

Queensland



Subordinate Legislation 1997 No. 147

Keno Act 1996

KENO RULE 1997

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PART 1—PRELIMINARY

Short title

1. This rule may be cited as the *Keno Rule 1997*.

Definitions

2. In this rule—

“casino key employee” see *Casino Control Act 1982*, section 4.

“catch” means the spots drawn as winning numbers in a game of keno.

“chips” see *Casino Control Act 1982*, section 4.¹

“jackpot keno” see section 26.

“keno ball drawing device” means a device—

- (a) containing 80 balls numbered 1 to 80; and
- (b) designed and used to select, at random and 1 at a time, 20 balls.

“keno computer system” means a computer system used for the conduct of games of keno by a keno licensee under a keno licence.

“keno day” means a period of approximately 24 hours proposed by a keno licensee and approved by the chief executive.

“keno dollars” means a voucher for use at a keno terminal in place of money to make a wager, give change from a wager or pay winnings.

“keno drawing device” means—

- (a) a keno ball drawing device; or
- (b) a keno random number generator.

“keno operator” means a person whose duties include accepting keno wagers, issuing keno tickets and making payments for winning wagers.

¹ *Casino Control Act 1982*, section 4—

“chips” means any tokens used or capable of being used in a casino in the conduct of gaming in the place of money and approved for the purpose by the chief executive.

“keno player registration number”, for a registered keno player, means the number a keno licensee allocates to the player’s registration.

“keno players register” means a register of registered keno players kept by a keno licensee.

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

“keno self-service terminal” means a keno terminal that may be used in the playing of a game of keno by a person, including, for example, for—

- (a) making a wager; and
- (b) receiving validation of a wager from a keno computer system; and
- (c) giving change for a wager; and
- (d) issuing a keno ticket; and
- (e) paying a winning wager.

“keno supervisor” see section 3.

“keno terminal” means a device that accepts information about a person’s wager for a game of keno for validation by a keno computer system.

“keno wager” means a wager for a game of keno.

“kwikpik wager” means a keno wager in which the number or numbers are selected at random by either a keno terminal or a keno computer system.

“major prize”, for a game of keno, means a prize of an amount—

- (a) proposed for the game by a keno licensee; and
- (b) approved as a major prize for the game by the chief executive.

“promotional keno dollars” means keno dollars issued by a keno licensee to promote keno.

“registered keno player” means a person registered with a keno licensee as a keno player.

“registered numbers”, for a registered player for a game of keno, means the numbers registered for the player for the game under section 6.

“responsible keno licensee”, for a keno players register, means the keno licensee responsible for keeping the register.

“schedule of prizes”, for a game of keno, means the schedule of prizes approved for the game by the chief executive.

“spot” means a number selected for entry in a game of keno by or for a person playing the game.

“TAB account”, of a person, means a deposit account opened by the person with the Totalisator Administration Board for use by the person for making investments with the board.

“Totalisator Administration Board” means the Totalisator Administration Board of Queensland, constituted under the *Racing and Betting Act 1980*, section 175.

“way wager” see section 14.

Meaning of “keno supervisor”

3.(1) A **“keno supervisor”** is a person who—

- (a) is employed by, or works for, an appointed agent; and
- (b) has responsibility for supervising the conduct of games of keno.

(2) For games of keno played in a casino, a **“keno supervisor”** is a licensed casino employee who—

- (a) holds a casino key employee licence under the *Casino Control Act 1982*; and
- (b) has responsibility for supervising games of keno conducted in the casino under a casino licence.

(3) A **“keno supervisor”** includes a person acting as a keno supervisor.

PART 2—KENO PLAYER REGISTRATION

Application for registration

4.(1) A person may apply to be registered as a keno player with a keno licensee.

(2) The application must—

- (a) be made by means of a document; and
- (b) be made to the keno licensee; and
- (c) state the person's name and address.

Registration card

5.(1) A keno licensee who grants a person's application to become a registered keno player must give the person a keno player registration card.

(2) The person's registration is subject to any conditions printed on the card or given to the person, in writing, with the card.

(3) A keno player registration card must contain the person's keno player registration number.

Registered keno numbers

6.(1) A registered keno player may have numbers for playing keno registered, for the player, in the relevant keno players register.

(2) To have numbers registered, or to change registered numbers, a registered keno player must ask the responsible keno licensee or an appointed agent to register or change the numbers.

Keno players register

7.(1) A keno licensee must keep a register containing—

- (a) the name and address of each keno player registered with the licensee; and
- (b) if a registered keno player has numbers registered for playing

keno—the registered numbers.

(2) The keno licensee may include in the register other relevant information the keno licensee considers appropriate.

(3) If a registered keno player asks to be told the details about the player contained in a keno players register, the responsible keno licensee must tell the player the details.

Changing information in keno players register

8. To change the information contained in a keno players register about a registered keno player, the registered keno player must ask the responsible keno licensee or an appointed agent to change the information.

