



# Victoria Government Gazette

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## GENERAL

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VICTORIAN CASINO AND GAMING AUTHORITY  
Approval for Casino Games and the Rules for those Games

Pursuant to section 60 (1) of the Casino Control Act 1991 the Victorian Casino and Gaming Authority on 9 June 1994, resolved that:

- (1) the games of BLACKJACK, ROULETTE, BACCARAT, CRAPS, TWO-UP DICE, BIG WHEEL, SIC-BO, MINI-DICE, TWO UP, PAI GOW AND CARIBBEAN STUD POKER be approved to be played in the Temporary Casino at the Galleria in the World Trade Centre;
- (2) the rules as set out in the accompanying schedule be approved as the rules for the above games.

ALAN ROWE  
Director of Gaming and Betting  
Victorian Casino and Gaming Authority

CROWN CASINO LIMITED  
RULES OF THE GAME

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Part III .....	Baccarat
Part IV .....	Two-Up Dice
Part V .....	Craps
Part VI .....	Big Wheel
Part VII .....	Mini-Dice
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## RULES FOR BLACKJACK

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. "Blackjack" means an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer;
- 1.1.2. "Dealer" means the person responsible for dealing the cards at a blackjack table;
- 1.1.3. "Hard Total" means the point count total of a hand which contains no aces or which contains aces that are each counted as 1 in value;
- 1.1.4. "Soft Total" means the point total of a hand containing an ace when the ace is counted as 11 in value.
- 1.1.5. "Void" means an invalid hand with no result. (May be referred to as a stand off)
- 1.1.6. "Tie" means, in the game of Double Exposure Blackjack, where the player's and dealer's hands have the same point value.
- 1.1.7. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.8. "Casino Supervisor" means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

2.1. The blackjack table shall have on one side, places for players and, on the opposite side, a place for the dealer. The tablecloth shall be marked in a manner similar to that shown in diagram "A" or "B" or "C" with—

- 2.1.1. areas for wagers, the number of areas being seven as per diagram "A", nine as per diagram "B" or five as per diagram "C"; and
  - 2.1.2. inscriptions to the effect that:
    - 2.1.2.1. blackjack pays 3 to 2;
    - 2.1.2.2. the dealer must stand on 17 and must draw to 16; and
    - 2.1.2.3. insurance pays 2 to 1.
  - 2.1.3. the name and/or logo of the casino imprinted thereon.
- 2.2. A dealing shoe from which all cards shall be dealt.

3. *The Cards*

3.1. Blackjack shall be played with four to eight decks, each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.

3.2. The value of cards is as follows;

- 3.2.1. an ace has the value of 11 except when that would give a player or the dealer a score of more than 21, in which case it shall have a value of 1;
  - 3.2.2. the provisions of paragraph 3.2.1. of this rule shall not prevent the dealer from announcing the separate cumulative total of each hand as it progresses, counting the ace as 1 or 11 until such time as the player stands or has reached a total where to count the ace as 11 the hand would exceed a score of 21. The cumulative result of any further cards drawn to that hand shall then be announced. (N.B. The first ace in the dealer's hand must count as 11 if this gives the dealer a total between 17 and 21, inclusive, in which case the dealer must stand);
  - 3.2.3. cards from 2 to 10 inclusive have face value;
  - 3.2.4. jacks, queens and kings shall have a value of 10; and
  - 3.2.5. an ace together with a card with a value of ten constitutes a blackjack, but a blackjack cannot be obtained in any hand derived from splitting. (See Rule 12.3.3)
- 3.3. Cards shall be checked prior to use on a gaming table and at the conclusion of gaming.
- 3.4. At the completion of the final round of play and prior to a shuffle, the cards may be removed from the table for checking and replaced by new cards, at the discretion of

a game supervisor or casino supervisor. The new cards shall be shuffled in accordance with Rule 4.1.

- 3.5. All cards used in the game of blackjack shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the dealer. All cards shall be dealt—
  - 3.5.1. face upwards; or
  - 3.5.2. the first two cards to each player may be dealt face downwards with the prior approval of the Victorian Casino and Gaming Authority (VCGA) Inspector. In this instance the player(s) may handle the first two cards only.
- 3.6. No person shall handle, remove or alter any cards used in the game of blackjack other than as provided for in rule 3.5.2 above.
- 3.7. Each player at the table shall be responsible for correctly computing the point total of his/her hand and no player shall be entitled to rely on the point total announced by the dealer.

#### 4. *The Shuffle and Cut*

- 4.1. The dealer shall shuffle the cards so that they are randomly intermixed—
    - 4.1.1. immediately prior to the start of play;
    - 4.1.2. when the cut card is exposed or drawn as the first card of a new round;
    - 4.1.3. at the completion of the round of play in which the cutting card is exposed; and
    - 4.1.4. immediately if, in the opinion of a game supervisor, the cards are dealt in a sequence which is abnormal.
  - 4.2. After the cards have been shuffled, the dealer may offer the stack of cards, with backs facing away from him/her, to the players to be cut. When this occurs the player to cut the cards shall be—
    - 4.2.1. the first player to the table if the game is just beginning;
    - 4.2.2. the player on whose playing area the cutting card appeared during the last round of play;
    - 4.2.3. the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play; or
    - 4.2.4. the player at the farthest point to the right of the dealer if the cards are replaced in accordance with these rules.
  - 4.3. If the player designated in Rule 4.2 of these rules refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a game supervisor or casino supervisor shall cut the cards.
  - 4.4. The person designated in Rule 4.2 of these rules shall cut the cards by placing the cutting card in the stack approximately one and a half decks in from either end of the stack.
  - 4.5. Once the cutting card has been inserted by the person designated in this rule the dealer shall take all cards in front of the cutting card and place them to the back of the stack, after which the dealer shall insert the cutting card in a position no more than half way in from the back of the stack. The stack of cards shall then be inserted in the dealing shoe for commencement of play.
  - 4.6. The first card from the shoe shall be "burned" face down by placing it into the discard holder and shall not be shown unless a player requests to see it.
- #### 5. *Wagers*
- 5.1. Wagers shall be accepted only in chips.
  - 5.2. A wager by a player shall be placed on the appropriate areas of the blackjack layout prior to the first card being dealt for a round of play.
  - 5.3. Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the dealer announces "no more bets".
  - 5.4. Except as provided in rules 8, 10.1, 11.1, and 12.1 or until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.

5.5. Up to three players may wager on any one playing area of the blackjack layout but the game supervisor may restrict the number of players to less than three.

5.6. Where more than one player wagers on a playing area the decisions with regard to the cards dealt to that area shall be called by—

5.6.1. the player seated at the playing area;

5.6.2. where there is no seated player, the player with the highest wager in the playing area;  
or

5.6.3. where all wagers are of equal value, the player whose wager is nearest the dealer.

5.7. The dealer shall, prior to the commencement of a round of play, ascertain the player who shall call the decisions with respect to any playing area in accordance with subrule 5.6.

5.8. The dealer shall ensure that—

5.8.1. the player calling the decisions places his wager in the portion of the playing area nearest to the dealer's side of the table; and

5.8.2. all other players wagering on the playing area place their wagers in a vertical line with the wager referred to in rule 5.8.1.

5.9. At the discretion of a game supervisor, a player may wager on more than one playing area at a blackjack table provided there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand. In the case of full patronage a player may wager on more than one playing area but may only call the decisions with respect to the playing area at which he/she is seated or is otherwise entitled to control.

5.10. Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.

5.11. A wager may be refused prior to the initial deal if in the event of the player winning, it would not be possible to pay the wager exactly in chips.

5.12. A gaming shift manager may limit a player to the minimum wager displayed on the sign at a blackjack table. The VCGA Inspector must be notified prior to a player being limited to a table minimum wager.

#### 6. *Minimum and Maximum Wagers*

6.1. The minimum and maximum wagers permitted per playing area shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

6.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

6.3. Wagers above the maximum shall be paid or collected to the maximum.

6.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

6.5. A gaming shift manager may allow a player to wager in excess of the stated maximum wager permitted on that table, provided that a marker denoting the new maximum for that playing area is placed adjacent to the playing area.

6.6. In accordance with rule 6.5, where a new maximum limit is allocated to a player, he/she shall be the only player to play on that playing area.

#### 7. *Initial Deal*

The dealer shall call "No more bets" and starting from the left and continuing clockwise round the table, shall deal a card in sequence to each playing area containing wager/s and a card to the dealer's position. In a like manner the dealer shall then deal a second card to each of the playing areas.

#### 8. *Insurance*

Where the dealer's first card is an ace, a player may place a wager, equivalent to not more than half the amount placed as his/her initial wager, that the dealer's second card will have a value of ten.

Winning wagers made under this rule shall be paid at odds of two to one. All insurance wagers shall be made before the commencement of the subsequent deal and are to be placed on the insurance line of the layout.

**9. Interim Settlement**

Interim settlement shall be as follows:

- 9.1. on completion of the initial deal and before the subsequent deal—
  - 9.1.1. where a player has a blackjack and the dealer's card does not have a value of ten or is not an ace, the dealer shall pay the wager(s) on that hand at odds of 3 to 2; or
  - 9.1.2. where a player has a blackjack and the dealer's first card is an ace, the dealer shall, at the player's request, pay the player in settlement an amount equal to the initial wager;
- 9.2. during the subsequent deal, where the dealer's second card does not have a value of 10, any "INSURANCE" wager(s) shall be lost and collected by the dealer immediately upon the drawing of that card.

**10. Subsequent Deal**

10.1. The dealer, beginning from the left, shall announce the player's point total and shall let the player indicate whether he/she wishes to—

- 10.1.1. double in accordance with Rule 11;
- 10.1.2. split pairs in accordance with Rule 12;
- 10.1.3. stand—ie. take no further cards; or
- 10.1.4. draw—ie take further cards. A player may elect to draw additional cards whenever the point total is less than 21 except that a player having blackjack or a hard or soft total of 21 may not draw additional cards.

10.2. As each player indicates his/her decision(s), by scratching the table towards himself/herself to indicate request for further card(s) or by an horizontal movement of the hand to indicate to stand, the dealer shall deal face up whatever additional cards are required to give effect to the decision(s) and shall announce the point total of the player's hand after each additional card is dealt.

10.3. A player's losing wager shall be collected and his/her cards immediately placed in the discard holder.

**11. Doubling**

11.1. After the initial deal or after the first two cards of any split pair, the player may elect to double, (i.e. make an additional wager equal to the amount of the original wager) on the condition that only one additional card shall be dealt to that hand.

11.2. If the player controlling the playing area elects to double, player(s) with a wager on the same playing area shall have the option to double on that hand before the additional card is dealt. If the other player(s) do not double, the condition that only one additional card shall be dealt to that hand remains unchanged.

11.3. A player who doubles and exceeds a point total of 21 shall lose both the original wager and the additional amount wagered in doubling regardless of the result of the dealer's hand.

11.4. If the dealer obtains blackjack after a player doubles, the dealer shall collect only an amount equivalent to the original wager and shall not collect the additional amount wagered in doubling.

11.5. A player is not permitted to double if the first two cards constitute a blackjack.

**12. Splitting Pairs**

12.1. When the initial two cards dealt to a playing area are identical in value, the player controlling that playing area may elect to split the hand into two separate hands provided that the wager on the second hand so formed is an amount equal to the original wager.

12.2. When a player splits pairs, the dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to the second hand.

12.3. After a second card is dealt to a split pair, the dealer shall announce the point total of the hand and the player shall indicate his/her decision to stand, draw or double except that—

- 12.3.1. a player may split again if the second card of any of the split hands is of identical value to a card of the split pair. The wager to be placed on any split hand shall be an amount equal to that of the original wager. A player may not form more than three hands per playing area in each round. A player who abstains from splitting any pair may not split any further pairs so formed.
- 12.3.2. subject to Rule 12.3.1, a player splitting aces shall have only one card dealt to each ace and cannot elect to receive additional cards; or
- 12.3.3. a player splitting aces or 10 point value cards shall not be capable of achieving a blackjack.

12.4. A player who splits hands and subsequently exceeds 21 in any of the hands so formed shall lose the wager on that hand regardless of the result of the dealer's hand.

12.5. If the dealer obtains a blackjack after a player splits pairs, the dealer shall collect only an amount equivalent to the original wager and shall not collect any additional amount wagered in splitting.

12.6. If the player controlling the playing area decides to split, any other player who has placed a wager in that playing area may—

- 12.6.1. make a wager on the split hand/s so formed of an amount equal to their original wager; or
- 12.6.2. have the original wager placed on the first hand so formed.
- 12.6.3. not split any further pair if he/she has previously refused to split a pair formed in that hand.

### 13. *Additional Cards to the Dealers Hand*

13.1. Except as provided in rule 13.2, the dealer shall draw additional cards to the dealer's hand until a hard or soft total of 17, 18, 19, 20 or 21 is achieved at which point no additional cards shall be drawn.

13.2. No additional cards shall be drawn to the dealer's hand, regardless of the point total, if decisions have been made on all player's hands and the additional cards would have no effect on the outcome of the round of play.

### 14. *Final Settlement*

Settlement of wagers remaining on the table after the completion of the dealer's hand shall be as follows:

#### 14.1. *Winning wagers*

- 14.1.1. A wager on a blackjack shall be paid at odds of 3 to 2 if the dealer does not also have a blackjack.
- 14.1.2. A wager on a hand other than a blackjack shall be paid at odds of 1 to 1 if the dealer's hand has a count value of more than 21 or less than the count value of the hand on which the wager was made.
- 14.1.3. An insurance wager made under the provisions of rule 8 shall be paid at odds of 2 to 1 if the dealer has a blackjack.

#### 14.2. *Losing wagers*

- 14.2.1. A wager on a hand with a count value less than that of the dealer's hand (if 21 or less).
- 14.2.2. A wager on a hand other than a blackjack, with a count value of 21, if the dealer has a blackjack.

#### 14.3. *Void Wagers*

- 14.3.1. A wager on a blackjack if the dealer also has a blackjack.
- 14.3.2. A wager on a hand with the same count value (if 21 or less) as that of the dealer's hand.
- 14.3.3. A wager, other than the player's original wager, which is made under the provisions of rules 11 and 12, if the dealer has a blackjack.



- 14.4. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer, so that the cards can be readily reconstructed to indicate each player's hand in the case of a dispute.

15. *Irregularities*

15.1. If the dealer in error "burns" two cards or does not "burn" the first card when the shuffle has been completed, the dealer continues to deal.

15.2. A card dealt in error shall be treated as undisclosed and, subject to rule 15.3, shall be used as though it were the next card from the shoe.

15.3. A card drawn in error to a dealer's completed hand shall be discarded if the card has been disclosed.

15.4. A card found face upwards in the shoe shall be discarded.

15.5. If after the initial deal and prior to any interim settlement an error of card placement has occurred, the hand shall be reconstructed.

15.6. If during the subsequent deal it is noticed that a hand has been dealt to a playing area without a wager the cards constituting that hand shall be discarded.

15.7. If during the subsequent deal it is noticed that the dealer has not taken a first card, the player with the hand being decided at the time may—

15.7.1. complete his/her hand prior to the dealer taking a first card; or

15.7.2. instruct the dealer to take a first card prior to making further decisions.

15.8. If during the subsequent deal it is noticed that cards have not been dealt to a player's playing area containing a wager, that wager is void. If only one card is dealt to a player's playing area containing a wager, the player shall have the option of retracting his/her wager or receiving a second card when called upon to make a decision on that playing area.

15.9. If a player is not given the option of drawing additional cards, he/she shall have the option of retracting the wager or playing out the hand after all other players have completed their hands and before any further card is dealt to the dealer.

15.10. In the event that the cards are not shuffled following the exposure of the cutting card as provided by rule 4.1.3, a shuffle shall take place immediately at the completion of the round in play.

15.11. If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard holder shall be shuffled and cut in accordance with rule 4 and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.

16. *General Provisions*

16.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

16.2. Where a player has contravened any provision of the rules a casino supervisor may—

16.2.1. declare that any wager made by the player(s) shall be void;

16.2.2. direct that the player(s) shall be excluded from further participation in the game;

16.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.

16.2.4. confiscate the prohibited device; and

16.2.5. cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.

16.3. A casino supervisor may invalidate the outcome of a game if—

16.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or

16.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.

16.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

16.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

16.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.

16.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

16.8. A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.

16.9. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

16.10. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

16.11. Players are not permitted to have side bets against each other.

16.12. A copy of these rules shall be made available, upon request.

17. *Over/Under 13 Wager*

17.1. Where the game played includes the "OVER/UNDER 13" option, the approved rules of blackjack shall apply and shall be read in conjunction with the rules for over/under 13.

The table cloth shall be marked in a manner similar to that shown in diagram "D" or "E" with—

17.1.1. Areas to indicate the playing areas for wagers, the number of playing areas being seven as per diagram "D" and nine as per diagram "E";

17.1.2. Inscriptions to the effect that—

17.1.2.1. blackjack pays 3 to 2;

17.1.2.2. the dealer must stand on 17 and must draw to 16;

17.1.2.3. insurance pays 2 to 1;

17.1.2.4. over/under 13 pays 1 to 1; and

17.1.3. Areas to indicate the spaces where players may place an over/under 13 wager in addition to their normal blackjack wager.

VALUE OF CARDS

17.2. The value of the cards shall be as follows:

17.2.1. aces count as 1;

17.2.2. any card from 2 to 10 shall have its face value; and

17.2.3. a jack, queen or king shall have a value of 10.

WAGERS

17.3. Prior to the first card being dealt, for each round of play, each player at the game of blackjack may place an over/under 13 wager in the designated spaces referred to in rule 17.1.3.

17.4. A player may only place a wager on the over/under 13 playing area if he/she has already placed a wager on the appropriate area of the blackjack layout, in accordance with these rules. This wager must not exceed the original wager.

17.5. An "OVER 13" wager by a player shall—

17.5.1. win, if the score of the first two cards dealt is over 13; and

17.5.2. lose, if the score of the first two cards dealt is under 13 or a total of 13.

17.6. An "UNDER 13" wager by a player shall—

17.6.1. win, if the score of the first two cards dealt is under 13; and

17.6.2. lose, if the score of the first two cards dealt is over 13 or a total of 13.

SETTLEMENT

17.7. On completion of the initial deal and before the subsequent deal, the dealer shall settle all "OVER/UNDER 13" wagers according to the score of the first two cards dealt to the player's hand, at odds of 1 to 1.

**18. Triple Play Blackjack**

18.1. Where the game in play is "TRIPLE PLAY" the approved rules of blackjack shall apply, except where the rules are inconsistent with the rules of triple play, in which case the rules of triple play shall prevail. The table cloth shall be marked in a manner similar to that shown in diagram "F" with—

- 18.1.1. Betting areas to indicate the playing areas for wagers, the numbers of playing areas being six as per diagram "F";
- 18.1.2. Inscriptions to the effect that—
  - 18.1.2.1. blackjack pays 3 to 2;
  - 18.1.2.2. the dealer must stand on 17 and must draw to 16;
  - 18.1.2.3. insurance pays 2 to 1;
- 18.1.3. areas to indicate the number of the hand wagered on; and
- 18.1.4. the number of the hand in play i.e. 1,2, or 3.

**WAGERS**

18.2. Prior to the first card being dealt, for the first round of play, each player at the game of triple play is given the option to make up the three separate wagers on the outcome of his/her original hand. The dealer plays the same first face up card against the players set of cards three times but draws three different sets of cards to complete three separate hands.

18.3. Each player must place a minimum of two wagers and may place a maximum of three wagers in the designated areas referred to in rules 18.1.1 and 18.1.3

18.4. Wagers placed for hands 1 and 2, or hands 1, 2 and 3, do not have to be of equal value.

18.5. Only one player may wager on a playing area.

**INSURANCE**

18.6. Shall be settled in accordance with rule 8.

**INTERIM SETTLEMENT**

18.7. Shall be settled in accordance with rule 9.

**SUBSEQUENT DEAL TO PLAYER'S HAND**

18.8. If the player requests any additional cards and achieves a score in excess of 21, the dealer shall remove all three wagers for that player and shall collect that player's cards and place them in the discard holder.

**SPLITTING PAIRS**

18.9. Any pair and any two 10 valued cards dealt to a player in the initial deal may be split by the player concerned, into two separate hands when his/her turn comes for the subsequent deal. The player must then place wagers on the second hand so formed, these wagers being the same amount as the wager for each respective wager on that hand.

18.10. A player may not double on a split hand.

18.11. A pair may be split once only to form a maximum of two hands.

**DOUBLING**

18.12. After the initial deal a player may elect to double, i.e. to double his/her wager on the condition that only one additional card shall be dealt face upwards. A player who elects to double may do so provided that the player wagers an amount equal to the amount of each and every one of his/her wagers.

**SUBSEQUENT DEAL TO DEALER'S HAND**

18.13. After the decisions of each player have been implemented and all additional cards have been dealt the dealer shall deal additional card(s) to his/her hand in accordance with rule 13.

18.13.1. The dealer shall then collect all losing wagers and pay all winning wagers on hand number "1" only;

18.13.2. The dealer shall then remove from the table those cards which were dealt to the dealer's hand except for the original first card;

18.13.3. The dealer shall then move the original first card to square number "2" and shall deal additional cards to his/her hand in accordance with rule 13.

- 18.13.4. The dealer shall then collect all losing wagers and pay all winning wagers on hand number "2" only; cards on hands which had 2 bets only are removed
- 18.13.5. The dealer shall then move the original first card to square number "3" and shall deal additional cards to his/her hand in accordance with rule 13; and
- 18.13.6. The dealer shall then collect all losing wagers and pay all winning wagers on hand number "3" only.

#### FINAL SETTLEMENT

18.14. Settlement of wagers shall be in accordance with rule 14.

18.15. At the completion of the dealer's third hand all cards remaining on the table shall be collected and placed in the discard holder as provided for in these rules.

#### 19. Double Exposure Blackjack

19.1. Where the game in play is "Double Exposure Blackjack" the approved rules of blackjack shall apply, except where the rules are inconsistent with the rules of double exposure, in which case the rules of double exposure shall prevail. The table cloth shall be marked in a manner similar to that shown in diagram "G" with—

19.1.1. Betting areas to indicate the playing areas for wagers.

19.1.2. Inscriptions to the effect that—

19.1.2.1. The dealer must stand on 17 and must draw to 16;

19.1.2.2. Insurance pays 2 to 1; and

19.1.2.3. "Over/under 13 pays even money", if the game being played includes the "over/under 13" option.

19.2. A notice shall be displayed at the table with the following inscriptions;

19.2.1. Blackjack pays even money; and

19.2.2. All ties lose to the House (except Blackjack).

#### INITIAL DEAL

19.3. The dealer shall deal the cards clockwise in rotation around the table, starting from the left with the first playing area to contain a wager, and in the following order:

19.3.1. One card face upwards to each playing area on the layout which contains a wager;

19.3.2. One card face upwards to the dealer's hand;

19.3.3. A second card face upwards to each playing area containing a wager; and

19.3.4. A second card face upwards to the dealer's hand with regard to the provisions of rule 13.2 and 19.7.1.

#### SUBSEQUENT DEAL

19.4. After two cards have been dealt to each player and the dealer's hand, the dealer shall settle all over/under 13 and insurance wagers and then, beginning from the left, announce the point total of the two initial cards of each player's hand.

