hand’.***9. Part 18—***omit.***10. Rule 40.1, ‘subject to Rule 40.5,’—***omit.***11. Rule 40.3, ‘subject to Rule 40.5,’—***omit.***12. Rule 40.5—***omit.*

## SCHEDULE (continued)

**13. Rule 41.4(b), ‘dice cup’—***omit, insert—*

‘remaining dice’.

**14. Rule 41.4(b), ‘from the dice cup’—***omit.***15. Rule 43.7, ‘The pit boss’—***omit, insert—*

‘An assistant pit boss or a more senior casino employee’.

**16. Rule 44.3, ‘around the outside of the layout’—***omit.***17. Rule 55A.3(2), ‘One dollar (\$1)’—***omit, insert—*

‘\$2 or less’.

**18. Rule 63.2(i), ‘at least one metre’—***omit, insert—*

‘about 1 m or more’.

**19. Rule 75.4, ‘between the 13th and 14th cards’—***omit, insert—*

‘at least 14 cards in’.



## SCHEDULE (continued)

**20. Rule 81.2, ‘A’—***omit, insert—*

‘If a keno ball drawing device is used at a casino, a’.

**21. Rule 82.4, ‘personally or via a Keno Runner’—***omit.***22. Rule 83.3, ‘paid’—***omit, insert—*

‘paid by keno writers’.

**23. Rule 83.3, ‘by Keno Writers’ to ‘via Keno Writers’—***omit.***24. Rule 84.4, ‘numbered balls’—***omit, insert—*

‘numbers’.

**25. Rule 84.7(a), ‘one ball’—***omit, insert—*

‘no more than 1 ball’.

**26. Rule 86.1, ‘for the standard game’ to ‘the said Schedule.’—***omit, insert—*

‘for the standard game—

- (a) the list of prizes for the standard game specified in the Schedule;
- or

## SCHEDULE (continued)

- (b) the alternative list of prizes for the standard game specified in the Schedule; or
- (c) the list mentioned in paragraph (a), in combination with the 20 spot ticket segment of the list mentioned in paragraph (b).'

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ENDNOTES

- 1. Made by the Treasurer on 2 June 1994.
- 2. Notified in the Gazette on 17 June 1994.
- 3. Laid before the Legislative Assembly on . . .
- 4. The administering agency is the Treasury Department.