



Queensland

Keno Act 1996

Keno Rule 2007

Reprinted as in force on 14 September 2007

Reprint No. 1*

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This rule is reprinted as at 14 September 2007.

This page is specific to this reprint. A table of reprints is included in the endnotes.

Also see endnotes for information about when provisions commenced.

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Queensland

Keno Rule 2007

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Keno Rule 2007

[reprinted as in force on 14 September 2007]

Part 1 Preliminary

1 Short title

This rule may be cited as the *Keno Rule 2007*.

2 Definitions

The dictionary in the schedule defines particular words used in this rule.

3 Meaning of *keno supervisor*

- (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 keno games.
- (2) For keno games played in a casino, a *keno supervisor* is a casino employee who—
 - (a) holds a casino key employee licence under the *Casino Control Act 1982*; and
 - (b) has responsibility for supervising keno games conducted in the casino under a casino licence.
- (3) A *keno supervisor* includes a person acting as a keno supervisor.

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4 Meaning of *major prize*

A *major prize*, for a keno game, means the prize for a winning wager in the game, and does not include any of the following—

- (a) a jackpot fill;
- (b) a jackpot growth;
- (c) a keno bonus jackpot prize.

5 Meaning of *multiplier* for a keno game

- (1) A *multiplier* for a keno game is a value used to decide the major prize for the game if a keno bonus wager is made in conjunction with a winning wager.
- (2) The multiplier is the value—
 - (a) assigned to the total of the 20 numbers drawn for the keno game; and
 - (b) approved by the chief executive.
- (3) If the total of the 20 numbers drawn for a keno game has no value assigned to it under subsection 2(a), a multiplier does not apply to the game.

Part 2 Keno player registration

6 Application for registration

- (1) A person may apply to be registered as a keno player with a keno licensee.
- (2) The application must—
 - (a) be made, in writing, to the keno licensee; and
 - (b) state—
 - (i) the person's name and address; and

- (ii) any other information approved by the chief executive.

7 Registration card

- (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.

8 Registered numbers

- (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 keno licensee responsible for the register or an appointed agent of the licensee to register or change the numbers.

9 Keno players register

- (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 keno licensee responsible for the register must tell the player the details.

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10 Changing information in keno players register

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

Part 3 Entering keno and making wagers

Division 1 Entering keno

11 Entering keno

- (1) A person may enter a keno game or games by—
 - (a) using an entry form and marking on it—
 - (i) the number or numbers selected or other information required to confirm the type of keno wager the person is making; 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) asking a keno operator for a type of keno 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 keno games 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.

12 Making wagers

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

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

13 Keno dollars

- (1) Keno dollars may be issued by a keno self-service terminal or a keno operator.
- (2) Keno dollars may, unless otherwise stated on the keno dollars—
 - (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.

14 Promotional keno dollars

- (1) Promotional keno dollars may be issued by a keno self-service terminal or a keno operator.
- (2) Promotional keno dollars may, unless otherwise stated on the keno dollars, 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.

Division 2 Types of keno wagers

15 Types of keno wagers

This division describes types of keno wagers a person may make.

16 Names of keno wagers

A keno licensee may, with the chief executive's approval, use any name the keno licensee considers appropriate for a keno wager.

17 Spot wager

A *spot wager* is a keno wager in which a person selects a certain number of spots.

Example—

A 10 spot wager is a keno wager in which a person selects 10 spots.

18 Way wager

- (1) A *way wager* is a keno wager having a group 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.
- (3) A way wager for 2 or more ways may be made with another keno wager for which 2 or more spots are selected.

19 Heads, tails and evens wagers

- (1) A *heads wager* is a keno wager in which 11 or more of the 20 numbers selected by the keno drawing device are between numbers 1 and 40.

- (2) A *tails wager* is a keno wager in which 11 or more of the 20 numbers selected by the keno drawing device are between numbers 41 and 80.
- (3) An *evens wager* is a keno wager in which 10 of the 20 numbers selected by the keno drawing device are between numbers 1 and 40 and the remaining 10 numbers selected are between numbers 41 and 80.