19.5. As each point total is announced, the player must indicate a decision to double, split pairs, stand or draw, as provided for by these rules.

19.6. When all players have completed their hands the dealer shall draw additional cards as necessary to the dealers hand (Rule 13).

#### INSURANCE

19.7. All insurance wagers shall be settled in accordance with rule 8 except that—

19.7.1. The dealer shall advise players of their rights to place insurance wagers prior to dealing a second card to the dealer's hand; and

19.7.2. All losing insurance wagers shall be collected by the dealer immediately after a second card is drawn to the dealer's hand and before the subsequent deal to the players' hands.

#### OVER/UNDER 13

19.8. Over/under 13 wagers shall be settled in accordance with rule 17.7 except that settlement shall take place after the dealer's hand receives a second card and prior to the subsequent deal.

**DOUBLING**

19.9. Double wagers shall be settled in accordance with rule 11 except that a player shall only be permitted to double the original wager if the first two cards of that hand total a hard 10 or 11.

**SPLITTING PAIRS**

19.10. Split pairs shall be settled in accordance with rule 12 except that—

19.10.1. A player shall not form more than three hands per playing area in each round; and

19.10.2. A player shall not split aces a second time.

**SETTLEMENT**

19.11. A wager by a player at the game of double exposure blackjack shall win if:

19.11.1. The score of the player is 21 or less and the score of the dealer is in excess of 21;

19.11.2. The score of the player exceeds that of the dealer without either exceeding 21; or

19.11.3. The player has achieved a blackjack and the dealer has achieved a score of 21 in more than two cards, provided that split hands under rule 12.3.3 shall not be capable of achieving a blackjack.

19.12. The player shall lose if:

19.12.1. The score of the player exceeds 21;

19.12.2. The score of the dealer exceeds or equals that of the player without exceeding 21, except as provided for in rule 19.12.

19.12.3. The dealer has achieved blackjack and the player has achieved a score of 21 in more than 2 cards, provided that split hands under rule 12.3.3 shall not be capable of achieving a blackjack.

19.13. A wager shall be a stand off when both the player and the dealer obtain blackjack.

**20. Tournament Play**

20.1. In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.

20.1.1. The conditions of entry and of play for each tournament shall be subject to prior approval by the VCGA.

20.1.2. Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency only and only during the playing of a tournament.

20.1.3. An entry fee to enter the tournament may be charged and subject to the approval of the VCGA, a portion of the entry fees may be retained by the Casino Operator. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.

DIAGRAM A

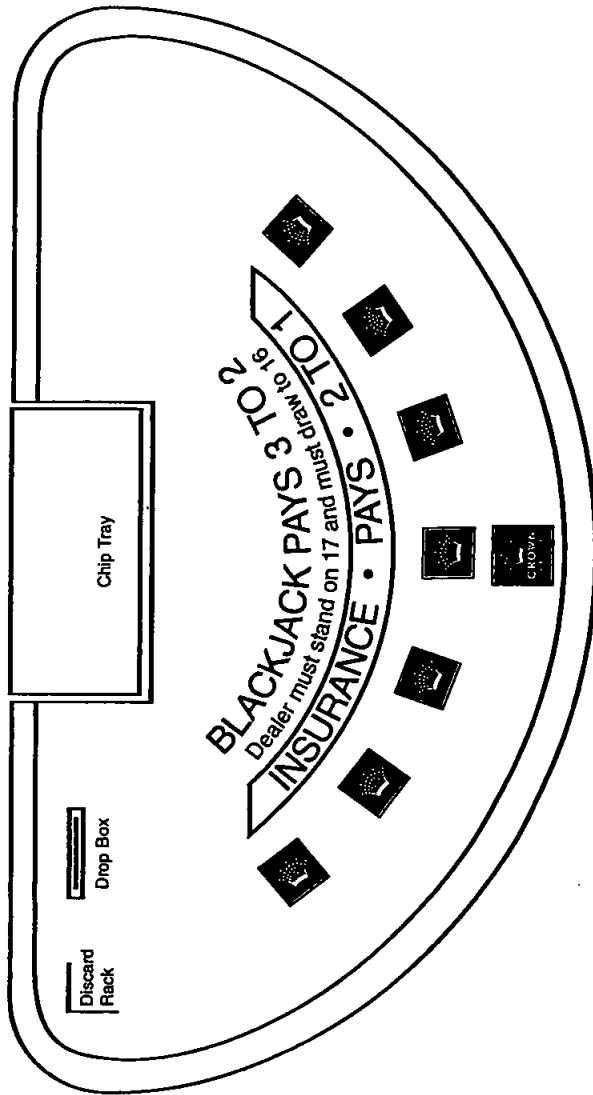


DIAGRAM B

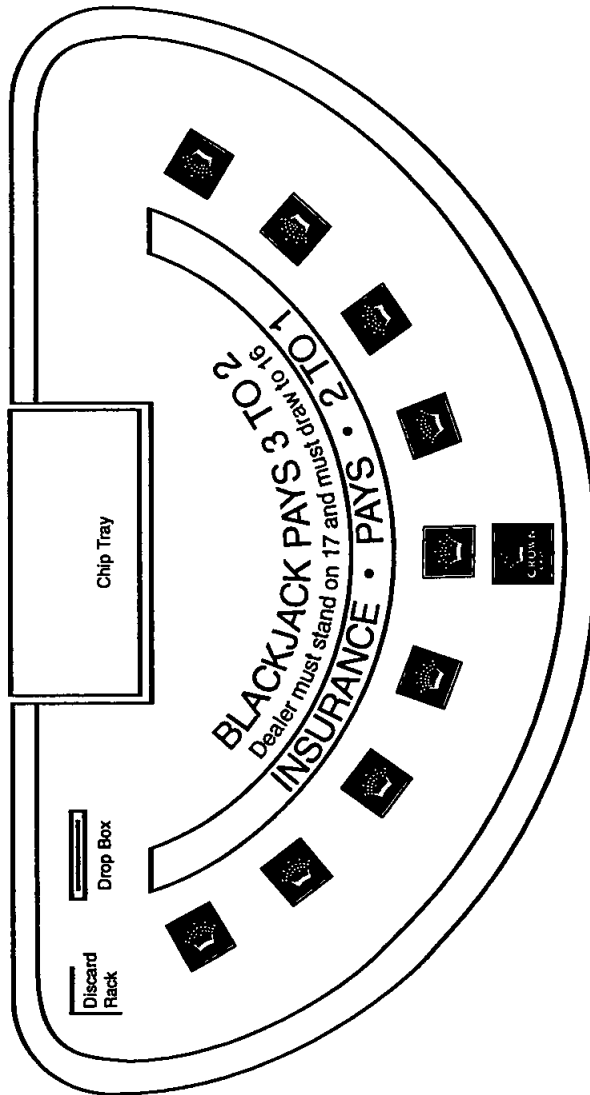


DIAGRAM C

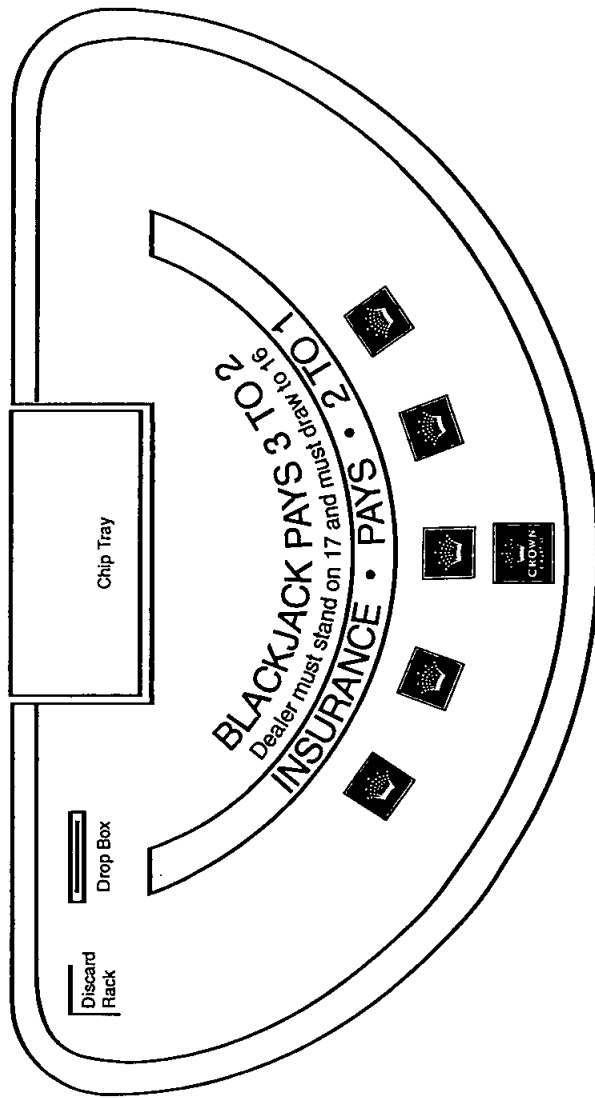
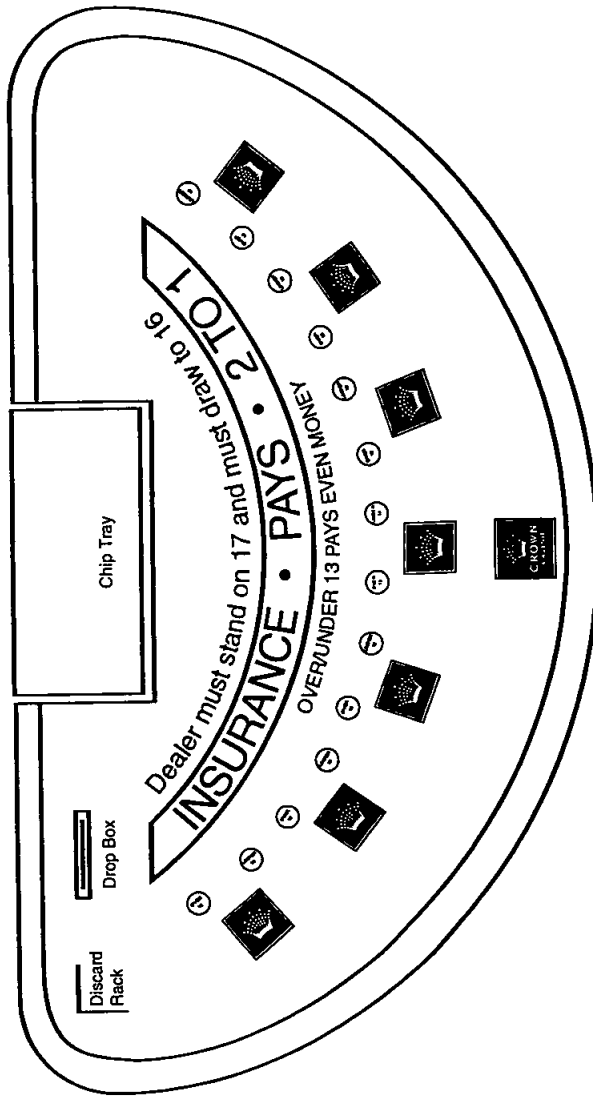




DIAGRAM D



**DIAGRAM E**

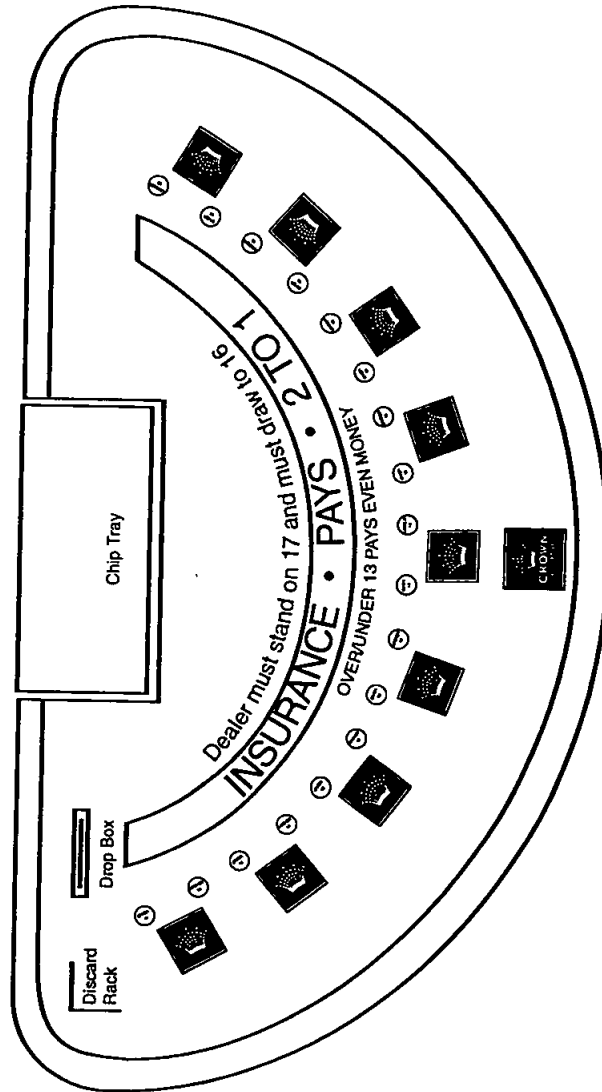


DIAGRAM F

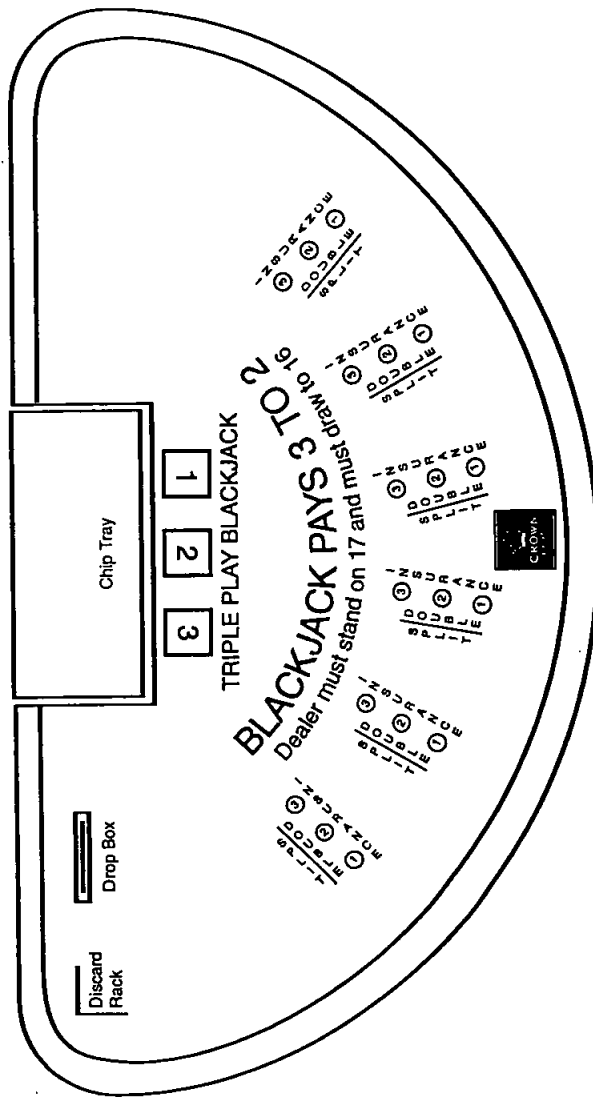
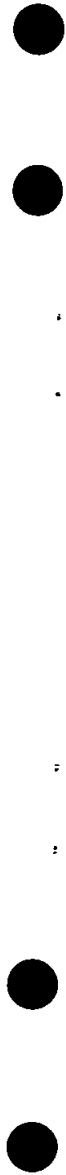
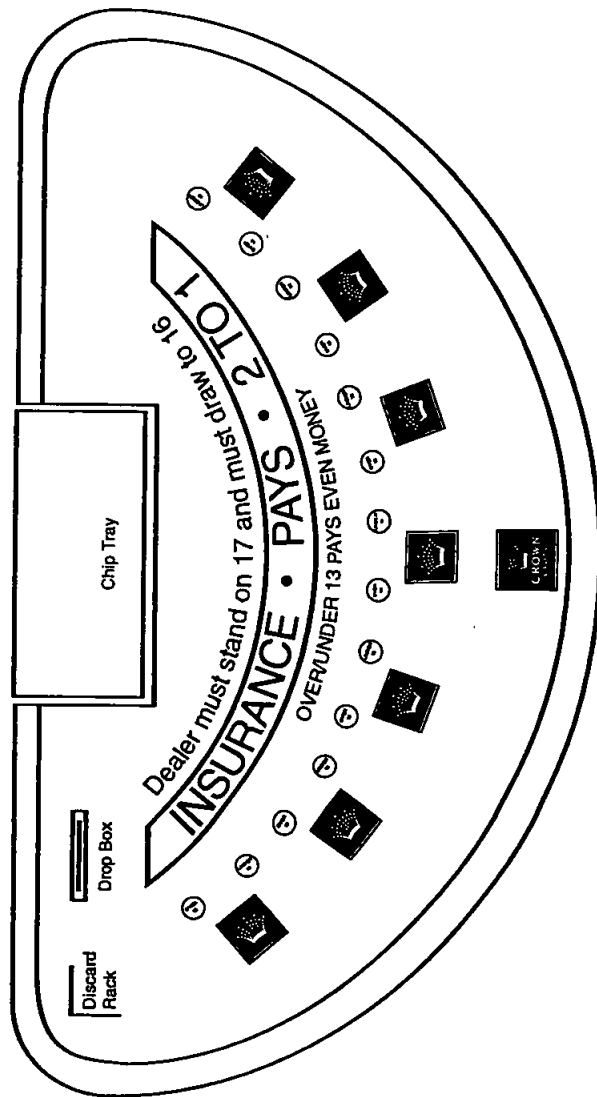


DIAGRAM G



## PART II—ROULETTE

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## RULES FOR ROULETTE

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. "Dolly" means an indicator used to denote the winning number.
- 1.1.2. "Marker button" means a button used to denote a value.
- 1.1.3. "Dealer" means the person responsible for the operation of the game.
- 1.1.4. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.5. "Casino Supervisor" means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

- 2.1. The roulette table shall be of the "American" type.
- 2.2. The table cloth (layout) shall be marked in a manner similar to that shown in diagram "A" with the name and/or logo of the casino imprinted thereon.
- 2.3. The roulette wheels shall—
  - 2.3.1. each have 37 equal compartments with one marked zero and the others marked 1 to 36 coloured alternately red and black around the wheel; and
  - 2.3.2. the numbers marked shall be in the same order as that shown in the diagram of the wheel. (diagram "B")
- 2.4. The balls used for gaming at roulette shall be made completely of a non-metallic substance and shall not be less than 17 millimetres, nor more than 22 millimetres, in diameter.

3. *Wagers*

- 3.1. Wagers may be represented either by chips marked with denominations of value or by colour checks (i.e. Non-value chips without denomination markings).
- 3.2. The colour checks of a set shall each bear the same distinguishing emblem or mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.
- 3.3. Colour checks issued at a roulette table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.
- 3.4. Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino.
- 3.5. No person shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another person at the same table.
- 3.6. Where a person purchases colour checks the specific value to be assigned to each shall be declared by that person and if that value exceeds the table minimum it shall be denoted by a colour check and a related marker button bearing a number on it to designate the value set by that person.
- 3.7. At the discretion of a casino supervisor, a player may be issued with colour checks of more than one colour at the same table provided no other player as a result is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.

3.8. No wagers may be placed, changed or withdrawn after "no more bets" has been announced. A winning wager may be withdrawn before the next spin.

3.9. Wagers orally declared shall be accepted only if accompanied by the placing of chips, colour checks or cash on the table and confirmed orally by the dealer or game supervisor. Cash placed on the table for any wager must be immediately converted into chips or colour checks of an equivalent value. All bets must be placed before the ball comes to rest.

3.10. Players are responsible for the positioning of their wagers on the table, whether or not they are assisted by the dealer. They must ensure that any instructions given to the dealer are correctly carried out. Wagers shall be settled strictly in accordance with the position of chips when the ball falls to rest in a compartment in the wheel.

#### 4. Minimum and Maximum Wagers

4.1. The minimum and maximum wagers permitted per player shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

4.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

4.3. Wagers above the maximum shall be paid or collected to the maximum.

4.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

4.5. A gaming shift manager may allow a player to wager in excess of the stated maximum wager permitted on that table, provided that a marker denoting the new maximum for that playing area is placed adjacent to the playing area.

#### 5. Dealing Procedure

5.1. At the completion of all payouts from the previous spin or before the ball is spun the Dealer shall announce "Place Your Bets".

5.2. The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four (4) revolutions around the track of the wheel to constitute a valid spin.

5.3. While the ball is still rotating around the wheel, the dealer shall call "No more bets".

5.4. Upon the ball coming to rest in a compartment around the wheel, the dealer shall announce the number of such compartment and shall place the dolly on that number on the roulette layout.

5.5. After placing the dolly on the layout, the dealer shall first collect all losing wagers and then pay all winning wagers.

#### 6. Settlement

6.1. Diagram "C" illustrates the ways in which wagers may be placed on a single number or combination of numbers. The odds payable in respect to the various wagers are:

American	Odds
Straight	35 to 1
Split	17 to 1
Street	11 to 1
Corner	8 to 1
Six-Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low	1 to 1
High	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

6.2. When the result is zero:

- 6.2.1. wagers placed on zero or on a combination of zero with 1, 2 and/or 3 shall win at odds in accordance with rule 6 as the case may be;
- 6.2.2. all other wagers shall be lost.

7. Irregularities

7.1. An invalid spin occurs if—

- 7.1.1. the ball is spun in the same direction as the wheel is rotating;
- 7.1.2. the dealer anticipates that the ball shall not complete four revolutions around the track of the wheel;
- 7.1.3. a foreign object enters the wheel prior to the ball coming to rest;
- 7.1.4. the ball is propelled or falls out of the wheel. Upon retrieval the ball shall be examined by the game supervisor; or
- 7.1.5. any person interferes with the ball or the rotation of the wheel.

7.2. In the event of an invalid spin the dealer shall announce "NO SPIN" and, where applicable, shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

7.3. Once the dealer has announced "NO SPIN", it shall be an invalid spin regardless of whether or not the ball comes to rest in one of the compartments prior to the dealer's attempt to remove the ball from the wheel.

7.4. After a "NO SPIN" the dealer shall return the ball to the previous winning number compartment and respin in accordance with rule 5.

8. General Provisions

8.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

8.2. Where a player has contravened any provision of the rules a casino supervisor may—

- 8.2.1. declare that any wager made by the player(s) shall be void;
- 8.2.2. direct that the player(s) shall be excluded from further participation in the game;
- 8.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.
- 8.2.4. confiscate the prohibited device; and
- 8.2.5. cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.

8.3. A casino supervisor may invalidate the outcome of a game if—

- 8.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
- 8.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.

8.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

8.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

8.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.

8.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

8.8. A seated player who abstains from wagering for three consecutive spins whilst all other seats at that table are in use may be required to vacate that seat.