PART 3—ENTERING KENO AND MAKING WAGERS

Entering keno

9.(1) A person may enter keno by—

- (a) using an entry form and marking on it—
 - (i) the number or numbers selected; and
 - (ii) the amount wagered for each game; and
 - (iii) the number of games entered; or
- (b) using the person's registered numbers; or
- (c) making a kwikpik wager; or
- (d) using a keno self-service terminal; or
- (e) using another method approved by the chief executive.

(2) A person may not, at any one time, enter a number of games of keno that is more than—

- (a) if the chief executive fixes a number of games for this

section—the number fixed by the chief executive; or

- (b) if paragraph (a) does not apply—10.

Making wagers

10. A keno wager may be made by using 1 or more of the following—

- (a) cash;
- (b) for a game of keno conducted in a casino by a keno licensee under a keno licence—chips;
- (c) keno dollars;
- (d) promotional keno dollars;
- (e) funds from a person's deposit advance account established by a keno licensee for the person;
- (f) funds from a person's TAB account;
- (g) another method approved by the chief executive.

Keno dollars

11.(1) Keno dollars may be issued by a keno self-service terminal or keno operator.

(2) Keno dollars may, unless otherwise stated in the voucher—

- (a) be used for 5 years after the date they are issued; or
- (b) be redeemed for cash within 5 years after the date they are issued.

Promotional keno dollars

12.(1) Promotional keno dollars may be issued by a keno self-service terminal or keno operator.

(2) Promotional keno dollars may, unless otherwise stated in the voucher, be used for 5 years after the date they are issued.

(3) Promotional keno dollars may not be redeemed for cash.

(4) A keno licensee may use any name the keno licensee considers appropriate for promotional keno dollars.

Spot wagers

13. A keno wager may be described by the number of spots selected.

Example—

A 10 spot wager is a keno wager for which a person has selected 10 numbers.

Way wagers

14.(1) A way wager is a keno wager having a grouping of spots on a keno ticket.

(2) Each group, and the total of all spots in any combination of the groups, is a way and is eligible for a prize as if it were on a separate ticket.

Permissible wagers

15.(1) A person may incorporate 2 or more separate ways in a keno wager by making a way wager.

(2) A way wager may be made on any keno terminal capable of accepting a way wager.

(3) A keno wager may be made in multiples of 10c with a minimum wager of \$1 for a keno ticket.

(4) A keno wager in jackpot keno may be made in multiples of 10c with a minimum wager of \$1 for a game.

Confirming selected numbers

16.(1) A keno ticket issued to a person must contain the following information—

- (a) the numbers selected;
- (b) the number of games entered;
- (c) the amount wagered for each game entered;
- (d) the total amount wagered;
- (e) the time, and either the date or keno day, the ticket was issued;
- (f) for a ticket in jackpot keno—the word ‘jackpot’;

- (g) the numbers of the first and last games entered;
- (h) an identifying mark unique to the particular ticket.

(2) If a keno ticket is not issued to a person, the information mentioned in subsection (1) must be recorded by a keno computer system.

(3) If a keno ticket is issued by a keno terminal, the ticket may also contain other information, including the following—

- (a) the keno operator's name or identification number;
- (b) the location number of the keno terminal.

(4) If a person taking part in a game of keno asks for the person's entry form to be returned to the person, the keno operator must return the form to the person.

(5) A person taking part in a game of keno is responsible for checking that the information on any keno ticket issued to the person corresponds with the wager the person intended to make.

(6) Whether or not the wager a person intended to make on a game of keno would have been a winning wager, a prize will only be paid if the numbers on the keno ticket representing the selected numbers correspond with the numbers of the winning wager.

Time for entering keno

17. A person may not make a wager in a game of keno after the keno drawing device is activated to draw the game.

PART 4—DRAWING KENO

Drawing equipment

18.(1) A keno drawing device must be used to select the 20 winning numbers in a game of keno.

- (2) If a keno ball drawing device is used, a keno supervisor must—
- (a) each keno day, replace all balls in the device; and

- (b) regularly inspect the balls for defects and ensure any defective balls are replaced.

Drawing winning numbers

19.(1) As soon as a keno drawing device is activated to draw a game of keno, notice must be given in the keno gaming place to advise persons the game is being drawn.

(2) If a keno ball drawing device is used to select the winning numbers in a game of keno, the drawing must take place in a way that enables persons in the keno gaming place to view the drawing.

(3) If a keno random number generator is used to select the winning numbers in a game of keno, the keno random number generator must be situated in a place approved by the chief executive.

(4) The 20 numbers selected by the keno random number generator or the numbers on the 20 balls selected by the keno ball drawing device are the winning numbers for the game.

(5) If a keno ball drawing device is used for the drawing and numbers other than the numbers on the balls selected are displayed, the numbers on the balls selected are the winning numbers.

How keno ball drawing device operates

20. A keno ball drawing device operates by—

- (a) rotating in 1 direction for at least 1 revolution to allow any balls held in the device's retaining arms to return to the main body of the device and mix with the remainder of the balls; and
- (b) then rotating in the opposite direction drawing 1 ball only on each revolution until 20 balls are drawn.

Malfunction by keno ball drawing device

21.(1) This section applies if a keno ball drawing device malfunctions during a drawing.