20 **Kwikipik wager**

A *kwikipik wager* is a keno wager in which 1 or more spots are selected at random by either a keno terminal or a keno computer system.

21 **Setbet wager**

- (1) A *setbet wager* is a keno wager in which a person selects a particular configuration of spots from several configurations offered by a keno licensee.
- (2) A configuration of spots may appear on a keno ticket as a shape or pattern.

Example—

A setbet wager may consist of a configuration of spots in a heart shape.

22 **Lucky last wager**

A *lucky last wager* is a keno wager in which a spot, selected for another type of keno wager made with the lucky last wager, matched the last number selected by a keno drawing device.

23 **Keno bonus wager**

- (1) A *keno bonus wager* is a keno wager that may be made only in conjunction with another wager for a keno game (the *related wager*) approved under a keno licensee's approved control system.

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- (2) If the related wager is a winning wager, the winning wager is multiplied by the multiplier (if any) for the game.

Division 3 Other provisions about making wagers

24 Amounts of wagers

- (1) The following keno wagers may be made only in multiples of \$1 with a minimum wager of \$1—
 - (a) a heads wager, tails wager or evens wager;
 - (b) a lucky last wager.
- (2) A 7, 8, 9 or 10 spot wager may be made only in multiples of 10c with a minimum wager of \$1 for a game.
- (3) A keno bonus wager must be the same amount as the keno wager for the related keno game.

Examples of keno bonus wagers—

- keno bonus wager is made in conjunction with a spot wager of \$2—the keno bonus wager must also be \$2
 - keno bonus wager is made in conjunction with a way wager in which \$1 is placed on 3 ways—the keno bonus wager must be \$3
- (4) If fewer keno bonus wagers are made on a keno ticket than the keno games played on the ticket, the keno bonus wagers are made on the first, and immediately following, keno games on the ticket until all the keno bonus wagers have been made.
 - (5) Other keno wagers may be made in multiples of 10c with a minimum wager of \$1 for a keno ticket.

25 Confirming a keno wager

- (1) A keno ticket issued to a person must contain the following information—
 - (a) for a keno wager other than a heads wager, tails wager, evens wager or lucky last wager—the numbers selected;

- (b) the number of keno 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;
 - (i) for a heads wager, tails wager, evens wager or lucky last wager—confirmation that the wager has been made;
 - (j) for a keno bonus wager—the words ‘keno bonus’ and the numbers of the first and last related keno games for the ticket.
- (2) If a keno ticket is not issued to a person, the information mentioned in subsection (1) must be recorded for the game 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 keno game 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 keno game 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 keno game would have been a winning wager, a prize will be paid only if—

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- (a) for a heads wager, tails wager or evens wager—the wager shown on the keno ticket corresponds with the distribution of numbers of the winning wager; or
- (b) for a keno bonus wager—the words ‘keno bonus’ are shown on the keno ticket for the related keno game; or
- (c) otherwise—the numbers on the keno ticket representing the selected numbers correspond with the numbers of the winning wager.

26 Time for entering keno

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

Part 4 Drawing keno

27 Drawing equipment

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

28 Drawing winning numbers

- (1) As soon as a keno drawing device is activated to draw a keno game, 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 keno game, 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 keno game, 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.

29 How keno ball drawing device operates

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.

30 Malfunction by keno ball drawing device

- (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.

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- (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 all the balls in the keno ball drawing device.

31 Malfunction by keno random number generator

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

32 Meaning of *winning wager*

- (1) Subject to subsection (2), a ***winning wager*** in a keno game 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) A winning heads wager, tails wager or evens wager is a wager that corresponds with the distribution of numbers selected by the keno drawing device.

33 Prizes

- (1) The prize for a winning wager in a keno game is—
 - (a) if no keno bonus wager is made in conjunction with the winning wager—the prize for the winning wager under the schedule of prizes; or
 - (b) if a keno bonus wager is made in conjunction with the winning wager—
 - (i) for a game to which a multiplier applies—the prize for the winning wager under the schedule of prizes after the application of the multiplier to the winning wager; or
 - (ii) for a game to which a multiplier does not apply—the prize for the winning wager under the schedule of prizes.