8.9. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

8.10. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

8.11. Players are not permitted to have side bets against each other.

8.12. A copy of these rules shall be made available, upon request.

9. *Race-track*

9.1. Where a race-track system for accepting multiple piece place bets is used (see diagram "D"), this wager called by a player must be accompanied by chips, or cash which shall be immediately converted into chips, and placed on the layout, or on the appropriate area of the race-track before "NO MORE BETS" is called.

Wagers defined on the race-track are—

9.1.1. Series 5/8—Tier (six piece wager);  
5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.

9.1.2. Orphans (five piece wager);  
1, 6/9, 14/17, 17/20 and 31/34.

9.1.3. Grand Series 0/2/3—(nine piece wager);  
0/2/3 x 2 pieces, 4/7, 12/15, 18/21, 19/22,  
25/29 x 2 pieces and 32/35

9.1.4. Zero Game (four piece wager);  
0/3, 12/15, 26 and 32/35.

9.1.5. Neighbours (five piece wager);  
a specific number with two neighbouring numbers either side, e.g. 17 and the  
neighbours = 2, 25, 17, 34 and 6.

10. *Tournament Play*

10.1. In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.

10.1.1. The conditions of entry and of play for each tournament shall be subject to prior approval by the VCGA.

10.1.2. Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.

10.1.3. An entry fee to enter the tournament may be charged and subject to the approval of the VCGA, a portion of the entry fees may be retained by the Casino Operator. The balance of the entrance fees shall be apportioned as prize money in accordance with the conditions of entry of play.






DIAGRAM A

		0		
1 to 18	1st 12	1	2	3
		4	5	6
		7	8	9
		10	11	12
EVEN	2nd 12	13	14	15
		16	17	18
ODD	3rd 12	19	20	21
		22	23	24
19 to 36	3rd 12	25	26	27
		28	29	30
		31	32	33
		34	35	36
		2 to 1	2 to 1	2 to 1



DIAGRAM B

LEGEND

-  Black
-  Red
-  Green

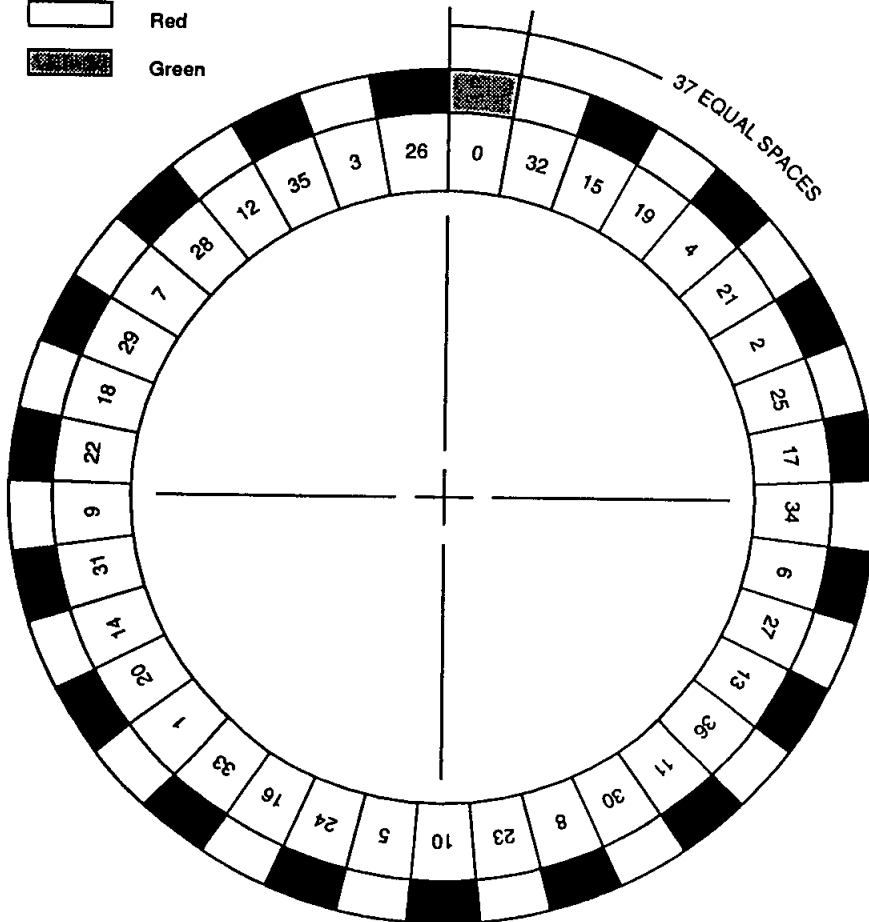


DIAGRAM C

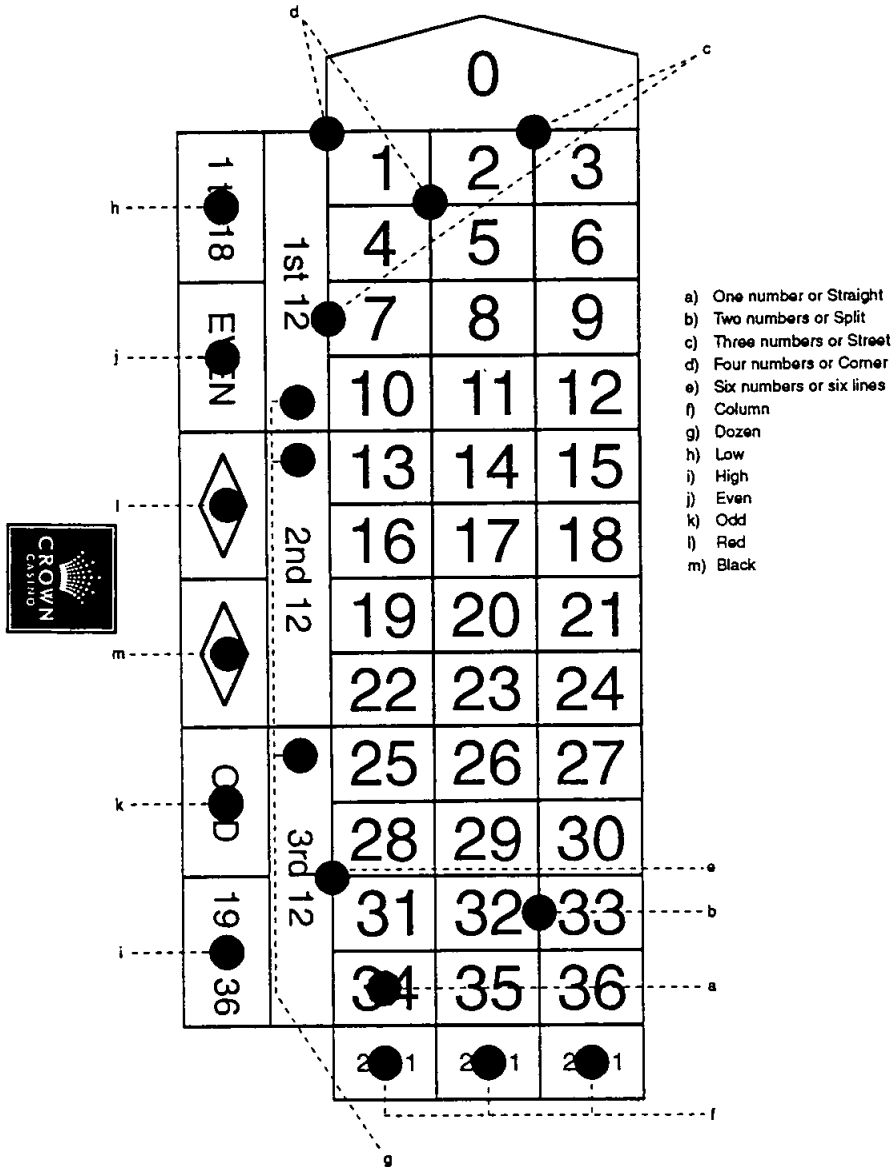
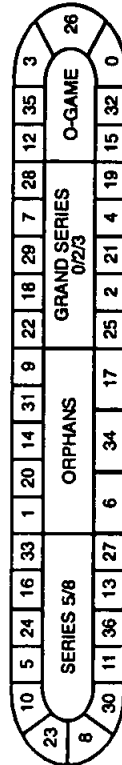


DIAGRAM D

			0			
1 to 18	1st 12	1	2	3	2 to 1	
		4	5	6		
		7	8	9		
EVEN	2nd 12	10	11	12	2 to 1	
		13	14	15		
		16	17	18		
◇	3rd 12	19	20	21	2 to 1	
		22	23	24		
		25	26	27		
◇	ODD	28	29	30	2 to 1	
		31	32	33		
		34	35	36		
19 to 36						



## PART III—BACCARAT

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6. Minimum and Maximum Wagers .....	1495
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## RULES FOR BACCARAT

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. "Table of Play" means a set of mandatory instructions which dictate whether the player and banker should stay or draw cards.
- 1.1.2. "Baccarat" means a total of cards equalling zero.
- 1.1.3. "Natural" means a total of eight or nine by either the banker or the player in the first two cards.
- 1.1.4. "Tie" means that both player and banker hands have the same total.
- 1.1.5. "Void" means an invalid hand with no result.
- 1.1.6. "Dealer" means a person responsible for the operation of the game.
- 1.1.7. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.8. "Casino Supervisor" means a person other than a games supervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

2.1. Baccarat shall be played on a table having numbered places for seven to fourteen seated players.

2.2. The table cloth (layout) shall be marked in a manner similar to that shown in the diagrams marked—

- 2.2.1. "A"—Baccarat
- 2.2.2. "B"—Mini Baccarat
- 2.2.3. "C"—Midi Baccarat

with the name and/or logo of the casino imprinted thereon.

2.3. A dealing shoe shall be used from which all cards shall be dealt.

3. *The Cards*

3.1. Baccarat shall be played with six or eight decks, each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.

3.2. The value of the cards is as follows:

- 3.2.1. cards from 2 to 9 inclusive have face value;
- 3.2.2. tens, jacks, queens or kings have a value of zero; and
- 3.2.3. an ace has a value of one.

3.3. The point count of a hand shall be—

- 3.3.1. where the total value of the cards in the hand is a number between 0 and 9 inclusive, that number; or
- 3.3.2. where the total value of the cards in the hand is the number 10 or a higher number, the right digit of that number.

3.4. The cards shall be checked prior to the commencement of gaming and at the conclusion of gaming.

3.5. At the completion of the final round of play and prior to a shuffle, the cards may be removed from the table for checking and replaced by new cards, at the discretion of a game supervisor or casino supervisor.

3.6. Cards may be pre-shuffled and secured in a designated area until such time as they may be required.

#### 4. *The Shuffle*

4.1. The dealer shall shuffle the cards so that they are randomly intermixed—

- 4.1.1. immediately prior to the start of play;
- 4.1.2. at the completion of the next round of play after that round of play in which the cutting card appears
- 4.1.3. cards may be pre shuffled in accordance with Rule 3.6.

4.2. After the cards have been shuffled the dealer shall offer the stack of cards, with backs facing away from him/her, to the players to be cut. When this occurs the player to cut the cards shall be—

- 4.2.1. the player with the highest numbered seat; or
- 4.2.2. a player designated by the game supervisor.

4.3. If the player designated in Rule 4.2 of these rules refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a game supervisor or casino supervisor shall cut the cards.

4.4. The person designated in rule 4.2 or 4.3 shall cut the cards by placing the cutting card in the stack a minimum of approximately half a deck in from either end of the stack.

4.5. Once the cutting card has been inserted by the person designated in this rule the dealer shall take all cards in front of the cutting card and place them to the back of the stack, after which the dealer shall insert the cutting card approximately twenty cards in from the back of the stack. The stack of cards shall then be inserted in the dealing shoe for commencement of play.

4.6. Before the start of play following each shuffle and cut of cards, the dealer shall—

- 4.6.1. remove the first card from the shoe, face up; and
- 4.6.2. draw, face down, cards equal to the face value of the first card and burn them by placing them in the discard holder.
- 4.6.3. In this procedure, 10, jack, queen and king shall have a face value of 10 and an ace a value of 1.
- 4.6.4. The dealer shall call for bets to be placed and when the betting is complete announce "No more bets" and commence the deal.

4.7. Where a casino supervisor forms the opinion that the cards have become unfit for further use and provided no hand is in progress, the casino supervisor shall direct that the cards be replaced. The new cards shall be shuffled in accordance with Rule 4.1.

4.8. When cards are handled by players during any shoe, all the cards from that shoe shall be replaced.

#### 5. *Wagers*

5.1. Wagers shall be accepted only in chips.

5.2. A wager by a player shall be placed on the appropriate areas of the baccarat layout.

5.3. Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the dealer announces "no more bets".

5.4. Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.

5.5. Wagers may be placed by standing players at the discretion of the game supervisor. (Where the game is played on a layout similar to that shown in diagram B or C a maximum of three wagers may be placed on any one playing area.) Standing players shall—

5.5.1. not participate in the cut of the cards or touch or handle the cards used in the game in any manner;

5.5.2. not be appointed "banker" (refer rule 7.1).

5.6. Wagers may be made on:

5.6.1. the player's hand,

5.6.2. the banker's hand, or

5.6.3. a tie.

5.7. Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.

5.8. A wager may be refused prior to the initial deal if in the event of the player winning, it would not be possible to pay the wager exactly in chips.

#### 6. *Minimum and Maximum Wagers*

6.1. The Casino may include a table differential. The table differential is the difference between the total amount wagered on the banker and the total amount wagered on the player.

6.2. The minimum and maximum wagers permitted per player and the table differential shall be displayed on a notice at the table. Unless stated on that notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

6.3. Where the total of the wagers on any one hand exceeds the table differential displayed on the table notice, the dealer may reduce all wagers pro rata so that the total does not exceed the table differential.

6.4. Minimum and maximum wagers which differ from those displayed on the table notice may be agreed between individual players and the gaming shift manager. In such a case the position occupied by the player shall be denoted by a distinctive marker which signifies the limits so agreed.

6.5. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

6.6. Wagers above the maximum shall be paid or collected to the maximum.

6.7. The gaming shift manager may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

#### 7. *Selection of the Banker*

The game shall be dealt using one of the following methods:

7.1. The shoe shall be retained by the dealer and a marker denoting "banker" shall be offered anti-clockwise around the table to the seated players, starting with the player in the number one seat:

7.1.1. The first player to accept the marker shall act as the first banker for the purpose only of receiving the cards and playing the banker's hand.

7.1.2. When the banker is defeated in any hand, the marker shall be offered anti-clockwise around the table, starting with the next player seated at a numbered place.

7.1.3. A player who has accepted the marker may pass it after any hand.

7.1.4. A player wishing to continue as "banker" shall wager at least the minimum table bet either on the banker's hand or on the player's hand. Should both options be declined the player shall then relinquish the marker.

7.2. The dealer may pass both the banker's hand and the player's hand to the highest wagerer on these hands.

- 7.2.1. If the person with the highest wager on either hand refuses to accept the cards they shall be passed to the person having the next highest wager or the highest wagerer's nominee, provided the nominee has a wager on that hand.
- 7.2.2. In the event that two or more persons have made a wager on either hand of an amount which constitutes the highest wager, the dealer shall first pass the cards to that person with the equal highest wager who occupies the numbered seat closest to the shoe in an anti clockwise direction.
- 7.2.3. If that person refuses to accept the cards they shall be passed by the dealer anti clockwise to the next person with the highest equal wager.
- 7.2.4. Markers denoting "player" and "banker" shall be placed in front of the highest wagerer who shall accept the cards on the player's hand and the banker's hand respectively.
- 7.2.5. In the event that no player takes either the banker's or player's cards, they shall be retained by the dealer.
- 7.2.6. Only one set of cards, either the player's hand or the banker's hand, shall be handled by the players at any one time.
- 7.3. The shoe shall be retained by the dealer who shall act as both banker and player for the purpose of dealing the cards.

**8. The Initial Deal**

8.1. There shall be two hands dealt—the "player's hand" and the "banker's hand".

8.1.1. Prior to any cards being dealt from the shoe, the dealer—

8.1.1.1. shall announce, "No more bets".

8.1.1.2. may burn a card.

8.2. Four cards shall be dealt from the shoe face down or face up, at the discretion of the game supervisor. The first and third cards shall respectively represent the first and second card of the player's hand and the second and fourth cards dealt shall respectively represent the first and second cards of the banker's hand.

**9. The Play**

9.1. After the initial deal the dealer shall determine which hand shall be revealed first, i.e. player then banker or banker then player. The dealer shall announce the point total of each hand as it is displayed. Thereafter the dealer shall announce the play and if required, further cards shall be dealt in accordance with the table of play. (Rule 10). Further cards required in accordance with rule 10, may be dealt face up or face down.

9.2. The dealer shall then announce the result of the hand.

9.3. Order of merit of hands shall be—

9.3.1. a point of nine;

9.3.2. a point of eight;

9.3.3. a point of seven;

9.3.4. and so on down to a point of "baccarat".

9.4. In no event shall more than one additional card be dealt to either hand.

9.5. When the cutting card appears during play, the cutting card shall be removed and placed to the side and the hand shall be completed. Upon completion of that hand, the dealer calling the game shall announce "last hand". At the completion of one more hand, no more cards shall be dealt until the reshuffle occurs.

**10. The Table of Play**

10.1. If the point count of the player's hand or the banker's hand after the initial four cards are dealt, is 8 or 9, which is called a "natural", no more cards shall be dealt to either hand.

10.2. If the point count of the banker's hand is 0 to 7 inclusive, the player's hand shall—

10.2.1. draw (i.e. take a third card); or



10.2.2. stand (i.e. not take a third card),  
in accordance with the requirements of Table 1 below:

TABLE 1: PLAYER'S HAND

A player having a total of— 0-1-2-3-4-5 6-7 8-9	Draws a card Stands Has a natural and cannot draw
--	---

10.3 The "banker's hand" shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of Table 2 below:

TABLE 2: BANKER'S HAND

Third Card Drawn by Player's Hand

Banker's Point	No. Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

### 11. Settlement

Settlement of wagers remaining on the table after the completion of a hand shall be as follows:

#### 11.1. Winning wagers

- 11.1.1. Wagers on the player's hand shall be paid at odds of 1 to 1 if the point count on that hand is higher than that of the banker's hand.
- 11.1.2. Wagers on the banker's hand shall be paid at odds of 19 to 20 if the point count on that hand is higher than that of the player's hand.
- 11.1.3. Wagers on a tie shall be paid at odds of 8 to 1 if the point count of the player's hand and the banker's hand is equal.

#### 11.2. Losing wagers

- 11.2.1. Wagers on the player's hand lose if the point count on that hand is lower than that of the banker's hand.
- 11.2.2. Wagers on the banker's hand lose if the point count on that hand is lower than that of the player's hand.
- 11.2.3. Wagers on the tie bet lose if the point count of the player's hand and the banker's hand are not equal.

#### 11.3. Void wagers

- 11.3.1. A wager on the player's hand shall be void if that hand has an equal point total to that of the banker's hand.
- 11.3.2. A wager on the banker's hand shall be void if that hand has an equal point total to that of the player's hand.

12. *Irregularities*

12.1. A third card dealt to the "player's hand" when no third card is authorised by these rules shall become the third card of the "banker's hand" if the "banker's hand" is obliged to draw in accordance with Table 2 of rule 10. If, in such circumstances, the "banker's hand" is required to stay, the card dealt in error shall become the burn card of the next hand.

12.2. A card drawn in excess from the shoe but not disclosed shall be used as the burn card of the next hand, providing that the cutting card has not been exposed in the shoe or drawn from the shoe.

12.3. If a card is dealt or drawn to the banker which should have been dealt to the player, that card must go to the player and a further card for the banker drawn if required in accordance with the table of play.

12.4. A card found face upwards in the shoe shall be used in accordance with the table of play in rule 10. If the card cannot be used in that round it shall be dealt with according to the procedure outlined in rule 12.1.

12.5. If there are found to be insufficient cards in the shoe to complete a hand that hand shall be void.

12.6. If during the initial deal the cards are dealt out of sequence and cannot be reconstructed the hand shall be void.

13. *General Provisions*

13.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

13.2. Where a player has contravened any provision of the rules a casino supervisor may—

13.2.1. declare that any wager made by the player(s) shall be void;

13.2.2. direct that the player(s) shall be excluded from further participation in the game;

13.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.

13.2.4. confiscate the prohibited device; and

13.2.5. cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.

13.3. A casino supervisor may invalidate the outcome of a game if—

13.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or

13.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.

13.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

13.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

13.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.

13.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

13.8. A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.

13.9. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

13.10. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

13.11. Players are not permitted to have side bets against each other.

13.12. A copy of these rules shall be made available, upon request.

14. *Tournament Play*

14.1. In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play:

14.1.1. The conditions of entry and of play for each tournament shall be subject to prior approval by the VCGA.

14.1.2. Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.

14.1.3. An entry fee to enter the tournament may be charged and subject to the approval of the VCGA, a portion of the entry fees may be retained by the Casino Operator. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.