(2) If the keno ball drawing device is capable of being operated by hand and in the way it is intended to operate, a keno supervisor may operate the

device by hand to complete the drawing.

(3) If the keno ball drawing device is not capable of being operated by hand or of operating in the way it is intended to operate, the drawing is not effective for deciding the winning numbers.

(4) If a ball breaks and only part of the ball is drawn—

- (a) the number on the part ball drawn is not a winning number; and
- (b) the drawing must be completed; and
- (c) at the completion of the drawing, the keno supervisor, in the presence of an inspector, must replace the balls in the keno ball drawing device.

Malfunction by keno random number generator

22. If a keno random number generator malfunctions during a drawing—

- (a) any numbers selected are not winning numbers for the drawing; and
- (b) before conducting a new drawing, the keno licensee must seek an inspector's approval.

PART 5—WINNINGS

Winning wagers

23.(1) A winning wager in a game of keno is a wager in which—

- (a) a number or numbers selected by a person taking part in the game matches or match a number or numbers selected by the keno drawing device as the winning numbers for the game; and
- (b) the combination of numbers matched and numbers selected by the person is a winning wager in the schedule of prizes.

(2) Only 1 prize is payable for a winning keno wager.

Example—

If 6 of the numbers selected on a 7 spot wager are selected by the keno drawing device, the only prize payable is the prize stated in the schedule of prizes for a catch of 6.

(3) However, more than 1 prize is payable if—

- (a) the wager is a way wager; and
- (b) more than 1 of the ways is a winning wager.

(4) If a keno ticket was issued to a person for a winning wager in a game of keno and the wager was made by cash, chips, keno dollars or promotional keno dollars, payment will be made for the winning wager only if the ticket is presented.

(5) However, if a keno ticket was not issued for an entry in a game of keno, payment will be made only if the information about the entry in a keno computer system matches information about a winning wager in the schedule of prizes.

Way winning wagers may be paid

24.(1) A winning wager may be paid by 1 or more of the following—

- (a) cash;
- (b) for a game of keno conducted in a casino by a keno licensee under a keno licence—chips;
- (c) cheque;
- (d) keno dollars;
- (e) funds deposited to a person's deposit advance account established by a keno licensee for the person;
- (f) electronic transfer of funds to a person's account with a financial institution;
- (g) electronic transfer of funds to the Totalisator Administration Board for crediting to a person's TAB account.

(2) An appointed agent must give notice in the keno gaming place of the maximum amount that may be paid in cash by the agent for a prize.

(3) Payment of an amount above an appointed agent's cash payment limit must be made by the keno licensee.

Major prizes

25.(1) If the total value of prizes that would be payable for a game of keno (not including jackpot prizes) is more than \$500 000, the payout for each major prize of more than \$1 000 is to be abated proportionately, so that the total payout for the game is not more than \$500 000.

Example—

If the only prizes that would be payable in a game of keno are major prizes of \$300 000, \$210 000 and \$90 000, the payouts will abate to \$250 000, \$175 000 and \$75 000 so that the total payout is \$500 000.

(2) However, a major prize will not be abated to less than \$1 000 even though the total payout for the game would be more than \$500 000.

PART 6—MISCELLANEOUS

Jackpot keno

26.(1) A person who enters a game of keno by making a 7, 8, 9 or 10 spot wager is automatically entered in jackpot keno.

(2) There are separate jackpots for 7, 8, 9 and 10 spot wagers.

(3) A jackpot is payable only for a total catch.

Example—

On a 7 spot wager, all 7 spots selected must be winning numbers.

(4) If 2 or more persons are eligible for the same jackpot, the jackpot is shared by the eligible persons.

(5) Despite subsections (1) and (3), the chief executive, in the schedule of prizes, may approve—

- (a) a jackpot for a wager other than a 7, 8, 9 or 10 spot wager; or
- (b) a jackpot payout for a catch that is not a total catch.

Example for subsection (5)(b)—

A jackpot may be approved for a case in which there are 9 spots that are winning numbers on a 10 spot wager.

Refund

27. A person may obtain a refund for an amount wagered on a game of keno at any time before the keno drawing device is activated to draw the game.

Unpaid winnings

28.(1) Unpaid winnings must be paid by cheque to the chief executive as soon as practicable after becoming unpaid winnings.

(2) In this section—

“unpaid winnings” means the prize money for a winning wager not paid to, or to the order of, the prize winner within—

- (a) if the chief executive approves a period—the approved period; or
- (b) if the chief executive does not approve a period—5 years after the date on which the wager was made.

Unredeemed keno dollars

29.(1) Unredeemed keno dollars must be paid by cheque to the chief executive as soon as practicable after becoming unredeemed keno dollars.

(2) In this section—

“unredeemed keno dollars” means keno dollars not used or redeemed for cash within—

- (a) if the chief executive approves a period—the approved period; or
- (b) if the chief executive does not approve a period—5 years after the date they are issued.

ENDNOTES

1. Made by the Minister on 10 June 1997.
2. Notified in the gazette on 13 June 1997.
3. Laid before the Legislative Assembly on . . .
4. The administering agency is the Treasury Department.