- (2) Only 1 prize is payable for a winning 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 lucky last wager is made with a way wager and the winning number for the lucky last wager is in more than 1 way, only 1 prize for the winning lucky last wager is payable.
- (5) If a keno ticket was not issued for an entry in a keno game, 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.

34 Way prizes may be paid

- (1) A prize for a winning wager may be paid by 1 or more of the following—

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- (a) cash;
 - (b) for a keno game 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 UNiTAB for crediting to a person's UNiTAB 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 that is more than an appointed agent's cash payment limit must be made by the keno licensee.

35 Major prizes

- (1) If the total value of major prizes for a keno game is more than \$3000000, the payout for each major prize of more than \$1000 is to be abated proportionately, so that the total payout for major prizes for the game is not more than \$3000000.

Example—

If the major prizes that would be payable in a keno game are prizes of \$1800000, \$900000 and \$500000, the payouts will abate respectively to \$1687500, \$843750 and \$468750 so that the total payout for major prizes is \$3000000.

- (2) However, a major prize will not be abated to less than \$1000 even though the total payout for major prizes for the game would be more than \$3000000.

36 Payment on destroyed, lost or stolen printed ticket

- (1) This section applies if—

-
- (a) a printed ticket issued by an appointed agent to a player entitles the player to a payout or refund; and
 - (b) within 14 days after the event to which the printed ticket relates, a person who claims to be the player (the *claimant player*) gives the keno licensee a notice under subsection (2)—
 - (i) advising the keno licensee the printed ticket is destroyed, lost or stolen; and
 - (ii) asking the keno licensee to make the payout or pay the refund to the claimant player.
- (2) The notice must—
- (a) contain enough information for the keno licensee to properly identify the printed ticket; and
 - (b) be on the form supplied by the keno licensee; and
 - (c) be accompanied by the search fee approved by the chief executive.
- (3) The keno licensee may stop payment on the printed ticket.
- (4) The keno licensee must not make payment on the printed ticket to the claimant player unless the keno licensee —
- (a) has investigated the ownership of the printed ticket; and
 - (b) is reasonably satisfied the claimant player is entitled to payment on the printed ticket.
- (5) If the keno licensee makes payment on the printed ticket to the claimant player, the keno licensee must immediately record the cancellation of the printed ticket.
- (6) Subsection (7) applies if the keno licensee has already made payment on the printed ticket.
- (7) The keno licensee must—
- (a) immediately advise the claimant player the keno licensee has already made payment on the printed ticket; and
 - (b) if there is a police investigation into the payment—

39 Jackpot keno

- (1) A person who enters a keno game 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) The amount of a keno bonus jackpot prize varies according to whether the related keno game, for the keno bonus wager to which the prize applies, is for a 7, 8, 9 or 10 spot wager.
- (4) A jackpot is made up of—
 - (a) for a spot wager—
 - (i) jackpot fill (if any); and
 - (ii) jackpot growth; and
 - (b) for a keno bonus wager—a keno bonus jackpot prize.
- (5) A jackpot is payable—
 - (a) only for a total catch; and
Example for paragraph (a)—

On a 7 spot wager, all 7 spots selected must be winning numbers.
 - (b) for a keno bonus jackpot prize—only if a multiplier applies to the related keno game; and
 - (c) in addition to the prize for the winning wager.
- (6) If 2 or more persons (the *eligible persons*) are eligible for the same jackpot fill, jackpot growth or keno bonus jackpot prize (each the *relevant jackpot*), the relevant jackpot is shared by the eligible persons.
- (7) Each eligible person's share of the relevant jackpot is worked out using the formula—

$$\frac{\mathbf{RJ} \times \mathbf{WW}}{\mathbf{TAW}}$$

where—

RJ means the relevant jackpot.

TAW the total amount wagered by the eligible persons.

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WW means, for each eligible person, the amount of the eligible person's winning wager.