DIAGRAM A

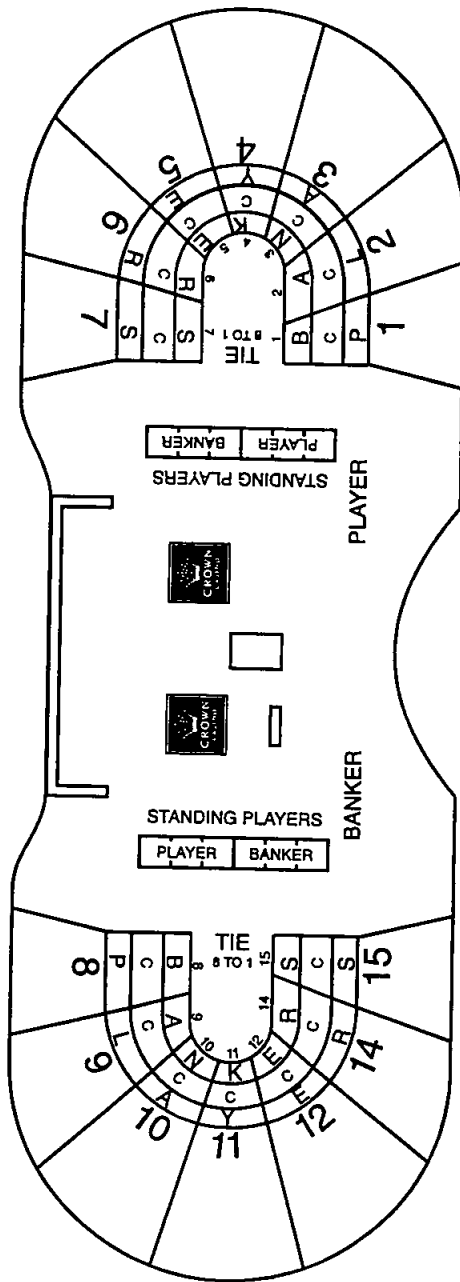


DIAGRAM B

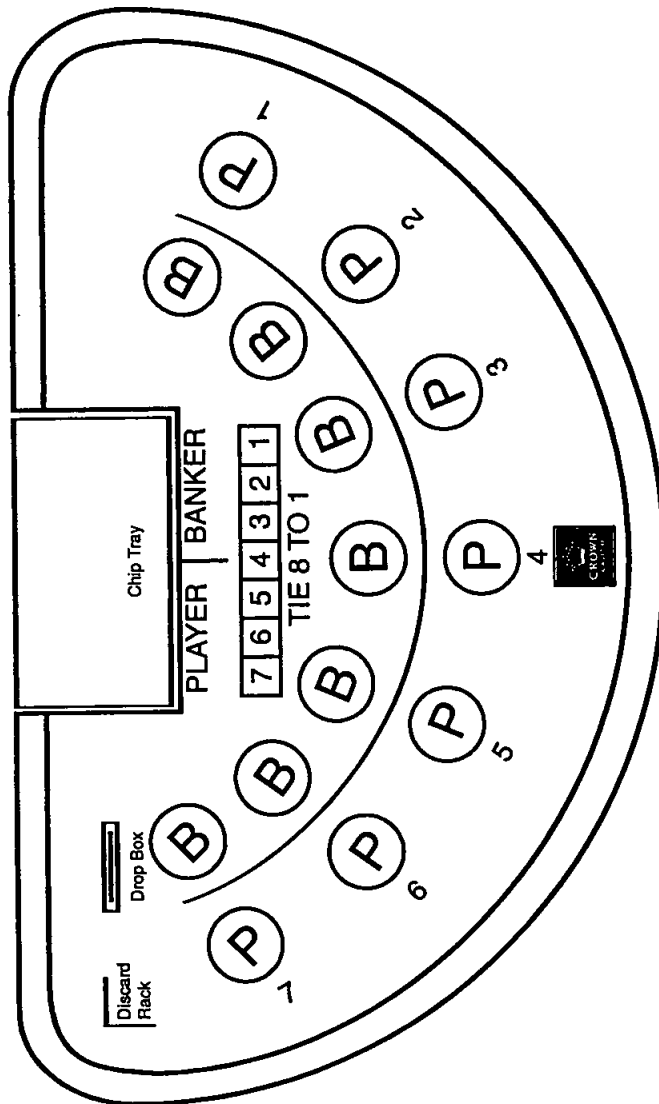
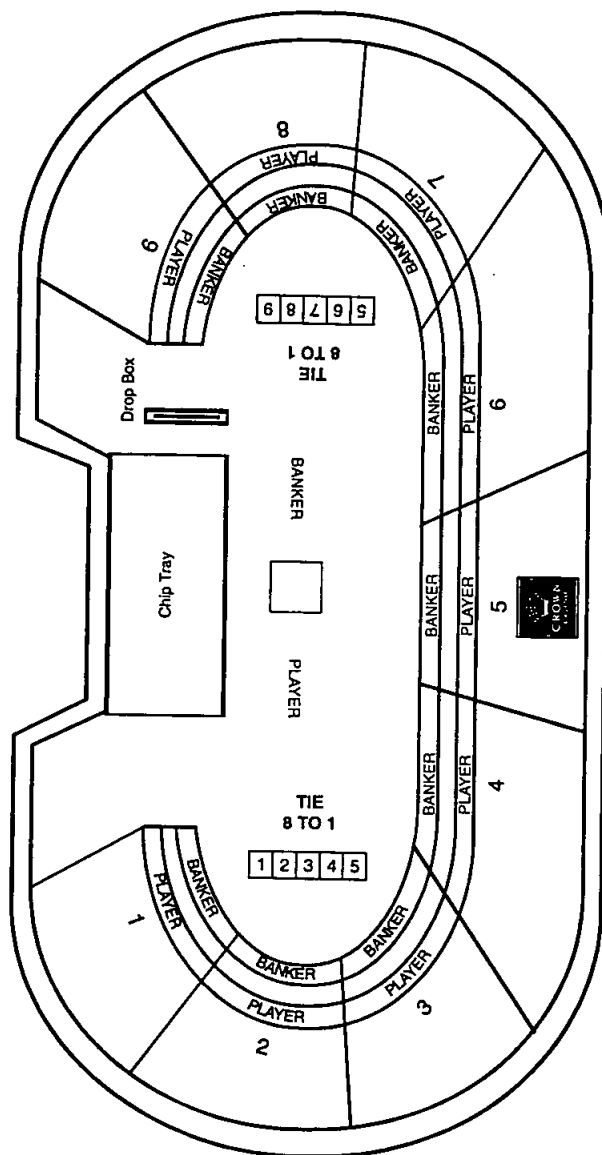


DIAGRAM C



## PART IV—TWO-UP DICE

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## RULES FOR TWO-UP DICE

1. *Definitions*

## 1.1. In these rules the following meanings apply:

- 1.1.1. "Dealer" means a person responsible for the operation of the game.
- 1.1.2. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.3. "Casino Supervisor" means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.
- 1.1.4. "Stick Person" means the dealer holding the stick who shall control the shooter/spinner and conduct the game from centre table.

2. *Equipment*

## 2.1. Two Up Dice shall be played either—

- 2.1.1. where the players participate by throwing the dice, on a table oblong in shape with rounded corners, high walled sides and a layout similar to that shown in Diagram A.
- 2.1.2. where a dice tumbler is used, either mechanically or electronically activated, on a table with a layout similar to that shown in Diagram B.

The layout cloth shall have the name and/or logo of the casino imprinted thereon

2.2. Where the game is conducted using a table as described in 2.1.1, a set of five dice shall be present at the commencement of play and where the game is conducted using a table as described in 2.1.2, a set of three dice shall be present, sealed in a dice tumbler and —

- 2.2.1. they shall be precision made dice with faces of a minimum size of 19 millimetres square;
- 2.2.2. the sides of each die shall be marked with a H or T with such markings appearing 3 times each per die. The H and T shall always appear on opposite faces of the die.
- 2.2.3. all dice, except those in active play, shall be retained in a dice bowl at the table.

2.3. A puck marked Heads and Tails shall be used to denote the shooter and the result for which he/she is throwing.

2.4. Where the game is conducted using a table as described in 2.1.1, a stick shall be used to retrieve and/or pass the dice.

3. *Play of Game with Player Participation*3.1. *Dice: Retention and Selection.*

- 3.1.1. Where the game is played on a table as described in 2.1.1, control of the dice shall be the responsibility of the stickperson at the table who shall retain all dice, except those in active play, in a dice bowl at the table.
- 3.1.2. At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the game supervisor position at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

- 3.1.3. The first player to accept the dice when offered shall become the shooter who shall select and retain three of the dice offered. The remaining dice of the set shall be returned to the dice bowl which shall be placed immediately in front of the stickperson.
- 3.2. The Throw of the Dice
  - 3.2.1. To be eligible to throw the dice, a player must make a wager on Heads or Tails.
  - 3.2.2. Upon selection of the dice, the shooter shall throw the three selected dice so that they leave the hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him/her.
  - 3.2.3. When the dice come to rest from a valid throw—
    - 3.2.3.1. The stick person shall at once call out the result. Such calls shall be—
      - 3.2.3.1.1. H.H.T. = "Heads,"
      - 3.2.3.1.2. T.T.H. = "Tails,"
      - 3.2.3.1.3. H.H.H. = "Triple Heads,"
      - 3.2.3.1.4. T.T.T. = "Triple Tails,"
    - 3.2.3.2. Only one face on each die shall be considered as uppermost.
    - 3.2.3.3. In the event of a dispute as to which face is uppermost, the decision of the Boxperson shall be final.
  - 3.2.4. After calling the throw, the stick person shall collect the dice and bring them to the centre of the table. All wagers decided by that throw shall then be settled, in accordance with rule 7, following which the stick person shall pass the dice to the shooter for the next throw.
  - 3.2.5. In the event of a die or dice going off the table the following procedures shall be followed:
    - 3.2.5.1. The stickperson shall immediately call a "no roll".
    - 3.2.5.2. An immediate effort shall be made to retrieve the die or dice;
    - 3.2.5.3. The remaining dice shall be offered to the shooter to select new dice, however, the shooter may request the original dice back again.
    - 3.2.5.4. If the missing die or dice are found they shall be carefully checked by the Boxperson;
    - 3.2.5.5. In the event that one or more dice are lost a new set of dice shall be placed at the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the die or dice becoming lost, may be allowed to continue with the remaining dice of the original set.
  - 3.2.6. It shall be the option of the shooter, after a determination of his wager, either to pass the dice or remain the shooter except that:
    - 3.2.6.1. The shooter shall pass the dice upon losing his wager; and
    - 3.2.6.2. The Boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game.
  - 3.2.7. Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall offer the complete set of five dice to the player immediately to the left of the previous shooter and, if he does not accept, to each of the other players in turn clockwise around the table.
- 3.3. Invalid Throws
  - 3.3.1. A roll of the dice shall be invalid and "NO ROLL" called whenever—
    - 3.3.1.1. Any of the dice come to rest off the table;
    - 3.3.1.2. One or more dice come to rest on top of another;
    - 3.3.1.3. Any of the dice come to rest on the chips constituting the bank of chips located in front of the Boxperson;



- 3.3.1.4. Any of the dice come to rest in the dice bowl in front of the stickperson or one of the rails surrounding the table;
- 3.3.1.5. The use of a cheating, crooked or fixed device or technique is used in the roll of the dice; and
- 3.3.1.6. Dice other than those approved for the game are used in the roll.
- 3.3.2. A Boxperson or stickperson may invalidate a roll of the dice by calling "NO ROLL" for any of the following reasons:
  - 3.3.2.1. The dice do not leave the shooter's hand simultaneously;
  - 3.3.2.2. Any of the dice fail to strike an end of the table;
  - 3.3.2.3. For any other reason the Boxperson or stickperson, as the case may be, considers the throw to be improper.
- 3.3.3. The call of "NO ROLL" by the Boxperson or stickperson under Rule 3.3.2 shall, whenever possible, be made before the dice come to rest.
- 3.3.4. A throw of the dice which results in the dice coming into contact with any chips on the table, other than the bank of chips located in front of the Boxperson, shall not be a cause for a call of "NO ROLL".

4. *Play of the Game where a Dice Tumbler is used*

- 4.1. The dealer shall call "Place your bets" and then cover and activate the tumbler by activating a mechanical or electrical device that causes the dice to be spun within the dice tumbler.
- 4.2. The dealer shall call "no more bets" and then uncover the tumbler.
- 4.3. Providing the dice are lying flat, the dealer shall announce the result by calling the uppermost face of each dice. Such calls shall be—
  - 4.3.1 HHT = "Heads"
  - 4.3.2 TTH = "Tails"
  - 4.3.3 HHH = "Triple Heads"
  - 4.3.4 TTT = "Triple Tails"
- 4.4. The dealer shall announce "No Roll"—
  - 4.4.1. in the event the dice are not lying flat, or;
  - 4.4.2. if the dice tumbler, after being activated, does not operate correctly; or;
  - 4.4.3. if the dice are exposed prior to "no more bets" being announced.
- 4.5. After calling the result, all wagers decided by that roll shall be settled in accordance with rule 7.
- 4.6. No person, other than a dealer who is responsible for the operation of the game, a game supervisor or a casino supervisor shall activate the dice tumbler.

5. *Wagers*

- 5.1. Wagers shall be made before the dice are thrown and before the call of "no more bets" is made.
- 5.2. Where a dice tumbler is used to obtain a result, wagers shall be made before the call of "no more bets".
- 5.3. All wagers at Two-Up Dice shall be made by placing gaming chips on the appropriate wager area/s of the Two-Up Dice layout.
- 5.4. Wagers orally declared shall only be accepted if accompanied by the placing of chips or cash on the table and the dealer has sufficient time to place bets prior to "no more bets" being called.
- 5.5. Cash placed on the table for any wager must be immediately converted into chips of an equivalent value.
- 5.6. Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.
- 5.7. A wager may be removed or reduced or increased at any time prior to a roll that decides the outcome of such wager.
- 5.8. Each player shall be responsible for the correct positioning of his/her wager or wagers on the Two Up Dice layout regardless of whether or not he/she is assisted by the dealer. Each player shall

be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of his/her wagers are correctly carried out.

5.9. No wager may be placed, changed or withdrawn after "no more bets" has been announced. A winning wager may be withdrawn before the next roll.

5.10. Each wager shall be settled strictly in accordance with its position on the layout.

5.11. The wagers defined in this rule shall be the permissible wagers by a player at the game of Two-Up Dice:

5.11.1. "Heads" means a wager on any of the areas marked with the word "Heads" which shall win if that letter appears on two or more of the uppermost surfaces of the three dice and shall lose if the letter "T" appears on two or more of the uppermost surfaces of the three dice;

5.11.2. "Tails" means a wager on any of the areas marked with the word "Tails" which shall win if that letter appears on two or more of the uppermost surfaces of the three dice and shall lose if the letter "H" appears on two or more of the uppermost surfaces of the three dice;

5.11.3. "Triple Heads" means a wager on any of the areas marked "TRIPLE HEADS" which shall win if the letter "H" appears on all three of the uppermost surfaces of the three dice, otherwise it shall lose;

5.11.4. "Triple Tails" means a wager on any of the areas marked "TRIPLE TAILS" which shall win if the letter "T" appears on all three of the uppermost surfaces of the three dice, otherwise it shall lose;

5.11.5. "Any Triple" means a wager on any of the areas marked "ANY TRIPLE" which shall win if either the letter "H" appears on all three of the uppermost surfaces of the three dice or the letter "T" appears on all three of the uppermost surfaces of the three dice, otherwise it shall lose.

#### 6. Minimum and Maximum Wagers

6.1. The minimum and maximum wagers permitted per player shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

6.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

6.3. Wagers above the maximum shall be paid or collected to the maximum.

6.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

#### 7. Settlement Odds

7.1. Winning wagers at the game of Two-Up Dice shall be paid at the odds listed below:

<i>Wager</i>	<i>Payout Odds</i>
7.1.1. Heads	1 to 1* less 5%
7.1.2. Tails	1 to 1* less 5%
7.1.3. Triple Heads	6 to 1
7.1.4. Triple Tails	6 to 1
7.1.5. Any Triple	2.5 to 1

\* Winning wagers on 'Heads' or 'Tails' shall be paid at odds of 1 to 1 except that a 5% charge (to be known as a "commission") shall be payable by the player on the amount won.

#### 8. General Provisions

8.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable,

with respect to a game or a part thereof, of recording, projecting or analyzing an outcome or the changing probabilities or the playing strategies to be used.

8.2. Where a player has contravened any provision of the rules a casino supervisor may—

8.2.1. declare that any wager made by the player(s) shall be void;

8.2.2. direct that the player(s) shall be excluded from further participation in the game;

8.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.

8.2.4. confiscate the prohibited device; and

8.2.5. detain the person(s) in possession of the prohibited device until such time as an authorised person has attended and assumed responsibility for the situation.

8.3. A casino supervisor may invalidate the outcome of a game if—

8.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or

8.3.2. any fraudulent act is perpetrated by any person that affects the outcome of the game.

8.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

8.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

8.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.

8.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

8.8. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

8.9. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

8.10. Players are not permitted to have side bets against each other.

8.11. A copy of these rules shall be made available, upon request.

DIAGRAM A

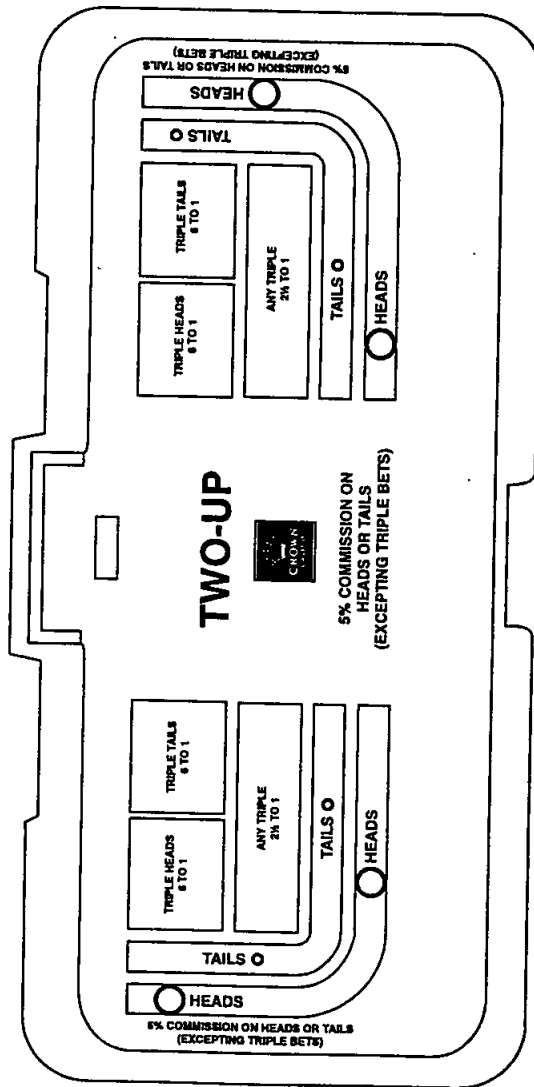
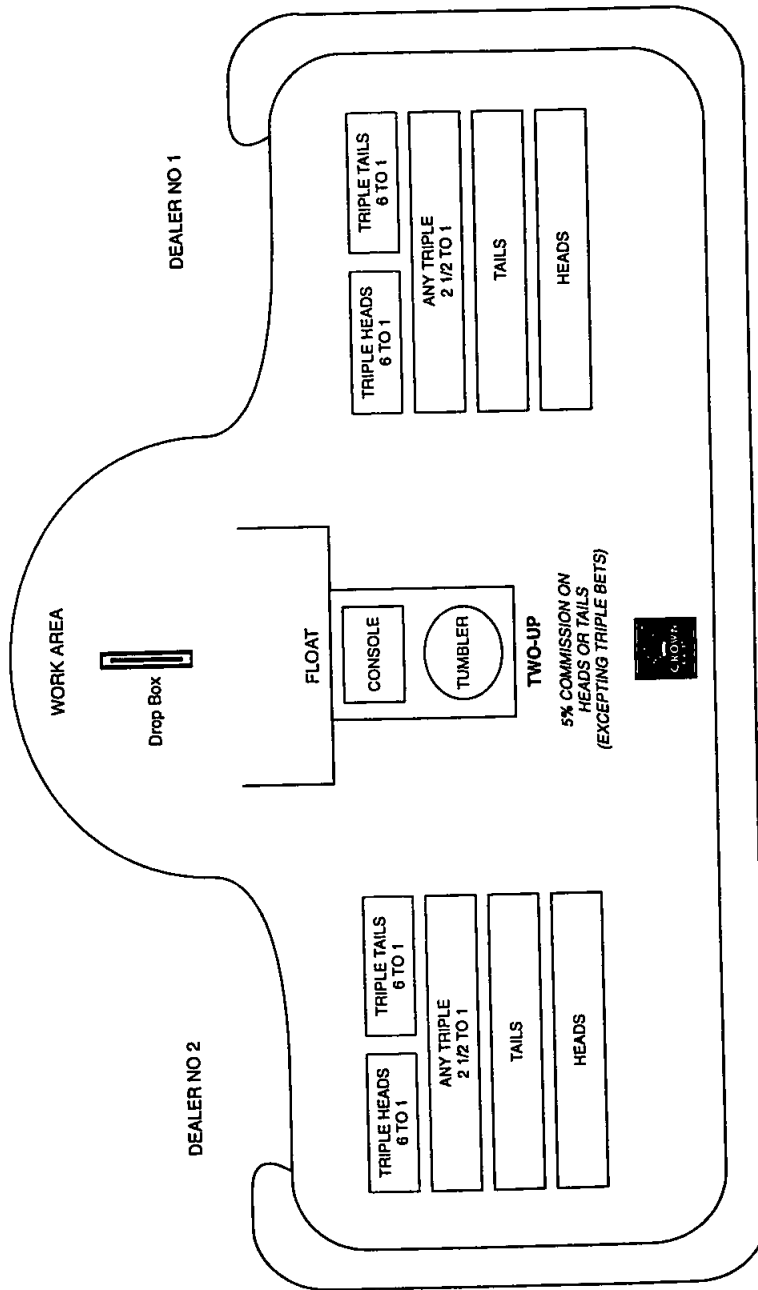


DIAGRAM B



## PART V—CRAPS

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## RULES FOR CRAPS

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. the "Point", being a point of 4, 5, 6, 8, 9 or 10 thrown by the shooter on a come out roll (i.e. first throw) and which, if thrown by the shooter again before a "7 out" on a subsequent throw or throws, shall constitute a win for wagers on the "win line".
- 1.1.2. "7 Out", being the sum total of the two dice equal to 7 rolled by the shooter subsequent to the establishment of the "point".
- 1.1.3. "Dealer" means a person responsible for the operation of the game.
- 1.1.4. "Game Supervisor" (Boxman) means the person responsible for the supervision of the operation of the game.
- 1.1.5. "Casino Supervisor" means a person other than a Game Supervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

- 2.1. Craps shall be played on a table, oblong in shape with rounded corners and high walled sides.
- 2.2. The cloth of the table shall—
  - 2.2.1. be marked to indicate spaces for wagers of a kind specified in rule 6 and in a manner similar to that pictured in diagram "A".
  - 2.2.2. have the name and/or logo of the casino imprinted thereon.
- 2.3. A set of five dice shall be present at the craps table at the commencement of play and —
  - 2.3.1. they shall be precision made dice with faces of a minimum size of 19 millimetres square;
  - 2.3.2. the sides of each die shall be marked with values from one to six, so arranged that the sum of the values of any pair of opposite sides is seven; and
  - 2.3.3. all dice, except those in active play, shall be retained in a dice bowl at the table.
- 2.4. A stick, designated for the purpose, shall be used to retrieve and/or pass the dice.
- 2.5. A puck is a Disc marked "On" and "Off" and is used to denote the point on each end of the table.
- 2.6. Marker Buttons are discs marked with—
  - 2.6.1. "Off"
  - 2.6.2. "On"
  - 2.6.3. "Lay"
  - 2.6.4. "Buy"
  - 2.6.5. Numbers e.g. (5-10-100)
  - 2.6.6. ("D.P") i.e. Don't Place

3. *Dice; Retention and Selection*

- 3.1. The stickperson, who shall be positioned at the middle of the long side of the table directly opposite the boxman, shall be responsible for the control of the dice.

3.2. At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxman at the table. If that player rejects the dice, the stickperson shall offer the dice to each of the other players in turn, clockwise around the table until one of the players accepts the dice.

3.3. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the bowl which shall be placed, immediately, in front of the stickperson.

3.4. In the event of a die or dice going off the table the following procedures shall be implemented:

- 3.4.1. An immediate effort shall be made to retrieve the die or dice;
- 3.4.2. The remaining dice shall be offered to the shooter to select new dice. The shooter may select new dice or request the original dice back again.
- 3.4.3. If the missing die or dice are found they shall be checked by the boxman then—
  - 3.4.3.1. if requested by the player, returned to him/her; or
  - 3.4.3.2. otherwise placed back in the dice bowl.
- 3.4.4. In the event that two dice are lost a new set of dice shall be placed at the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the dice becoming lost shall be allowed to continue with the remaining dice of the original set.

3.5. When a shooter relinquishes the dice in the course of play, the dice are offered to the player immediately to the left of the previous shooter and, if that player does not accept, to each of the other players in turn clockwise around the table.

#### 4. *The Throw of the Dice*

4.1. To be eligible to throw the dice a player must make a wager on the Win line or the Don't Win line.

4.2. Upon selection of the dice, the player shall throw the two selected dice (the come out roll) so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him/her.

4.3. Following the come-out roll, a player shall continue to wager on the Win or Don't Win Line on each succeeding roll to be eligible to continue as the shooter.

4.4. When the dice come to rest from a valid throw—

- 4.4.1. The stickperson shall at once call out the sum of the numbers shown on the uppermost faces of the two dice.
- 4.4.2. Only one face on each die shall be considered as uppermost.
- 4.4.3. In the event of a dispute as to which face is uppermost, the decision of the boxman shall be final.

4.5. After calling the throw, the stickperson shall collect the dice and bring them to the centre of the table. All wagers decided by that throw (in accordance with rule 8) shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for the purpose.

#### 5. *Invalid Throws*

5.1. A throw shall be invalid when the boxman or stickperson calls "no roll".

5.1.1. This call may be made if—

- 5.1.1.1. the dice do not leave the shooter's hand simultaneously; or
- 5.1.1.2. either (or both) of the dice fail to strike an end of the table; or
- 5.1.1.3. for any other reason the boxman or stickperson considers the throw to be irregular; or
- 5.1.1.4. any other irregularity has occurred.

5.1.2. This call must be made if—

- 5.1.2.1. either (or both) of the dice come to rest off the table;
- 5.1.2.2. one die comes to rest on top of the other;

- 5.1.2.3. either or both of the dice come to rest on the chips constituting the craps float of chips located in front of the boxperson;
- 5.1.2.4. either or both of the dice come to rest in the dice bowl in front of the stickperson or on one of the rails surrounding the table;
- 5.1.2.5. more than one side of a die is resting on a stack of chips or other object;
- 5.1.2.6. a fraudulent device or technique is used in the roll of the dice;
- 5.1.2.7. dice other than those approved for the game are used in the roll.

#### 6. Wagers

6.1. Wagers should be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the point of the throw is called only if they are confirmed orally by the dealer, boxman or stickperson.

6.2. All wagers at craps shall be made by placing gaming chips on the appropriate wager area of the craps layout except that orally declared wagers accompanied by cash placed on the layout may be accepted provided that they are announced by the dealer and confirmed by the boxman and the cash is immediately converted into gaming chips and placed on the appropriate area of the layout.

6.3. Wagers orally declared shall only be accepted if accompanied by the placing of chips or cash on the table, and confirmed orally by the dealer, boxman or stickperson.

6.4. Cash placed on the table for any wager must be immediately converted into chips of an equivalent value.

6.5. Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.

6.6. A wager may be refused prior to a roll if in the event of the player winning, it would not be possible to pay the wager exactly in chips.

6.7. A wager may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Win bet and a Come bet shall not be removed or reduced after a come out point or a come point is established with respect to such bet.

6.8. A Don't Come bet or a Don't Win bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.

6.9. All buy and place bets to win, come odds and hardway wagers shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer or boxman through placement of an "On" marker button on the top of each player's wager; provided however, that one wager marked with an "On" marker button shall indicate that all similar wagers for that player are "on" unless otherwise specified by such players.

6.9.1. Wagers may be called "Off" or "On" at any time i.e. (Hardways and place bets). Excluding win line and flat come bets which are always working.

6.10. The wagers defined in this rule shall be the permissible wagers by a player at the game of craps—

6.10.1. "Win Line" bet or "Pass Line" bet means a wager placed immediately prior to the come out roll, which shall—

6.10.1.1. win, if on the come out roll—

6.10.1.1.1. a total of 7 or 11 is thrown; or

6.10.1.1.2. a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears;

6.10.1.2. lose, if on the come out roll—

6.10.1.2.1. a total of 2, 3 or 12 is thrown; or

6.10.1.2.2. a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is thrown again.

6.10.2. "Don't Win" bet or "Don't Pass" bet means a wager placed immediately prior to the come out roll which shall—

6.10.2.1. win, if on the come out roll—

6.10.2.1.1. a total of 3 or 12 is thrown; or



- 6.10.2.1.2. a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown;
- 6.10.2.2. lose, if on the come out roll—
  - 6.10.2.2.1. a total of 7 or 11 is thrown;
  - 6.10.2.2.2. a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears; or
- 6.10.2.3. be void, if on the come out roll, a total of 2 is thrown.
- 6.10.3. "Come" bet means a wager placed at any time after the come out roll which shall—
  - 6.10.3.1. win, if on the roll immediately following placement of the bet—
    - 6.10.3.1.1. a total of 7 or 11 is thrown; or
    - 6.10.3.1.2. a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears;
  - 6.10.3.2. lose, if on the roll immediately following placement of the bet—
    - 6.10.3.2.1. a total of 2, 3 or 12 is thrown; or
    - 6.10.3.2.2. a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown;
- 6.10.4. "Don't Come" bet means a wager placed at any time after the come out roll which shall—
  - 6.10.4.1. win, if on the roll immediately following placement of the bet—
    - 6.10.4.1.1. a total of 3 or 12 is thrown; or
    - 6.10.4.1.2. a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown;
  - 6.10.4.2. lose, if on the roll immediately following placement of the bet—
    - 6.10.4.2.1. a total of 7 or 11 is thrown; or
    - 6.10.4.2.2. a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears;
  - 6.10.4.3. be void, if on the roll immediately following placement of the bet, a total of 2 is thrown.
- 6.10.5. "Behind the Win Line"—whenever a player makes a "Win Line" bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player may make an additional wager in support of the "Win Line" bet which shall be limited to an amount two times that of the amount of the original "Win Line" bet.
- 6.10.6. "Behind the Don't Win Line"—whenever a player makes a "Don't Win" bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player may make an additional wager in support of the "Don't Win" bet which shall be in an amount so calculated so as to provide winnings not to exceed two times the amount originally wagered on the "Don't Win" bet.
- 6.10.7. "Behind the Come"—whenever a player makes a "Come" bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the bet, the player may make an additional wager in support of the "Come" bet which shall be limited to an amount two times that of the amount of the original "Come" bet.
- 6.10.8. "Behind the Don't Come"—whenever a player makes a "Don't Come" bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the bet, the player may make an additional wager in support of the "Don't Come" bet which shall be in an amount so calculated as to provide winnings not to exceed two times the amount originally wagered on the "Don't Come" bet.
- 6.10.9. "Hardways" means a wager that may be made at any time, by placing a wager on a selected hardway (4, 6, 8 or 10) which shall win if the selected total is thrown the hardway (i.e. with the two dice showing the same value) before the total is thrown in any other way or before a 7 is thrown. Wagers are inactive on the come out roll unless called working by the player.

- 6.10.10. "Place Bet to Win" means a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before the number. These bets are automatically "off" on the come out roll unless called working.
- 6.10.11. "Don't Place" bet means a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9, 10 which shall win if a 7 is thrown before the number on which the wager was placed and shall lose if that number is rolled before the 7. These bets always work unless advised by the player otherwise.
- 6.10.12. "Any Craps" means a one roll wager that may be made at any time, which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of the bet and shall lose if any other total is thrown.
- 6.10.13. "Craps Two" means a one roll wager that may be made at any time, which shall win if a total of 2 is thrown on the roll immediately following placement of the bet and shall lose if any other total is thrown.
- 6.10.14. "Craps Three" means a one roll wager that may be made at any time, which shall win if a total of 3 is thrown on the roll immediately following placement of the bet and shall lose if any other total is thrown.
- 6.10.15. "Craps Twelve" means a one roll wager that may be made at any time, which shall win if a total of 12 is thrown on the roll immediately following placement of the bet and shall lose if any other total is thrown.
- 6.10.16. "Eleven" means a one roll wager that may be made at any time, which shall win if a total of 11 is thrown on the roll immediately following placement of the bet and shall lose if any other total is thrown.
- 6.10.17. "Field" bet means a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- 6.10.18. "Any Seven" means a one roll wager that may be made at anytime, which shall win if a total of 7 is thrown on the roll immediately following placement of the bet and shall lose if any other total is thrown.
- 6.10.19. "Big 6" means a wager that may be made at any time, which shall win if a total of 6 is thrown before a 7 and shall lose if a 7 is thrown before a 6.
- 6.10.20. "Big 8" means a wager that may be made at any time, which shall win if a total of 8 is thrown before a 7 and shall lose if a 7 is thrown before an 8.
- 6.10.21. "Horn" bet means a one roll wager that may be made at any time, which shall win if any of the totals 2, 3, 11 or 12 are thrown on the roll immediately following placement of the bet and shall lose if any other total are thrown.
- 6.10.22. "Horn High" bet means a one roll wager that may be made at any time, which shall win if any one of the totals 2, 3, 11 or 12 are thrown on the roll immediately following placement of the bet and shall lose if any other total is thrown. A "Horn High" bet shall be placed in units of five with four units wagered as a "Horn" bet and an additional unit wagered on one of the totals 2, 3, 11 or 12, to be nominated by the player.
- 6.10.23. "Buy" bet means a wager the same as a "Place Bet to Win" except that the player shall have the option of receiving true odds on these bets. In return for true odds, the player shall pay a commission at the time of placement equal to 5% of the bet. Buy bets are automatically "off" on the come out roll unless called working. Buy bets are automatically "on" after the come out roll and the point is established unless called "off" by the player. Buy bets when called "off" shall remain that way until called "on" by the player.
- 6.10.24. "Lay" bet means a wager the same as a "Don't Place" bet except that the player has the option of receiving true odds on these bets. In return for true odds, the player shall pay a commission at the time of placement equal to 5% of the amount the player could win.

**7. Minimum and Maximum Wagers**

7.1. The minimum and maximum wagers permitted per player shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

7.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

7.3. Wagers above the maximum shall be paid or collected to the maximum.

7.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

7.5. A gaming shift manager may allow a player to wager in excess of the stated maximum wager on that table, provided that a marker denoting the new maximum for that playing area is placed adjacent to the playing area.

**8. Settlement Odds**

8.1. Winning wagers at the game of Craps shall be paid at the odds listed below:

<i>Wager</i>	<i>Odds</i>
Win Line	1 to 1
Don't Win Line	1 to 1
Come	1 to 1
Don't Come	1 to 1
Behind the Win Line	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Behind the Don't Win Line	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Behind the Come	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Behind the Don't Come	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Hardways	
Four (4)	7.5 to 1
Six (6)	9.5 to 1
Eight (8)	9.5 to 1
Ten (10)	7.5 to 1
Place Bets to Win	
Four (4)	9 to 5
Five (5)	7 to 5
Six (6)	7 to 6
Eight (8)	7 to 6
Nine (9)	7 to 5
Ten (10)	9 to 5

## Don't Place Bets

Four (4)	5	to 11
Five (5)	5	to 8
Six (6)	4	to 5
Eight (8)	4	to 5
Nine (9)	5	to 8
Ten (10)	5	to 11

Any Craps	7.5	to 1
Craps 2	33	to 1
Craps 3	16	to 1
Craps 12	33	to 1
Eleven	16	to 1
Any Seven	4	to 1

## Field

3, 4, 9, 10, or 11	1	to 1
2 or 12	2	to 1
Big 6	1	to 1
Big 8	1	to 1

Horn Bet or Horn High Bet shall be paid as if it were four separate wagers on 2, 3, 11 or 12.

## Buy Bets

4 to win	2	to 1
5 to win	3	to 2
6 to win	6	to 5
8 to win	6	to 5
9 to win	3	to 2
10 to win	2	to 1

## Lay Bets

4 to lose	1	to 2
5 to lose	2	to 3
6 to lose	5	to 6
8 to lose	5	to 6
9 to lose	2	to 3
10 to lose	1	to 2

**9. General Provisions**

9.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analyzing an outcome or the changing probabilities or the playing strategies to be used.

9.2. Where a player has contravened any provision of the rules a casino supervisor may—

- 9.2.1. declare that any wager made by the player(s) shall be void;
- 9.2.2. direct that the player(s) shall be excluded from further participation in the game;
- 9.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.
- 9.2.4. confiscate the prohibited device; and
- 9.2.5. cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.

9.3. A casino supervisor may invalidate the outcome of a game if—

9.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God;  
or

9.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.

9.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

9.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

9.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.

9.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.



9.8. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

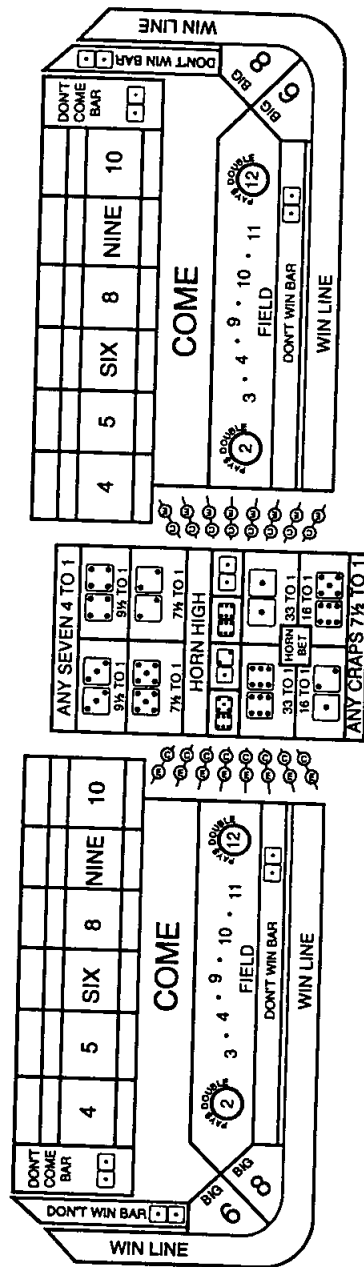
9.9. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

9.10. Players are not permitted to have side bets against each other.

9.11. A copy of these rules shall be made available, upon request.

DIAGRAM A

Drop Box  



## PART VI—BIG WHEEL

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## RULES FOR THE BIG WHEEL

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. "Dealer" means a person responsible for the operation of the game.
- 1.1.2. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.3. "Casino Supervisor" means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

2.1. The Big Wheel shall be played with a circular wheel which is not less than 1.5 metres in diameter and shall have 52 equal compartments which shall be marked as in diagram "A" with—

- 2.1.1. 24 sections exhibiting one particular symbol; or number
- 2.1.2. 12 sections exhibiting a second particular symbol; or number
- 2.1.3. 8 sections exhibiting a third particular symbol; or number
- 2.1.4. 4 sections exhibiting a fourth particular symbol; or number
- 2.1.5. 2 sections exhibiting a fifth particular symbol; or number
- 2.1.6. 1 section exhibiting a sixth particular symbol; or number
- 2.1.7. 1 section exhibiting a seventh particular symbol; or number.

2.2. The game shall be played on a table with a layout cloth marked in a manner similar to that shown in diagram "B" with—

- 2.2.1. the seven symbols or numbers and the odds applicable to each symbol or number imprinted thereon; and
- 2.2.2. the name and/or logo of the casino imprinted thereon.

3. *Wagers*

3.1. No wager may be placed, changed or withdrawn after "no more bets" has been announced. A winning wager may be withdrawn before the next spin.

3.2. Wagers may be represented either by chips marked with denomination of value or by colour checks i.e. (non value chips without denomination markings)

3.3. The colour checks of a set shall each bear the same distinguishing emblem or mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.

3.4. Colour checks issued at a Big Wheel table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.

3.5. Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino.

3.6. No person shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another person at the same table.

3.7. Where a person purchases colour checks, the specific value to be assigned to each colour check shall be declared by that person and denoted by a marker button placed in a designated area.

3.8. At the discretion of the casino supervisor, a player may be issued with colour checks of more than one colour at the same table provided no other player as a result is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.

3.9. Wagers orally declared shall be accepted only if accompanied by chips, colour checks or cash on the table and confirmed orally by the dealer or game supervisor. Cash placed on the table for any wager must be immediately converted into chips or colour checks of an equivalent value.

3.10. Each player shall be responsible for the correct positioning of his/her wagers on the Big Wheel layout, regardless of whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of wagers is correctly carried out.

3.11. Each wager shall be settled strictly in accordance with its position on the layout.

#### 4. *Minimum and Maximum Wagers*

4.1. The minimum and maximum wagers permitted per player shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

4.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

4.3. Wagers above the maximum shall be paid or collected to the maximum.

4.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

#### 5. *Rotation of the Wheel*

5.1. The Big Wheel shall be spun by the dealer, who may alternate the direction of the wheel, and shall complete at least three revolutions after the call of "no more bets" to constitute a valid spin.

5.2. Upon the indicator coming to rest in a compartment the dealer shall announce the winning symbol and then the dealer shall first collect all losing wagers and then pay all winning wagers.

5.3. During play, no person other than a casino supervisor or a game supervisor or dealer who is responsible for the operation and integrity of the game, shall interfere with the wheel or its rotation.

5.4. The indicator must be clearly inside one of the compartments at the completion of a spin to constitute a valid spin.

#### 6. *Odds Payable on Winning Wagers*

6.1. Winning wagers on spaces marked "A" shall be paid at odds of 1 to 1.

6.2. Winning wagers on spaces marked "B" shall be paid at odds of 3 to 1.

6.3. Winning wagers on spaces marked "C" shall be paid at odds of 5 to 1.

6.4. Winning wagers on spaces marked "D" shall be paid at odds of 11 to 1.

6.5. Winning wagers on spaces marked "E" shall be paid at odds of 23 to 1.

6.6. Winning wagers on spaces marked "F" shall be paid at odds of 47 to 1.

6.7. Winning wagers on spaces marked "G" shall be paid at odds of 47 to 1.

#### 7. *Irregularities*

7.1. If the wheel fails to make three complete revolutions, a "no-spin" shall be declared and the wheel spun again.

7.2. If the indicator stops on the divider between two compartments, all wagers shall be void on that spin and the dealer shall announce a "no-spin".

7.3. If there is a physical interference or a mechanical malfunction with the spin of the wheel, the dealer shall announce "no-spin" and the spin shall be an invalid spin regardless of whether or not the indicator comes to rest in one of the compartments of the wheel.

7.4. If the dealer announces "no-spin" all wagers shall be void on that spin.



8. General Provisions

8.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

8.2. Where a player has contravened any provision of the rules a casino supervisor may—

8.2.1. declare that any wager made by the player(s) shall be void;

8.2.2. direct that the player(s) shall be excluded from further participation in the game;

8.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.

8.2.4. confiscate the prohibited device; and

8.2.5. detain the person(s) in possession of the prohibited device until such time as an authorised person has attended and assumed responsibility for the situation.

8.3. A casino supervisor may invalidate the outcome of a game if—

8.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God;  
or

8.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.

8.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

8.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

8.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.

8.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

8.8. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

8.9. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

8.10. Players are not permitted to have side bets against each other.

8.11. A copy of these rules shall be made available, upon request.

DIAGRAM A

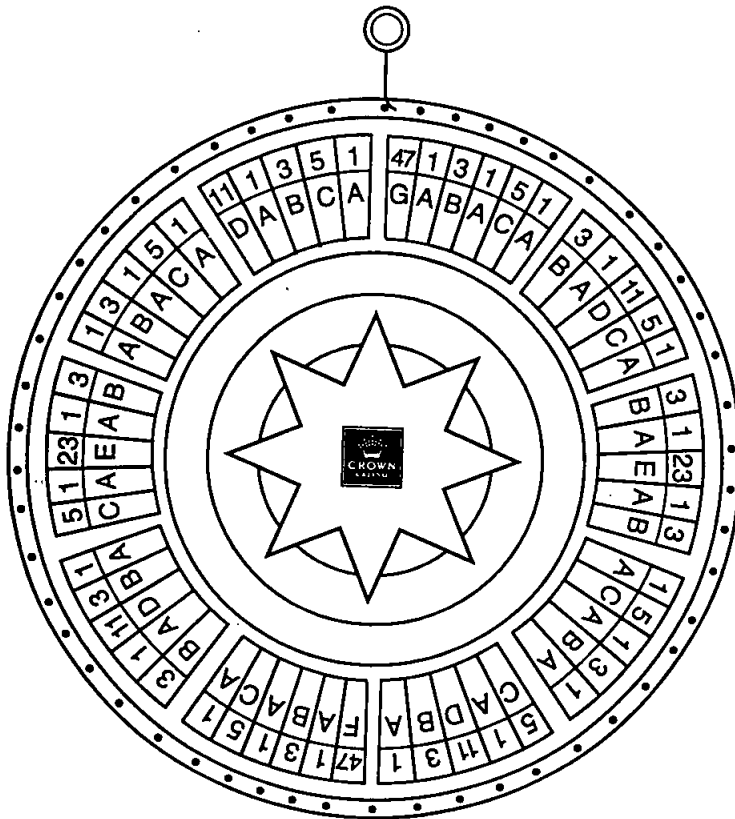
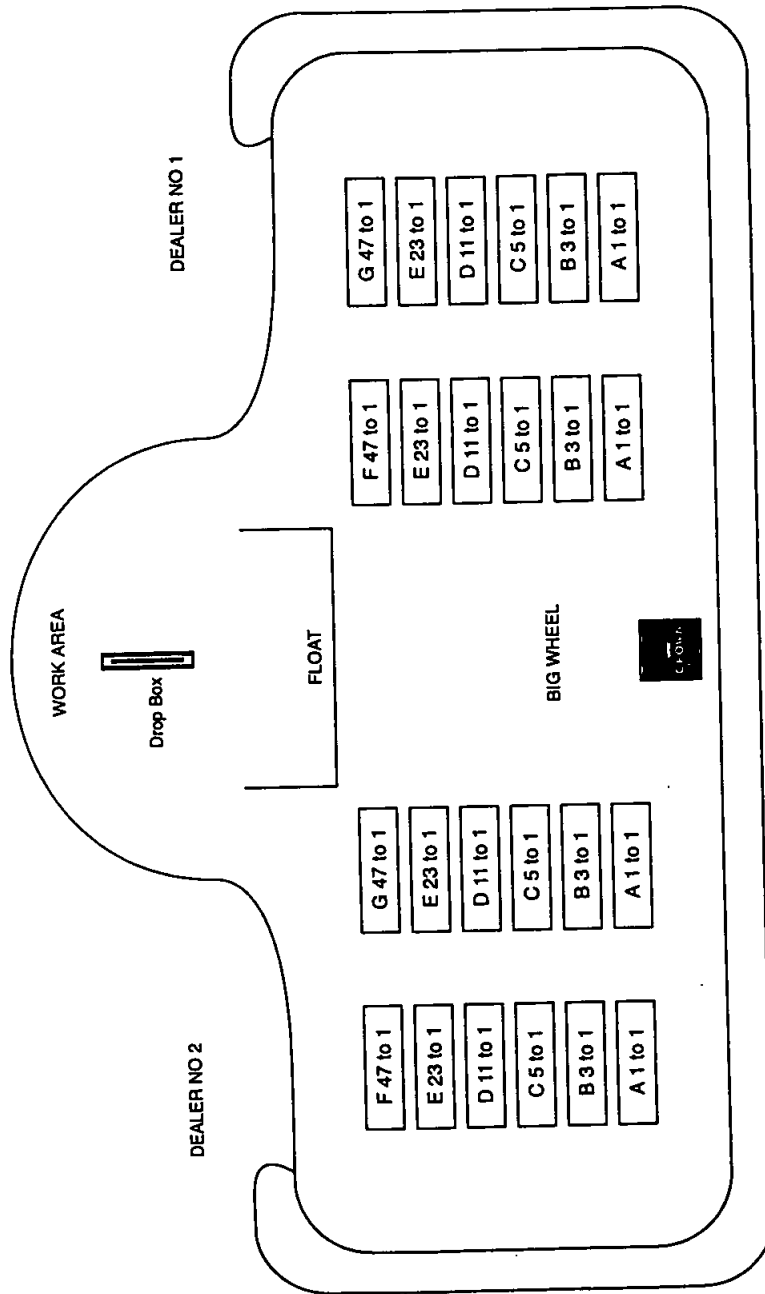


DIAGRAM B



## PART VII—MINI-DICE

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## RULES FOR MINI-DICE

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. "Dealer" means a person responsible for the operation of the game.
- 1.1.2. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.3. "Casino Supervisor" means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

- 2.1. The Mini Dice table shall have on one side, places for players and, on the opposite side, a place for the dealer.
- 2.2. The table shall be marked in a manner similar to that shown in diagram "A" with—
  - 2.2.1. areas to indicate the placement of wagers; and
  - 2.2.2. the name and/or logo of the casino imprinted thereon.
- 2.3. A dice tumbler, either mechanically or electronically activated, shall be affixed to the table and used to tumble the dice.
- 2.4. The dice shall be precision made with—
  - 2.4.1. faces of a minimum size of 19 millimetres square; and
  - 2.4.2. sides of the dice marked with values from one to six, so arranged that the sum of the values of any pair of opposite sides is seven.