- (8) For subsection (7), the total amount wagered and a winning wager does not include the amount of a keno bonus wager.
- (9) Despite subsections (1) and (5)(a), 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 paragraph (b)—

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

40 Refund

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

41 Unpaid winnings

- (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.

42 Unredeemed keno dollars

- (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 were issued.

Part 7 Repeal

43 Repeal

The Keno Rule 1997, No. 147 is repealed.

Schedule Dictionary

section 2

casino key employee see the *Casino Control Act 1982*, schedule.

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

chips see the *Casino Control Act 1982*, schedule.

Editor's note—

Casino Control Act 1982, schedule (Dictionary)—

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.

deposit advance account see section 12.

evens wager see section 19(3).

heads wager see section 19(1).

jackpot fill see section 37.

jackpot growth, for a keno game, means a prize that is—

- (a) in the keno computer system as the jackpot growth prize for the game; and
- (b) payable only in relation to the first \$1 of the wager for the game; and

Example for paragraph (b)—

The jackpot growth payable to a person who wagers \$10 would be the same as the jackpot growth payable to a person who wagers \$1.

- (c) calculated in a way approved by the chief executive.

jackpot keno see section 39.

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 bonus jackpot prize see section 38.

keno bonus wager see section 23.

keno computer system means a computer system used for the conduct of keno games 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.

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 under section 9.

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 by a person in the playing of a keno game, 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 keno game for validation by a keno computer system.

keno wager means a wager for a keno game.

kwikpik wager see section 20.

lucky last wager see section 22.

major prize see section 4.

multiplier see section 5.

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 keno player for playing a keno game, means the numbers registered for the player under section 8.

related wager see section 23.

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

setbet wager see section 21.

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

spot wager see section 17.

tails wager see section 19(2).

UNiTAB means UNiTAB Limited ACN 085 691 738.

UNiTAB account, of a person, means the person's deposit account under the *Wagering Rule 1999* with UNiTAB.

Editor's note—

Wagering Rule 1999, schedule 2 (Dictionary)—

deposit account means an account in the name of an investor with a licence operator.

way wager see section 18.

winning wager see section 32.

Endnotes

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2 Date to which amendments incorporated

This is the reprint date mentioned in the Reprints Act 1992, section 5(c). However, no amendments have commenced operation on or before that day. Future amendments of the Keno Rule 2007 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

3 Key

Key to abbreviations in list of legislation and annotations

Key	Explanation	Key	Explanation
AIA	= Acts Interpretation Act 1954	(prev)	= previously
amd	= amended	proc	= proclamation
amdt	= amendment	prov	= provision
ch	= chapter	pt	= part
def	= definition	pubd	= published
div	= division	R[X]	= Reprint No. [X]
exp	= expires/expired	RA	= Reprints Act 1992
gaz	= gazette	reloc	= relocated
hdg	= heading	renum	= renumbered
ins	= inserted	rep	= repealed
lap	= lapsed	(retro)	= retrospectively
notfd	= notified	rv	= revised edition
num	= numbered	s	= section
o in c	= order in council	sch	= schedule
om	= omitted	sdiv	= subdivision
orig	= original	SIA	= Statutory Instruments Act 1992
p	= page	SIR	= Statutory Instruments Regulation 2002
para	= paragraph	SL	= subordinate legislation
prec	= preceding	sub	= substituted
pres	= present	unnum	= unnumbered
prev	= previous		

4 Table of reprints

Reprints are issued for both future and past effective dates. For the most up-to-date table of reprints, see the reprint with the latest effective date.

If a reprint number includes a letter of the alphabet, the reprint was released in unauthorised, electronic form only.

Reprint No.	Amendments included	Effective	Notes
1	none	14 September 2007	

5 List of legislation

Keno Rule 2007 SL No. 231

made by the Deputy Premier, Treasurer and Minister for Infrastructure on 7 September 2007

notfd gaz 14 September 2007 pp 321–2

commenced on date of notification

exp 1 September 2018 (see SIA s 54)

Note—The expiry date may have changed since this reprint was published. See the latest reprint of the SIR for any change.