3. *Wagers*

- 3.1. Wagers may be represented either by chips marked with denominations of value or by colour checks (i.e. chips without denomination markings).
- 3.2. The colour checks of a set shall each bear the same distinguishing emblem or mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.
- 3.3. Colour checks issued at a Mini Dice table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.
- 3.4. Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino.
- 3.5. No person shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another person at the same table.
- 3.6. Where a person purchases colour checks, the specific value to be assigned to each colour check shall be declared by that person and denoted by a marker button placed in a designated area.
- 3.7. At the discretion of a casino supervisor, a player may be issued with colour checks of more than one colour at the same table provided no other player as a result is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.
- 3.8. A player may place a wager in any of the playing areas marked 1 to 6 (hereinafter referred to as a wager on a number) and/or in the area marked "FIELD".
- 3.9. All wagers must be placed completely within the lined boxes.

3.10. Wagers orally declared shall be accepted only if accompanied by the placing of chips, colour checks or cash on the table and confirmed orally by the dealer or game supervisor. Cash placed on the table for any wager must be immediately converted into chips of an equivalent value. All wagers must be placed before the dice in the tumbler are revealed.

3.11. No wager may be made, withdrawn or increased once the dice have been revealed.

3.12. The basis of a wager on a number shall be that one or more of the three dice in the tumbler shall show that number on the uppermost surface.

3.13. The basis of a field wager shall be that the cumulative total of the uppermost surface of the three dice give a number corresponding to one of the numbers shown in the area marked "FIELD".

3.14. Players are responsible for the positioning of their wagers on the table, whether or not they are assisted by the dealer. They must ensure that any instructions given to the dealer are correctly carried out.

3.15. No wager may be placed, changed or withdrawn after "no more bets" has been announced.

3.16. Each wager shall be settled strictly in accordance with its position on the layout.

#### 4. *Minimum and Maximum Wagers*

4.1. The minimum and maximum wagers permitted per player shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

4.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

4.3. Wagers above the maximum shall be paid or collected to the maximum.

4.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

#### 5. *Play of the Game*

5.1. The dealer shall call "Place your bets", and then cover and activate the tumbler by activating a mechanical or electrical device that causes the dice to be spun within the dice tumbler.

5.2. The dealer shall call "No more bets" and then uncover the tumbler

5.3. Providing the dice are lying flat, the dealer shall announce the result by calling the uppermost face of each dice, in order, from the smallest number to the highest and the total of the three dice.

5.4. No person, other than a dealer, a game supervisor or a casino supervisor who is responsible for the operation and integrity of the game shall activate the dice tumbler or interfere with the operation of the dice tumbler.

#### 6. *Settlement*

6.1. In the case of a wager on a number:

6.1.1. if all three dice show the same number, then the wager on that number shall be paid at odds of 10 to 1;

6.1.2. if two dice show the same number then the wager on that number shall be paid at odds of 2 to 1; and

6.1.3. if one dice shows that number then the wager shall be paid at even money.

6.2. All winning wagers on a field wager shall be paid at even money.

#### 7. *Irregularities*

7.1. If any of the dice are not lying flat in the bottom section of the tumbler after the dice have been spun in accordance with rule 5.1, the dealer shall announce "no result".

7.2. If the dice tumbler, after being activated, does not operate correctly, the dealer shall announce "no result".

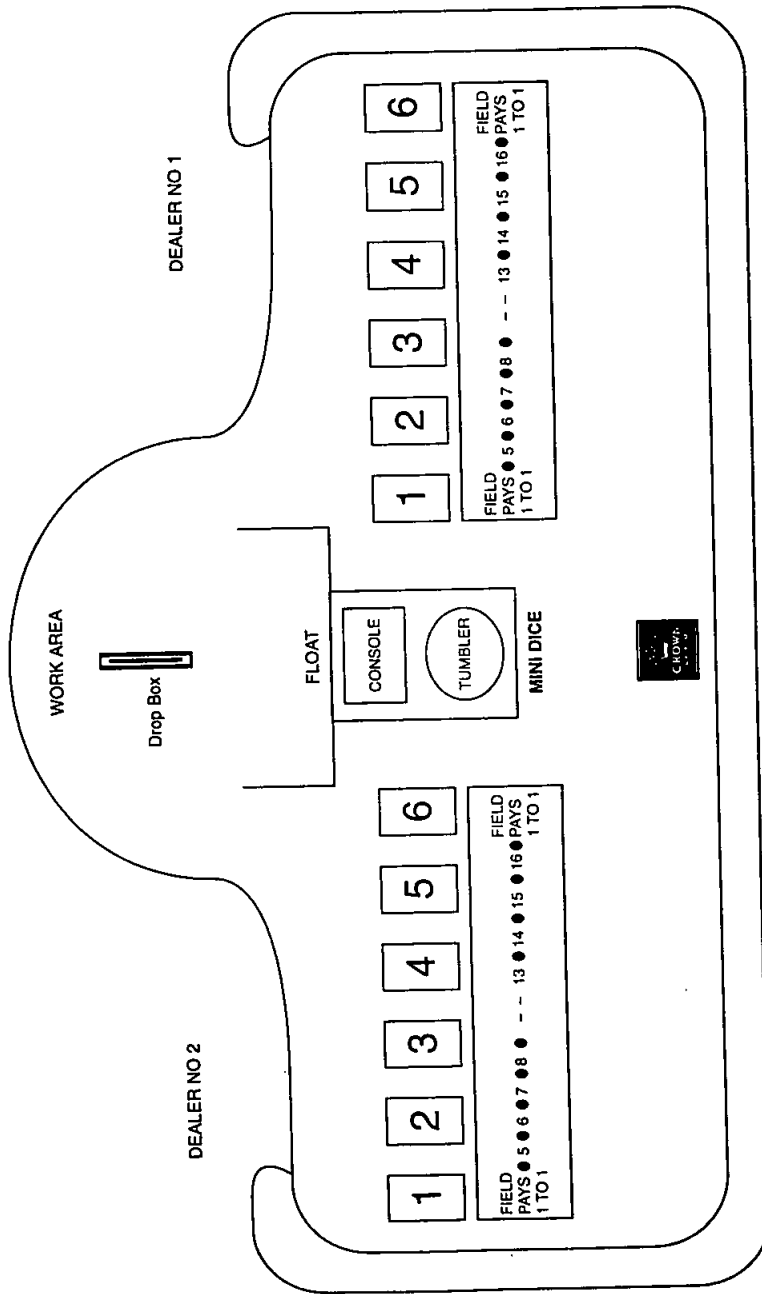
7.3. In the event of the dice being exposed before the announcements of "no more bets" the dealer shall announce "no result".

7.4. In the event of a "no result" the dice tumbler will be reactivated.

8. General Provisions

- 8.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 8.2. Where a player has contravened any provision of the rules a casino supervisor may—
  - 8.2.1. declare that any wager made by the player(s) shall be void;
  - 8.2.2. direct that the player(s) shall be excluded from further participation in the game;
  - 8.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.
  - 8.2.4. confiscate the prohibited device; and
  - 8.2.5. cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 8.3. A casino supervisor may invalidate the outcome of a game if—
  - 8.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
  - 8.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 8.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.
- 8.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 8.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 8.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 8.8. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.
- 8.9. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.
- 8.10. Players are not permitted to have side bets against each other.
- 8.11. A copy of these rules shall be made available, upon request.

DIAGRAM A



## PART VIII—SIC-BO

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8. General Provisions .....	1530

## RULES FOR SIC-BO

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. "Dealer" means a person responsible for the operation of the game.
- 1.1.2. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.3. "Casino Supervisor" means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

- 2.1. Sic-Bo shall be played on a table similar to that shown in Diagram "A".
- 2.2. The table cloth (layout) shall have the name and/or logo of the casino imprinted thereon.
- 2.3. A dice tumbler, either mechanically or electronically activated, shall be affixed to the table and used to tumble the dice. An entry terminal shall form part of the tumbler device.
- 2.4. A set of three dice shall be present at the Sic-Bo table sealed in the dice tumbler and—
  - 2.4.1. they shall be precision made dice with faces of a minimum size of 19 millimetres square;
  - 2.4.2. the sides of each die shall be marked with values from one to six, so arranged that the sum of the values of any pair of opposite sides is seven.
- 2.5. The entry terminal (control panel) shall have switches or buttons numbered 1, 2, 3, 4, 5 and 6.
- 2.6. The table shall be fitted with electronic equipment to illuminate the winning areas on the layout. The entry of a declared result of the game, by the activation of the relevant numbered switches or buttons, shall cause all the winning areas of the layout to be illuminated.

3. *Wagers*

3.1. The wagers defined in this rule shall be the permissible wagers by a player at the game of Sic-Bo. The decision on the win or loss of the wagers shall be determined by the numbers appearing on the uppermost sides of the dice. Only one face on each die shall be considered uppermost. The term "total/s" means the total of the uppermost sides of the three dice in any given spin of the dice in the dice tumbler:

- 3.1.1. "Small" means a wager which shall win if any of the totals of 4, 5, 6, 7, 8, 9 or 10 appears in any combination, with the exception of a triple.
- 3.1.2. "Big" means a wager which shall win if any of the totals of 11, 12, 13, 14, 15, 16 or 17 appears in any combination, with the exception of a triple.
- 3.1.3. "Triples" means a wager on any one of the specific triples, 6, 5, 4, 3, 2 or 1, which shall win if that triple appears.
- 3.1.4. "Doubles" means a wager on any one of the specific doubles, 6, 5, 4, 3, 2 or 1 which shall win if that double appears.
- 3.1.5. "Any Triple" means a wager which shall win if any triple 6, 5, 4, 3, 2 or 1 appears.
- 3.1.6. "Three Dice Totals" means a wager on any one of the specific totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 which shall win if that total appears in any combination of the three dice.



3.1.7. "Dice Combinations"—when two of the 3 dice show the specific numbers on the betting position, the wager shall win.

3.1.8. "Single Die Bet"—when one of the 3 dice shows the specific number on the betting position, the wager shall win.

3.2. Wagers may be represented either by chips marked with denominations of value or by colour checks (ie non value chips without denomination markings).

3.3. The colour checks of a set shall each bear the same distinguishing emblem or mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.

3.4. Colour checks issued at a Sic Bo table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.

3.5. Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino.

3.6. No person shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another person at the same table.

3.7. Where a person purchases colour checks, the specific value to be assigned to each colour check shall be declared by that person and denoted by a marker button placed in a designated area.

3.8. At the discretion of the casino supervisor, a player may be issued with colour checks of more than one colour at the same table provided no other player as a result is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.

3.9. All wagers must be placed completely within the lined boxes.

3.10. Wagers orally declared shall be accepted only if accompanied by the placing of chips, colour checks or cash on the table and confirmed orally by the dealer or game supervisor. Cash placed on the table for any wager must be immediately converted into chips of equivalent value. All wagers must be placed before the dice in the tumbler are revealed.

3.11. Each player shall be responsible for the correct positioning of his/her wagers on the Sic-Bo layout, regardless of whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of wagers is correctly carried out.

3.12. No wagers shall be placed, changed or withdrawn after "no more bets" has been announced by the dealer.

3.13. Each wager shall be settled strictly in accordance with its position on the layout.

#### 4. *Minimum and Maximum Wagers*

4.1. The minimum and maximum wagers permitted per player shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

4.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

4.3. Wagers above the maximum shall be paid or collected to the maximum.

4.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

#### 5. *Play of the Game*

5.1. The dealer shall call "Place your bets", and then cover and activate the tumbler by activating a mechanical or electrical device that causes the dice to be spun within the dice tumbler.

5.2. The dealer shall call "No more bets" and then uncover the tumbler

5.3. Providing the dice are lying flat, the dealer shall announce the result by calling the uppermost face of each dice, in order, from the smallest number to the highest and the total of the three dice.

5.4. At the same time as announcing the winning result, the dealer shall enter the result by activating the three switches (buttons) which correspond with the three winning numbers.

5.5. When the sequence referred to in 5.4 above is completed and the winning areas have been illuminated on the table, all losing wagers shall be taken and all winning wagers paid in accordance with Rule 6.1.

5.6. No person other than a dealer who is responsible for the operation of the game, a game supervisor or a casino supervisor shall activate the dice tumbler or operate the entry button.

#### 6. Settlement

6.1. Winning wagers at the game of Sic-Bo shall be paid at the odds listed hereunder:

<i>Wager</i>	<i>Odds</i>
Small	1 to 1
Big	1 to 1
Specific Triples	180 to 1
Specific Doubles	11 to 1
Any Triple	31 to 1
Three Dice Totals	
4 or 17	62 to 1
5 or 16	31 to 1
6 or 15	18 to 1
7 or 14	12 to 1
8 or 13	8 to 1
9 or 12	7 to 1
10 or 11	6 to 1
Dice Combinations	
1 and 2, 3, 4, 5 or 6	6 to 1
2 and 3, 4, 5 or 6	6 to 1
3 and 4, 5 or 6	6 to 1
4 and 5 or 6	6 to 1
5 and 6	6 to 1
Single Die Bet	
Number on one Die	1 to 1
Number on two Dice	2 to 1
Number on three Dice	12 to 1

#### 7. Irregularities

7.1. If any of the three dice are not lying flat in the bottom section of the tumbler after the dice have been spun in accordance with rule 5.1 the dealer shall announce "no result".

7.2. If the dice tumbler after being activated does not operate correctly, the dealer shall announce "no result".

7.3. If the electronic equipment fails to illuminate the winning areas or fails to illuminate the winning areas correctly, all wagers shall be taken and paid according to the result shown on the dice. No further play shall be permitted until the fault has been rectified.

7.4. In the event of the dice being exposed before the announcement of "no more bets" the dealer shall announce "no result".

7.5. In the event of a "no result" the dice tumbler will be reactivated.

#### 8. General Provisions

8.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

- 8.2. Where a player has contravened any provision of the rules a casino supervisor may—
  - 8.2.1. declare that any wager made by the player(s) shall be void;
  - 8.2.2. direct that the player(s) shall be excluded from further participation in the game;
  - 8.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.
  - 8.2.4. confiscate the prohibited device; and
  - 8.2.5. cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 8.3. A casino supervisor may invalidate the outcome of a game if—
  - 8.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an or Act of God; or
  - 8.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 8.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.
- 8.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 8.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 8.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 8.8. A player who abstains from wagering for three consecutive rounds whilst all other position's at that table are in use may be required to vacate that area.
- 8.9. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.
- 8.10. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.
- 8.11. Players are not permitted to have side bets against each other.
- 8.12. A copy of these rules shall be made available, upon request.

DIAGRAM A

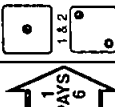
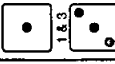
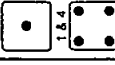










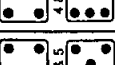
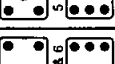
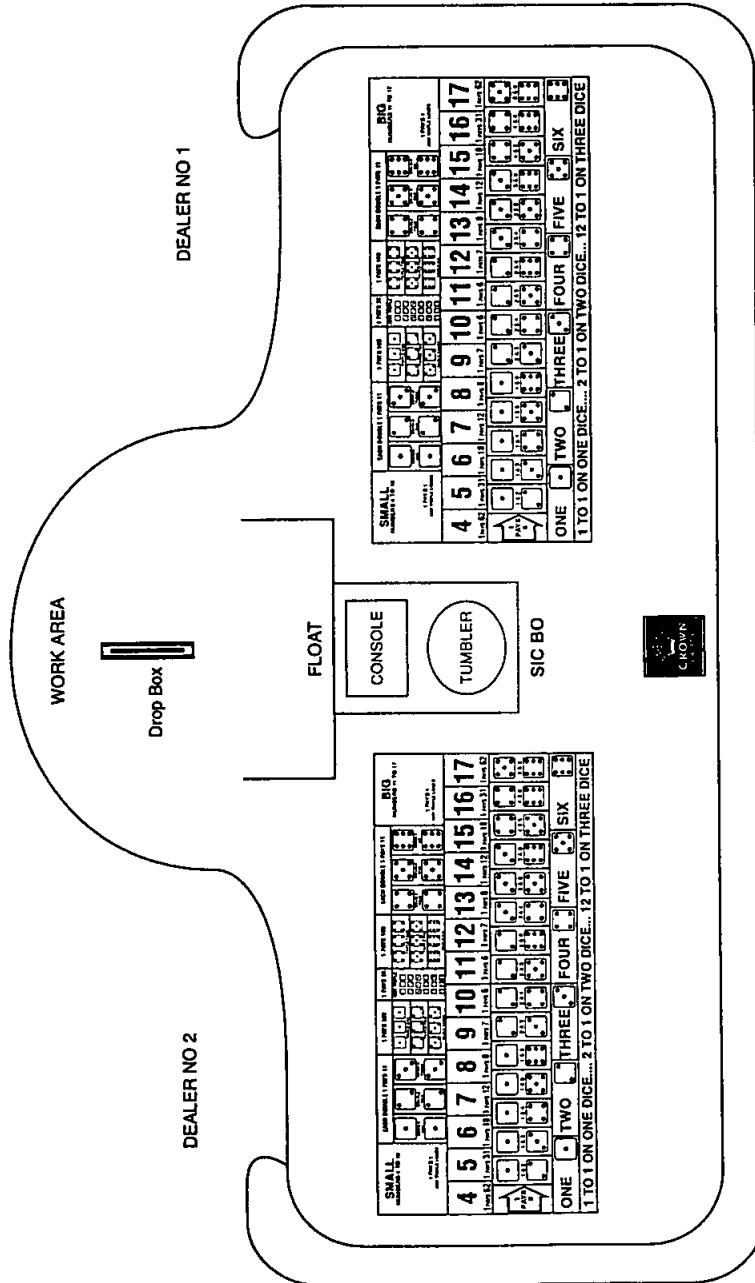
<b>SMALL</b> NUMBERS 4 TO 10  1 PAYS 1 ANY TRIPLE LOSES		EACH DOUBLE 1 PAYS 11 DOUBLE ONE DOUBLE TWO DOUBLE THREE DOUBLE FOUR DOUBLE FIVE DOUBLE SIX		1 PAYS 180 TRIPLE ONE TRIPLE TWO TRIPLE THREE TRIPLE FOUR TRIPLE FIVE TRIPLE SIX		1 PAYS 180 ANY TRIPLE ANY TRIPLE ONE ANY TRIPLE TWO ANY TRIPLE THREE ANY TRIPLE FOUR ANY TRIPLE FIVE ANY TRIPLE SIX		EACH DOUBLE 1 PAYS 11 DOUBLE ONE DOUBLE TWO DOUBLE THREE DOUBLE FOUR DOUBLE FIVE DOUBLE SIX		<b>BIG</b> NUMBERS 11 TO 17  1 PAYS 1 ANY TRIPLE LOSES				
4	5	6	7	8	9	10	11	12	13	14	15	16	17	
1 PAYS 62	1 PAYS 31	1 PAYS 18	1 PAYS 12	1 PAYS 8	1 PAYS 7	1 PAYS 6	1 PAYS 6	1 PAYS 6	1 PAYS 8	1 PAYS 12	1 PAYS 18	1 PAYS 31	1 PAYS 62	
 1 PAYS 6	 1 & 2	 1 & 3	 1 & 4	 1 & 5	 1 & 6	 2 & 2	 2 & 3	 2 & 4	 2 & 5	 2 & 6	 3 & 3	 3 & 4	 3 & 5	 3 & 6
ONE	TWO		THREE		FOUR		FIVE		SIX					
1 TO 1 ON ONE DICE.... 2 TO 1 ON TWO DICE... 12 TO 1 ON THREE DICE														

DIAGRAM B



## PART IX—TWO-UP

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## RULES FOR TWO-UP

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. "Heads" means the two coins laying on the floor of the ring with the head side uppermost on each.
- 1.1.2. "Tails" means the two coins laying on the floor of the ring with the tail side uppermost on each.
- 1.1.3. "Odds" means the two coins laying on the floor of the ring with one coin head side uppermost and the other coin tail side uppermost.
- 1.1.4. "Kip" means a rectangular implement, having one side partially covered with baize, used for spinning the coins.
- 1.1.5. "Ring" means the floor area contained within the layout but not including the entrance.
- 1.1.6. "Spinner" means the player who has elected to enter the ring and spin the coins.
- 1.1.7. "Boxer" means the dealer who shall control the spinner and conduct the game from centre ring.
- 1.1.8. "Dealer" means a person responsible for the operation of the game.
- 1.1.9. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.10. "Casino Supervisor" means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

- 2.1. Two-Up shall be played in a pit formed by a circular table similar to that shown in diagram "A".
- 2.2. The table cloth (layout) shall be marked in a manner similar to that shown in diagram "A", with—
  - 2.2.1. areas marked 'H' and 'T' which shall denote the areas on which wagers on heads or tails shall be made;
  - 2.2.2. an area on which the spinners wager shall be placed; and
  - 2.2.3. the name and/or logo of the casino imprinted thereon.
- 2.3. A set of five coins shall be present at the start of play.
- 2.4. The casino operator shall provide, in a noticeable position above the level of the ring—
  - 2.4.1. a set of five green lights to indicate when "odds" are spun;
  - 2.4.2. a set of three red lights to indicate when "heads" or "tails" are spun depending on the initial choice of the spinner as required by these rules;
  - 2.4.3. a single white light to indicate when the result is "heads" or "tails" and this result is a losing spin for the spinner.
- 2.5. A kip shall be used to spin the coins and shall have on one side a baize covered area on which the coins shall be placed.

2.6. To ensure that the correct order of spinner is kept, where a player accepts the offer to act as spinner, an indicator shall be placed by the boxer in front of that player's position at the table

3. *Selection of the Spinner*

3.1. At the commencement of play the boxer shall offer the set of coins to the first player on the right hand side of the entrance (viewed from centre ring). If that player declines the spin, the boxer shall offer the coins clockwise around the table until a player accepts the spin.

3.2. Where a spinner retires in the course of play in accordance with these rules, the coins shall be offered to each of the other players in turn clockwise around the table.

3.3. If no player desires to act as spinner, the boxer shall spin the coins.

4. *Wagers*

4.1. The spinner—

4.1.1. must first declare an intention to spin for either heads or tails; and

4.1.2. shall place his/her "spinner's wager" before he/she commences to spin the coins.

4.2. The spinner may also make a player's wager in addition to his/her spinner's wager.

4.3. Wagers shall be accepted only in chips

4.4. A wager by a player shall be placed on the appropriate areas of the two-up layout. Prior to the spin the Boxer shall call "No More Bets".

4.5. Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the coins have been tossed.

4.6. Wagers may be made by players on—

4.6.1. heads; or

4.6.2. tails; or

4.6.3. five consecutive odds.

4.7. Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.

4.8. A wager may be refused prior to the toss of the coins if in the event of the player winning, it would not be possible to pay the wager exactly in chips.

4.9. Existing wagers cannot be removed or new wagers made while "odds" results are indicated.

4.10. All wagers at Two-Up shall be made by placing gaming chips in the appropriate wager area of the layout.

4.11. Wagers orally declared shall be accepted only if accompanied by the placement of chips on the table and confirmed orally by the dealer. Cash placed on the table must be converted immediately to chips of an equivalent value and shall not be allowed as a wager if the coins are in the air at the time.

5. *Minimum and Maximum Wagers*

5.1. The minimum and maximum wagers permitted per player shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

5.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

5.3. Wagers above the maximum shall be paid or collected to the maximum.

5.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

6. *The Play of the Game*

6.1. The spinner shall select two of the coins offered by the boxer and place them on the kip. One of the coins shall be so placed with the head side uppermost and the other with the tail side uppermost and shall be in that position at the time of the spin.

6.2. A dealer or the boxer shall call "place your bets" as an advice to players to make their wagers.

6.3. On the call by the boxer of "come in spinner" or "no more bets", no further wagers shall be made and the spinner shall then spin the coins.

6.4. If the spinner loses his/her spinner's wager he/she shall retire as spinner.

6.5. Where the spinner—

6.5.1. spins a series of odds fewer than five; or

6.5.2. having elected to spin for heads, spins a series of heads fewer than three; or

6.5.3. having elected to spin for tails, spins a series of tails fewer than three;

and then fails to continue spinning or declines further spins or, through an inability to spin the coins, spins three consecutive invalid spins, the boxer shall spin the coins until the spinner's wager is determined in accordance with this rule.

6.6. Where for the first three spins of a game, the spinner has thrown three consecutive invalid spins, the spinner shall elect to retire as spinner or have a house spinner continue the game until the spinner's wager is determined.

#### 7. *Validity of Spins*

7.1. The boxer may declare a spin invalid if—

7.1.1 the boxer considers the spinner has not spun the coins; or

7.1.2 the coins have not been spun at least one metre above the head of the spinner.

7.2. If the boxer considers a spin invalid under paragraph 7.1 of this rule the call of "no spin" must be made before the coins hit the ground.

7.3. The boxer shall declare a spin invalid by calling "no spin" if—

7.3.1. either or both of the coins land outside the ring; or

7.3.2. either or both of the coins hit anything, except each other or the sides of the ring below the layout surface; or

7.3.3. the spinner is not completely inside the area of the ring when spinning; or

7.3.4. one coin lands on top of the other or one coin is resting on the other.

7.3.5. either or both of the coins do not lie flat in the ring.

7.4. A player, whether acting as spinner or not, shall not be entitled to declare a spin invalid.

7.5. In the event of a coin/s being thrown out of the ring the following procedures shall be followed:

7.5.1. The boxer shall immediately call a "no spin";

7.5.2. An immediate effort shall be made to retrieve the coin/s;

7.5.3. The remaining coins shall be offered to the spinner to select new coins, however, the spinner may request the original coin/s back again;

7.5.4. If the missing coin/s is found it shall be carefully checked by the boxer; and

7.5.5. In the event that more than one coin/s is lost a new set of coins shall be taken to the ring and the remaining coins of the set previously in use shall be removed from the game. To avoid any delay in the game, the spinner at the time of the coin/s becoming lost, may be allowed to continue with the remaining coins of the original set.

#### 8. *Settlement*

8.1. Winning wagers at the game of Two-Up shall be paid at the odds listed below:

<i>Wager</i>	<i>Payout Odds</i>
8.1.1. Spinners wager	7.5 to 1
8.1.2. Heads	1 to 1
8.1.3. Tails	1 to 1
8.1.4. Five consecutive odds	27 to 1

8.2. The spinner's wager shall win—

8.2.1. if he/she is spinning for "heads", when he/she has spun "heads" three times without spinning "tails" or five consecutive "odds"; or

8.2.2. if he/she is spinning for "tails", when he/she has spun "tails" three times without spinning "heads" or five consecutive "odds".



8.3. The spinner's wager shall lose—

8.3.1. if he/she is spinning for "heads", when he/she spins "tails" or five consecutive "odds" before spinning three "heads";

8.3.2. if he/she is spinning for "tails", when he/she spins "heads" or five consecutive "odds" before spinning three "tails".

8.3.3. and his/her wager shall remain until so determined.

8.4. The player's shall make a wager on either "heads", "tails", or "five consecutive odds" for each spin, which shall—

8.4.1. win if —

8.4.1.1. "Heads" is wagered and spun; or

8.4.1.2. "Tails" is wagered and spun; or

8.4.1.3. "Five consecutive odds" is wagered and are spun.

8.4.2. lose if —

8.4.2.1. "Heads" is wagered and "tails" or "five consecutive odds" are spun; or

8.4.2.2. "Tails" is wagered and "heads" or "five consecutive odds" are spun; or

8.4.2.3. "Five consecutive odds" is wagered and "heads" or "tails" are spun.

#### 9. General Provisions

9.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

9.2. Where a player has contravened any provision of the rules a casino supervisor may—

9.2.1. declare that any wager made by the player(s) shall be void;

9.2.2. direct that the player(s) shall be excluded from further participation in the game;

9.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.

9.2.4. confiscate the prohibited device; and

9.2.5. detain the person(s) in possession of the prohibited device until such time as an authorised person has attended and assumed responsibility for the situation.

9.3. A casino supervisor may invalidate the outcome of a game if—

9.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or

9.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.

9.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

9.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

9.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decision of play.

9.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

9.8. A seated player who abstains from wagering for three consecutive rounds whilst all other positions at the ring are in use may be required to vacate that position.

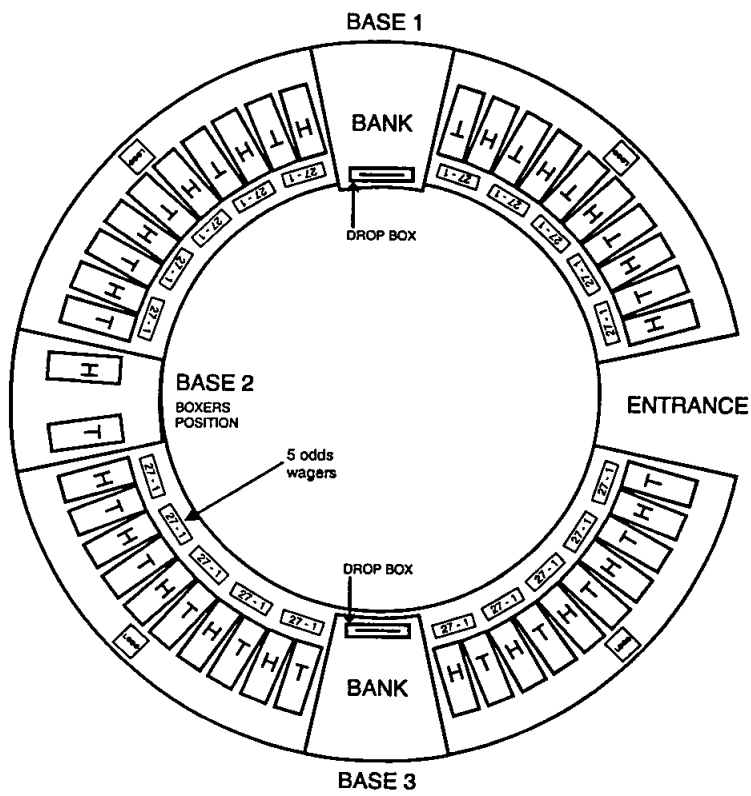
9.9. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

9.10. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

9.11. Players are not permitted to have side bets against each other.

9.12. A copy of these rules shall be made available, upon request.

DIAGRAM A



## PART X—PAI GOW

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## RULES FOR PAI GOW

1. *Definitions*

## 1.1. In these rules the following meanings apply:

- 1.1.1. "Bank" means the hand against which all other players wager.
- 1.1.2. "Casino Supervisor" means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.
- 1.1.3. "Chung" means a marker used to indicate who is the banker in a round of play.
- 1.1.4. "Co-banking" means a player banking in partnership 50-50 with the house.
- 1.1.5. "Dealer" means a person responsible for the operation of the game.
- 1.1.6. "Dice cup" means a cup like device with a non-transparent cover used to contain and shake the three dice used.
- 1.1.7. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.8. "House" means Crown Casino.
- 1.1.9. "House Participation" means the player/banker has set his/her tiles the house way. Therefore the house must bank any remaining wagers, up to the specified house maximum, after the player/banker's wager is met.
- 1.1.10. "House way" means the way a dealer shall set his/her hand or that of a player or player/banker upon request.
- 1.1.11. "Laja" means an additional mix of the tiles that may be performed by the dealer, player or player/banker.
- 1.1.12. "Matching" means comparing the player's high hand with the house or player/banker's high hand and the player's low hand with the house or player/banker's low hand as the case may be.
- 1.1.13. "Player/Banker" means a player taking the bank.
- 1.1.14. "Ranking" means the classification of the order of the tiles.
- 1.1.15. "Shuffle" means a random mix of the tiles, conducted face down upon the table.
- 1.1.16. "Stand Off" means a hand where the player's wager neither wins nor loses.
- 1.1.17. "The "Tile/s" means a domino or set of thirty two dominoes.
- 1.1.18. "Traditional Cuts" means one of the approved ways of cutting the tiles at the player/banker's request.

## 2. *Equipment*

2.1. The Pai Gow table shall have on one side, places for players and, on the opposite side, a place for the dealer. The tablecloth shall be marked in a manner similar to that shown in diagram "A" or "B" with the name and/or logo of the casino imprinted thereon.

2.2. Pai Gow is played with thirty-two dominoes hereinafter referred to as "tiles", (See Appendix 1):

2.3. Three dice shall be used. They shall be precision made with faces of a minimum size of ten millimetres square. The sides of the dice shall be marked from one to six, so arranged that the sum of the sides of any pair of opposite sides is seven.

The dice shall be shaken inside a dome-shaped container. (Dice Cup) (See Diagram C.)

2.4. Plus or minus buttons, with values from +4 to -4, may be used to change the point of delivery of the tiles.

2.5. "OFF" Button to signify a playing area removed from play.

2.6. A sign displaying table limits.

2.7. Chung to indicate the Banker.

2.8. A marker button denoting "house participation on" on one side and "house participation off" on the reverse side.

## 3. *The Tiles*

3.1. The ranking of the tiles in both pair and individual order, is shown in Appendix 1:

3.1.1. When a hand is lower than Day High Nine (ranking 22) the value of the hand shall be a single figure (zero to nine inclusive) and shall be determined by totaling the count values of the tiles in the hand and, as required, subtracting ten.

3.2. Gee Jun, Ranked No 1 pair, are as individual tiles the lowest ranked tiles. Those individual tiles may be used as either a three or a six.

3.3. The tiles shall be checked, tile by tile, prior to the commencement of gaming and the conclusion of gaming:

3.3.1. The tiles shall be displayed on the table in rank order and finally checked by the game supervisor.

3.3.2. The tiles shall remain so displayed until a player takes a place at the table.

3.4. Should any tiles be damaged or marked during play, the casino supervisor shall be notified and the tiles shall be replaced by either an individual tile or a new set of tiles.

3.5. Prior to a set of tiles being removed from the table the tiles shall again be checked on the table tile by tile and set out in rank order.

## 4. *The Table of Play—House Way*

4.1. The "House Way" is as shown. (See Appendix 2)

## 5. *Computer*

A computer may be used by the house to check the correct setting of the house way.

## 6. *The Bank*

6.1. In addition to the House, only players controlling the playing area have the option of accepting the bank.

6.2. Each bank consists of a first and second round of play. Players are allowed one "Bank" per playing area. At its discretion the house may allow up to the three "Banks" per playing area. For each additional "Bank" the player/banker shall nominate some other person to shake the dice cup on his/her behalf.

6.3. At its discretion the house may allow two or more players to share the bank at one seated position.

6.4. When the house banks a "Chung" denoting "house bank" shall be placed on playing area one to indicate the house tiles.

6.5. Acceptance of the bank by a player/banker is indicated with a marker button called the "Chung".

6.6. A marker button shall be used to indicate house participation in the bank:

6.6.1. "On" shall indicate house participation.

6.6.2. "Off" shall indicate no house participation.

6.7. House participation is conditional upon the tiles being set the house way.

6.8. The house participates when the player/banker's bank has been covered.

6.9. For a player to bank they must have played the previous round. (Except at the commencement of play).

6.10. For a player to bank or co-bank he/she must have sufficient funds to cover his/her minimum bank requirement for each method of play.

6.11. The bank shall be offered counter clockwise from playing area one.

#### 7. *The Shuffle and Cut*

7.1. Before each round of play, the dealer shall shuffle the tiles face down on the table.

7.2. The dealer shall stack the tiles into eight groups of four and place the tiles into the centre of the table.

7.3. The game supervisor may allow any player to personally perform a Laja or request a Laja by the dealer:

7.3.1. After a player Laja, the banker cannot request another shuffle.

7.3.2. After a player Laja and before the bank determines a cut, the tiles will be presented to the bank, where they may wish to perform their own Laja.

7.4. The tiles shall be cut in accordance with the descriptions in Appendix 3.

7.5. At the discretion of the casino supervisor, other cuts may be accepted in which case the VCGA Inspector and the Surveillance Department shall be advised.

7.6. When the house banks the style of cut shall be at the discretion of the game supervisor.

7.7. When the player accepts the bank or co-banks with the house, that player has the option of the cut. If that player declines to choose the cut the dealer shall cut the tiles at the discretion of the game supervisor.

#### 8. *The Dice*

8.1. The player/banker shall shake the dice cup during which time the dice must tumble. The dice cup is then placed in the centre of the table and the cover removed.

8.2. After the total is called by the dealer—

8.2.1. The dealer shall count counter clockwise commencing with the playing area designated by the Chung.

8.2.2. That playing area shall be counted as 1, 9 or 17.

8.2.3. The dealer shall then announce "first tiles to playing area...."

8.3. After the cut has been decided, the player/banker may decide to adjust the delivery of the tiles by nominating a plus or minus value (between -4 and +4) before the dice are disclosed. The nominated value shall be shown on a marker button placed in a central position on the table. This is known as "stealing the cut":

8.3.1. Any plus or minus value is added to or subtracted from the face up total of the dice.

8.4. The dice cup shall then be placed in its designated area on the table. (See Diagram D).

8.5. All three dice must come to rest with one surface flat to the base of the dice cup otherwise the dice cup shall be shaken again.

#### 9. *Wagers*

9.1. Wagers shall be accepted only in chips placed in the respective wagering areas.

9.2. All wagers shall be placed after the shuffle and before the cut.

9.3. No wager may be made, withdrawn or increased after the cut.

9.4. Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the dealer announces "no more bets".

9.5. Upon accepting the bank, the player/banker shall make a wager dependent on method of play. The dealer shall ascertain the player/banker has sufficient funds to cover the minimum requirements for that method.

9.6. The player/banker may request the house to co-bank for 50% of the declared players' wagers. In this event the house shall set the tiles the house way.

9.7. The game supervisor may permit up to three players to wager on any one playing area.

9.8. When the player is banker, the player/banker's wager is the only wager allowed on the player/banker's playing area.

9.9. A player may wager on more than one playing area but—

9.9.1. may control the tiles on one playing area only; and

9.9.2. where there is no other wager on the other area/s, the dealer shall set the tiles the house way.

#### 10. *Minimum and Maximum Wagers*

10.1. The minimum and maximum wagers permitted per playing area when the house is banking or co-banking shall be displayed on a notice at or near the table.

10.2. The maximum house participation will be displayed at the table.

10.3. When a player is banking, table minimums only shall apply.

10.4. There is no maximum wager restriction for either the player/banker or players when play is conducted according to rule 12.2.2.

10.5. When the house is banking, if, after determining the result, a player's wager against the house is found to be below the minimum or above the maximum, then according to that result, a below minimum wager shall be paid or collected by the dealer in accordance with 10.6 of this rule, and an above maximum wager shall be paid or collected by the dealer up to the permitted maximum only.

10.6. A player making a below minimum wager which is paid or collected, shall be advised by the dealer that the wager made was below the table minimum and that any further wagers less than the table minimum made by that player shall be returned regardless of the result.

10.7. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

10.8. The Gaming Shift Manager may allow a player to wager in excess of the stated maximum wager permitted on that table, provided that a marker denoting the new maximum for that playing area is placed adjacent to the playing area.

10.9. In accordance with rule 10.8, where a new maximum limit is allocated to a player, he/she shall be the only player to play on that playing area.

#### 11. *Methods of Play*

11.1. The game may be played with the house holding the bank for each round of play. (Rule 12.2.1.)

11.2. The game may be played with a player/banker covering all wagers and the house taking no part. (Rule 12.2.2.)

11.3. The game may be played with the house participating up to a predetermined amount per playing area but only if the tiles are set the house way. Under this method if the tiles are not set the house way the house shall not participate. (Rule 12.2.3.)

11.4. The game may be played with a player/banker "Co-Banking with the house for 50% of the total wagers placed up to the displayed maximum. During "Co-Banking" tiles must be set house way. (Rule 12.2.4)

#### 12. *The Play*

##### 12.1. *General Conditions*

12.1.1. After determining where to start, in accordance with rule 8, the dealer shall deal four tiles to each playing area. The tiles are dealt face down in groups of four to the playing areas whether or not anyone is seated at that position.

12.1.2. When all tiles are dealt, the dealer shall retrieve the tiles dealt to playing areas without wagers and place them undisclosed on the right-hand side of the float.

12.1.3. The players arrange their own tiles into two hands, the high hand and the low hand.

- 12.1.4. At the request of a player or player/banker, the dealer shall set that player or player/banker's hands according to the house way. In such a case the hands shall be checked by the game supervisor.
  - 12.1.5. The players hands are considered set, once the dealer removes the Chung from the banker's tiles.
  - 12.1.6. Only the player controlling a playing area is allowed to handle and set the tiles.
  - 12.1.7. Where the provisions of rule 6.3 apply the player/bankers may jointly decide the tiles.
  - 12.1.8. Where more than one player wagers on a playing area the decisions with regard to the tiles dealt to that area shall be called by—
    - 12.1.8.1. the player with the highest wager in the playing area; or
    - 12.1.8.2. where all wagers are of equal value—
      - 12.1.8.2.1. the seated player.
      - 12.1.8.2.2. the player whose wager is nearest the dealer.
  - 12.1.9. The dealer shall, prior to the commencement of a round of play, ascertain the player who shall call the decisions with respect to any playing area in accordance with subrule 12.1.8.
  - 12.1.10. The dealer shall ensure that the player calling the decisions places his wager in the portion of the playing area nearest to the dealer's side of the table.
  - 12.1.11. The tiles must remain within the table area and in view of the dealer and players may not exchange tiles or exchange or communicate or cause to exchange or communicate information regarding their hand or hands.
  - 12.1.12. No tiles shall be exposed until all hands have been set then the house or player/banker's tiles shall be the first to be exposed, then set.
  - 12.1.13. After the tiles are exposed the dealer shall signify the low hand by a vertical placement of the tiles and the high hand by a horizontal placement of the tiles to the dealer.
  - 12.1.14. Under no circumstances shall the dealer be allowed to look at unused tiles until after the round is completed.
  - 12.1.15. Upon opening and matching each hand, the dealer shall declare whether the player has won (Jung) lost (Che) or stand off (Jowl) in accordance with rule 13.
  - 12.1.16. Stand offs are indicated by the dealer tapping the table twice next to the player's tiles after which the player's tiles are placed in the designated area on the table.
  - 12.1.17. The players can view any unused tiles only after all payouts are completed. These tiles cannot be handled by the players.
  - 12.1.18. Where a player is the only person wagering on a playing area he/she may concede his/her wager by indicating with a sweeping motion with his/her hand toward the dealer. The tiles are then picked up by the dealer and placed in the designated area without being exposed and the player's wager is lost and removed.
- 12.2. *Playing procedures*
- 12.2.1. *When the House is banking:*
    - 12.2.1.1. A Chung denoting "house bank" will be placed on playing area one and the house tiles dealt to that area. After collecting all tiles not in play the dealer shall move the tiles from playing area one to the front of the float.
    - 12.2.1.2. The players shall place their wagers in the designated areas before the tiles are cut.
    - 12.2.1.3. The dealer shall arrange and set the house hands after all player's hands have been set.
    - 12.2.1.4. The dealer shall expose the house hands in front of the float before exposing the player's hands.
    - 12.2.1.5. The house hands shall be set with the low hand in a vertical position to the dealer and the high hand in a horizontal position to the dealer.

- 12.2.1.6. The dealer shall open each player's hands in turn, counter clockwise, from playing area one and match each hand.
- 12.2.1.7. Losing wagers are picked up and placed into the float and the related tiles placed in the designated area.
- 12.2.1.8. The dealer shall pay all winning wagers counter clockwise from playing area one, picking up the tiles as payment is made and placing them in the designated area.
- 12.2.1.9. If a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.
- 12.2.2. *When the Player/Banker is Banking and the House does not play:*
  - 12.2.2.1. A Chung will be placed on the player/banker's playing area and the player/banker's tiles shall be dealt to that playing area.
  - 12.2.2.2. The players shall place their wagers in the designated areas before the tiles are cut.
  - 12.2.2.3. The player/banker shall place a wager. If the banker fails to cover the total of declared wagers the game shall be conducted by using an alternative playing procedure.
  - 12.2.2.4. The player/banker shall set his/her hands after all other hands have been set and may expose the hands so set.
  - 12.2.2.5. The dealer shall bring the player/banker's hands to the front of the float and ensure they are exposed to the players.
  - 12.2.2.6. The dealer shall then open each players' hands in turn, counter clockwise from the Chung, and match each hand.
  - 12.2.2.7. All losing wagers are picked up immediately and placed in the losing wager area. (see diagram "D") The losing tiles are picked up at the same time and placed in the designated area.
  - 12.2.2.8. The dealer shall pay, in accordance with rule 13.9, all winning wagers from the losing wager area, counter clockwise from the Chung, picking up the tiles as payment is made. The remaining total from the losing wager area is handed to the player/banker, less commission, in accordance with rule 13.9.
  - 12.2.2.9. If there are insufficient funds in the losing wager area to pay winning wagers, the shortfall shall be taken from the player/banker's wager.
  - 12.2.2.10. If a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.
- 12.2.3. *When the Player/Banker banks for less than 100% and the House participates:*
  - 12.2.3.1. A Chung will be placed on the player/banker's playing area and the player/banker's tiles shall be dealt to that playing area.
  - 12.2.3.2. The players shall place their wagers in the designated areas before the tiles are cut.
  - 12.2.3.3. The player/banker shall place his/her wager in the area designated by the Chung.
  - 12.2.3.4. The player/banker shall set his/her tiles after all other tiles have been set.
  - 12.2.3.5. The dealer shall bring the player/banker's hands to the front of the float and the player/banker's wager is placed in the designated area.
  - 12.2.3.6. The dealer shall then open each player's hands in turn, counter clockwise from the Chung and match each hand.
  - 12.2.3.7. All losing tiles are stacked in front of the respective playing areas.
  - 12.2.3.8. All winning hands are left displayed.
  - 12.2.3.9. The winning or losing wagers are paid and taken anti clockwise from the Chung, until the player/banker's bank has been covered. Any hand that is a stand-off shall have no effect on the player/banker's bank.



- 12.2.3.10. Once the player/banker's bank has been covered, the house shall pay or take from each playing area up to the designated house maximum, including any portion of a wager which has not been covered by the player/banker.
- 12.2.3.11. If a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.
- 12.2.4. *When the Player/banker and the House co-bank:*
- 12.2.4.1. On being offered the bank, the player/banker shall indicate whether the house is to co-bank. If co-banking is requested the dealer shall ensure the player/banker has sufficient funds to match 50% of the total amount wagered by players on that hand.
- 12.2.4.2. The dealer shall take the player/banker's wager, together with an equivalent amount from the float and place it in the area designated for the house wager. (See diagram "D")
- 12.2.4.3. The dealer shall place the player/banker's tiles in front of the float.
- 12.2.4.4. The dealer shall set the co-banking hands the house way after all other hands have been set.
- 12.2.4.5. The dealer shall open each player's hands in turn, counter clockwise from the Chung and match each hand.
- 12.2.4.6. All losing wagers are picked up immediately and placed in the losing wager area. (see diagram "D") The losing tiles are picked up at the same time and placed in the designated area.
- 12.2.4.7. The dealer shall pay in accordance with rule 13.9 all winning wagers from the losing wager area, counter clockwise from the Chung picking up the tiles as payment is made.
- 12.2.4.8. Chip values remaining in the losing wager area after settlement of all player wagers shall be divided equally between the co-bankers. The house portion of such excess and the original wager are returned to the float. The player/banker's original wager is handed back then the excess portion less commission is handed back.
- 12.2.4.9. If there are insufficient funds in the losing wager area to pay winning hands then the funds shall be taken from the co-bank wager. Any funds left after settlement of all winning and losing wagers shall be halved and the house portion placed in the float and the player/banker's portion handed back.
- 12.2.4.10. If a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.

13. *Settlement*

- 13.1. A wager on the banker's hands wins if the banker's high hand is higher than the high hand of the player and the banker's low hand is higher than the low hand of the player.
- 13.2. A wager on the player's hands wins if the player's high hand is higher than the high hand of the banker and the player's low hand is higher than the low hand of the banker.
- 13.3. A stand-off occurs when only one of the banker's hands is higher than the matching player's hands.
- 13.4. If either the high or low hand from both the banker and player is zero, the banker's hand wins regardless of ranking.
- 13.5. If the banker and the player have identical hands, the banker's hand wins.
- 13.6. If the banker and the player have the same value hand and the player's high tile is of a higher ranking, the player wins.
- 13.7. If the banker and the player have the same value hand and the banker's high tile is of equal ranking to the player's high tile the banker wins.
- (NOTE: Only the highest ranking tile is considered in determining the hand.)

13.8. Winning wagers on the house hands shall be paid at odds of 1 to 1.

13.9. Winning wagers on all other hands shall be paid at odds of 1 to 1, less the commission of up to 5%.

13.10. Where the house elects to collect a commission of less than 5% that level of commission to be collected shall be stated on a sign at or near the table and the VCGA Inspector notified.

13.11. Where it is not possible to collect a commission exactly in chips, the next lowest amount collectable in chips shall be taken.

#### 14. Irregularities

14.1. If any tile is exposed during the shuffle or stacking the dealer shall perform a Laja.

14.2. Where the dealer exposes two or more tiles—

14.2.1. on the players hand, the player has the option of calling his/her hand void, before viewing his/her remaining tiles.

14.2.2. on the player/banker's hand, the player/banker has the option of calling his/her hand void, before viewing his/her remaining tiles. If the player/banker chooses to void his/her hand pursuant to 14.2.2 the tiles shall be reshuffled.

14.3. The game supervisor has the option to re-shuffle at any time.

14.4. If tiles are exposed in the house's hands, the hands must be played.

14.5. If the player/banker exposes his/her own tiles, play shall continue.

14.6. Should the house hands be set incorrectly and the first player's hand has been exposed, the house hands stand.

14.7. When all playing areas are in play, the house is banking and players are believed to be communicating the value of the tiles they hold, the house may, at its discretion, remove a playing area from play.

14.8. Where the situation described in 14.7 is suspected, the casino supervisor shall be notified immediately and a decision made on whether to remove a playing area from subsequent rounds of play. The VCGA Inspector shall be advised.

14.9. If a decision is made to remove a playing area from play, that playing area shall be determined by the dealer shaking the dice and having determined the total (of the dice) shall count counter clockwise from playing area one. (refer to 8.2.). A marker button denoting "Off" is placed on that playing area.

14.10. If the dice total indicates the house, as determined by rule 14.9, a further total shall be determined until the result indicates an alternative playing area.

14.11. A casino supervisor shall decide when a playing area taken out of play in accordance with sub-rule 14.7 may be reintroduced into play.

14.12. Should the dealer distribute the tiles to the players incorrectly, this shall be declared a void hand and all thirty-two tiles shall be re-shuffled.

#### 15. General Provisions

15.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analyzing an outcome or the changing probabilities or the playing strategies to be used.

15.2. Where a player has contravened any provision of the rules a casino supervisor may—

15.2.1. declare that any wager made by the player(s) shall be void;

15.2.2. direct that the player(s) shall be excluded from further participation in the game;

15.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation

15.2.4. confiscate the prohibited device; and

15.2.5. cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.

15.3. A casino supervisor may invalidate the outcome of a game if—

15.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God;  
or

15.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.

15.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

15.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

15.6. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

15.7. A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.

15.8. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

15.9. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

15.10. Players are not permitted to have side bets against each other.

15.11. A copy of these rules shall be made available, upon request.

DIAGRAM A

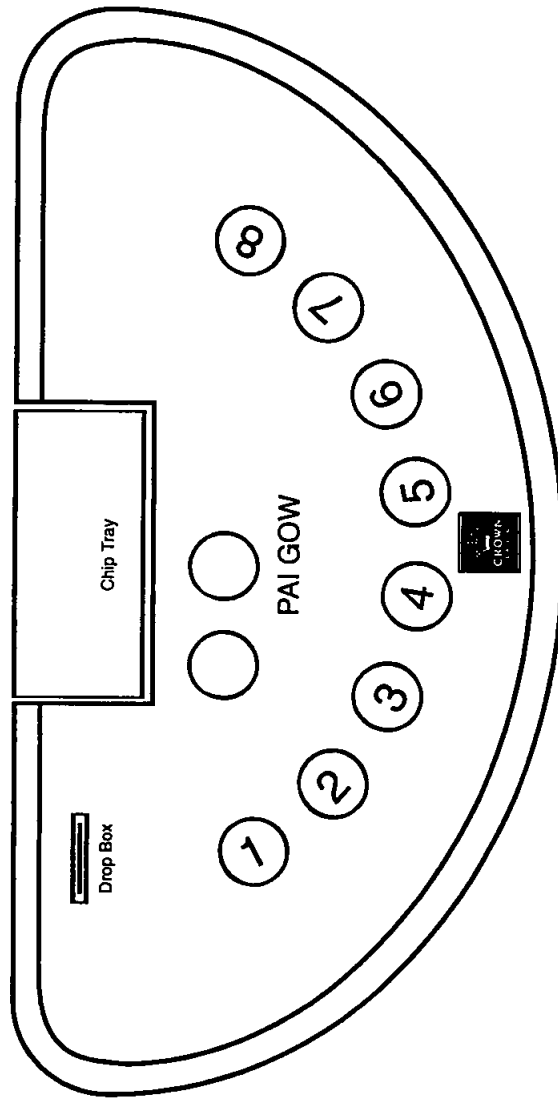
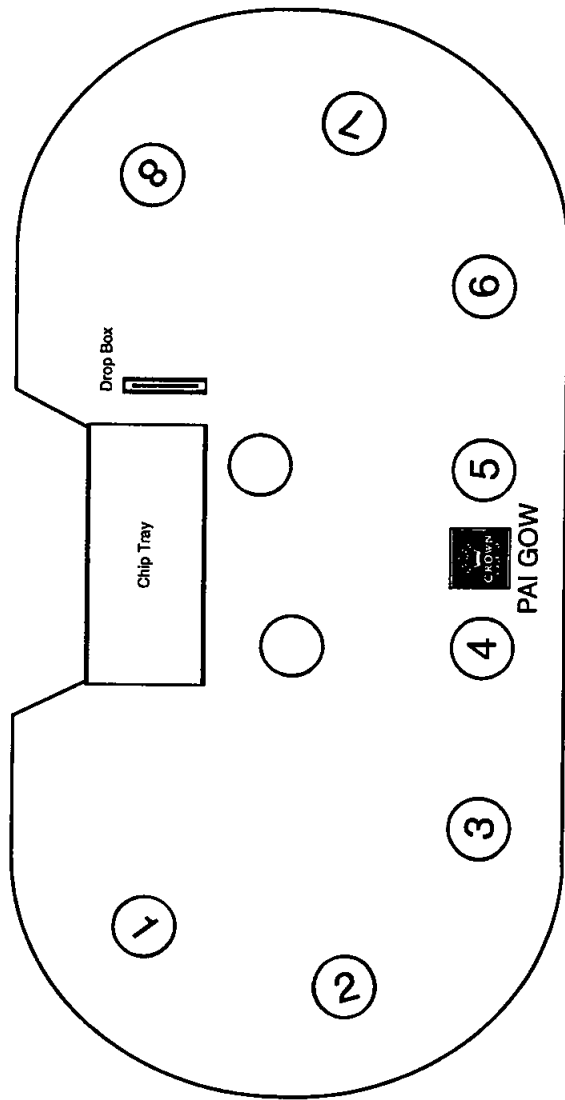
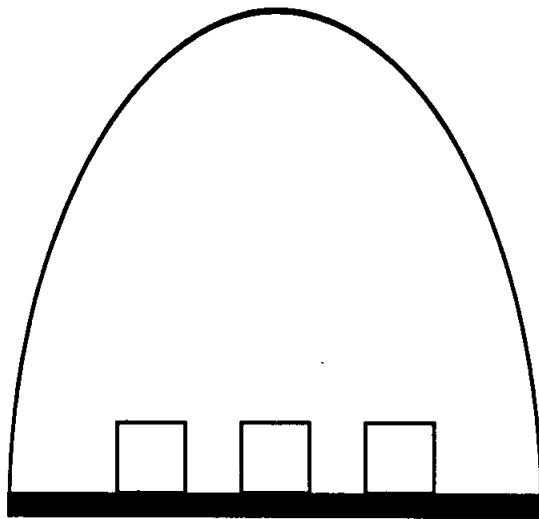


DIAGRAM B



**DIAGRAM C**

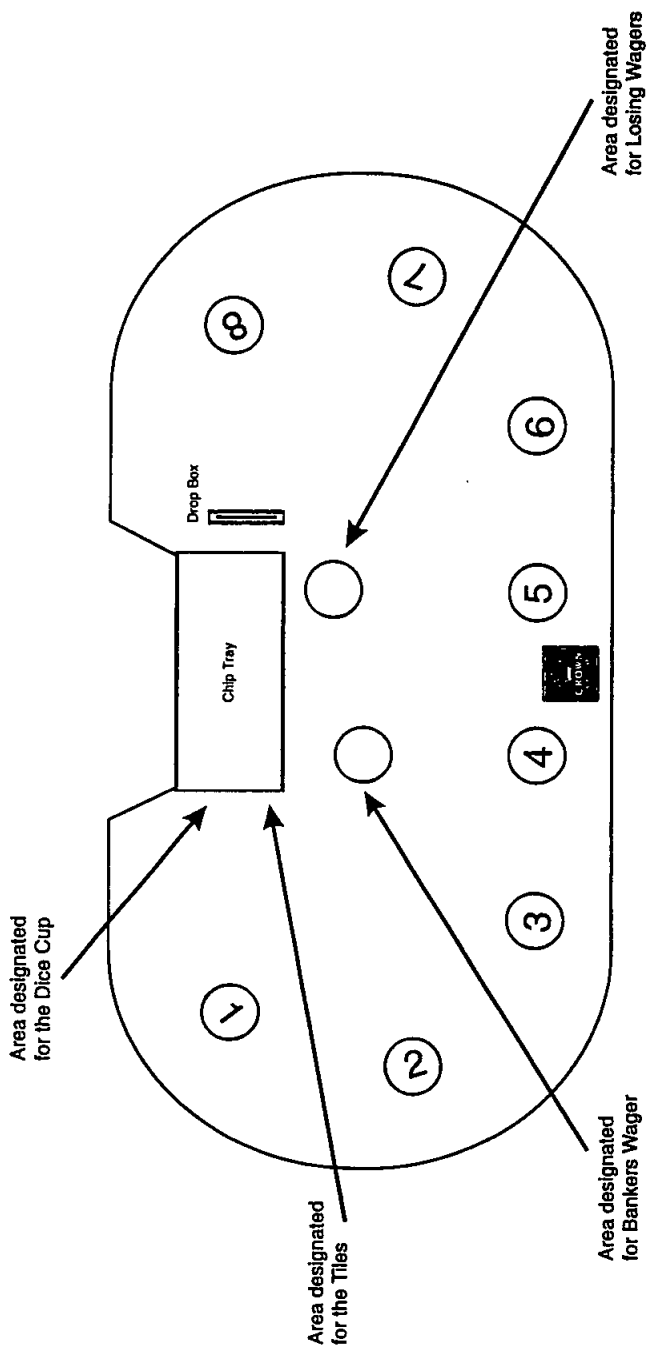


Side View

PAI GOW



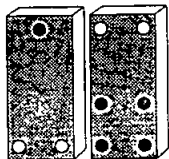
DIAGRAM D



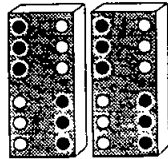
### APPENDIX 1

#### RANKING in Number Order

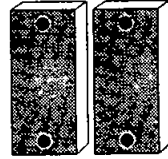
#### Pairs



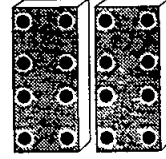
No 1: *Gee Jun (Gee)*



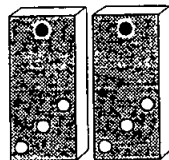
No 2: *Teen (12)*



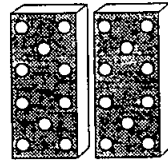
No 3: *Day (2)*



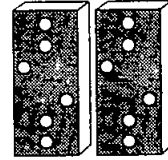
No 4: *Yun (High 8)*



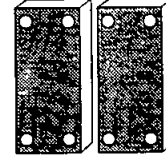
No 5: *Ngor (High 4)*



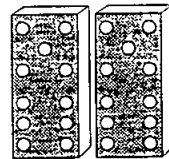
No 6: *Mooy (High 10)*



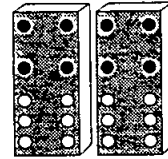
No 7: *Cheung Sum (High 6)*



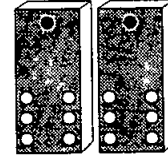
No 8: *Ban Tang (Low 4)*



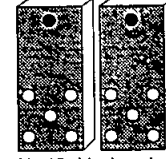
No 9: *Foo Tau (11)*



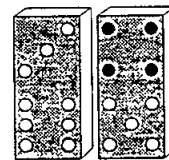
No 10: *Hoong Tau Sap (Low 10)*



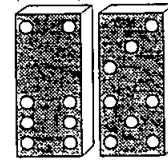
No 11: *Ko Kiok Chaat (High 7)*



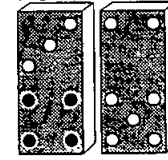
No 12: *Lim Lum Lok (Low 6)*



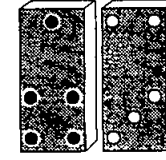
No 13: *Chap Gow (9)*



No 14: *Chap Paat (Low 8)*

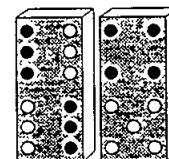


No 15: *Chap Chaat (Low 7)*

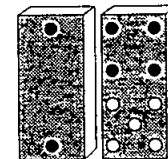


No 16: *Chap Ng (5)*

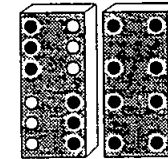
#### Wongs Gongs and Highs



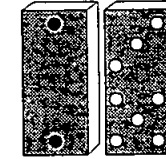
No 17: *Teen Wong*



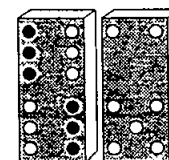
No 18: *Day Wong*



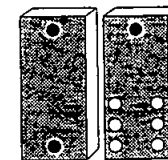
No 19: *Teen Gong*



No 20: *Day Gong*



No 21: *Teen High Nine*



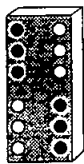
No 22: *Day High Nine*



### APPENDIX 1 Cont..

**RANKING in Number Order**

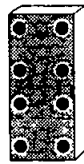
**Individual**



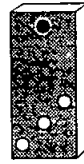
No 1: *Teen*



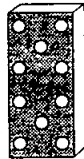
No 2: *Day*



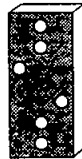
No 3: *(High 8)*



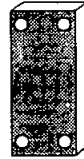
No 4: *(High 4)*



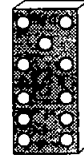
No 5: *(High 10)*



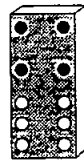
No 6: *(High 6)*



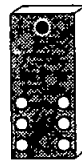
No 7: *Low 4*



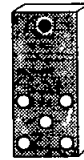
No 8: *11*



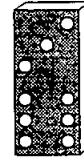
No 9: *Low 10*



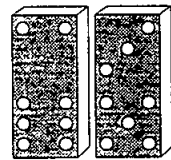
No 10: *(High 7)*



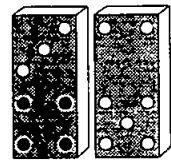
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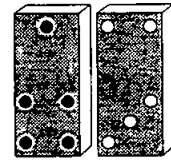
No 12: *9*



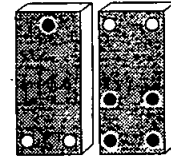
No 13: *8 - Low eight*



No 14: *7 - Low seven*



No 15: *5*



No 16: *Gee Jun*

1/2 or 2/4 3 or 6 (Note: Gee Jun as individual tiles are the lowest ranked. they can be used as a 3 or 6).

APPENDIX 2  
HOUSE WAY

1. When having two ranking pairs to tiles, play the two pairs as two hands.
2. Never split the following pairs:
 

NGOR (HIGH FOUR)	FOO TAU (ELEVEN)
MOOY (HIGH TEN)	HOONG TAU SAP (LOW TEN)
CHEONG SUM (HIGH SIX)	LIM LUM LOK (LOW SIX)
BAN TANG (LOW FOUR)	CHAP NG (MIXED FIVES)
3. Split:
 

GEE JUN (SUPREME)	WITH ANY 6 AND 6, 5, 4
TEEN (TWELVE) OR	9 AND 8, 7, 6, 5, 4
DAY (TWO) WITH ANY	8 AND 8, 7, 6, 5, 4
	7 AND 7, 6, 5, 4
CHAP GOW (NINES) WITH:	TEEN AND DAY
	TEEN/DAY AND 10
	10 AND 10
YUN, CHAP PAAT	TEEN AND DAY
(EIGHTS),	TEEN/DAY AND 11, 10
	10 AND 11, 10
	11 AND 9
KO KIOK CHAAT AND	TEEN AND DAY
CHAP CHAAT	TEEN/DAY AND 11, 10
(SEVENS)	10 AND 11
4. Wongs, Gongs and High Nines.
  - 4.1. If no other higher play is possible, always play Wong, Gong or High Nine even at the expense of your low hand.
  - 4.2. High Nine is played instead of Wong and Gong and Gong is played instead of a Wong when given a choice.
  - 4.3. Also when given a choice between Teen and Day with the Wong, Gong or High Nine, play the Teen on the high hand.
5. Exception:
  - 5.1. Play Wong over Gong and High Nine when the fourth tile is 11. If you have a choice, do not play two high ranking tiles in the same hand.
  - 5.2. Play Gong over High nine when the fourth tile is any four.
  - 5.3. Bring the low hand and the high hand as close together as possible unless the hands can be set to a higher value.

EXCEPTIONS

High 10, Low 10, 11 any 7 or 8. Play 0 and 8 or 0 and 9.

High 8, High 10, 11 any 7. Play 7 and 9.

High 6, 5 Gee Jun any 2 and 12. Play 7 and 9.

High 4 Low 4, 5 and 6. Play 0 and 9.

High 6 and 5 Gee Jun any 7. Play 2 and 9.

High 6 Low 6, 12 or 2 with any 4 or 5. Play 0 and 8 or 1 and 8.

High 10, Low 10 any 6 with 2 and 12. Play 0 and 8.
- 5.4. When the high hand is 8 or 9, where possible, play the high tile on the high hand.
 

EXCEPTIONS:

High 8 Low 8 and 9 with any 10. Play 7 and 8 with High 8 on the Low Hand.
- 5.5. When the high hand is 7 or less, where possible, play the high tile on the low hand.
 

EXCEPTIONS:

High 8, Low 8 High 6 with any 7. Play 4 and 5 with High 8 on the High hand.

High 8, Low 8 any 7 with any 4. Play 2 and 5 with High 8 on the High hand.

High 10 Low 10 High 6 and 7. Play 6 and 7 with High 10 on the High hand.

High 8 Low 8 High 4 and 6. Play 2 and 4 with High 8 on the High Hand.

APPENDIX 3  
PAI GOW CUTS

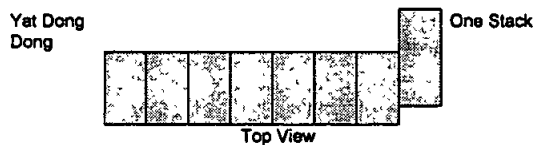
<i>Chinese</i>		<i>English</i>
1. Yat Dong Dong	(right or left)	One stack (right or left)
2. Cup Say	(top or bottom) right of left	Tiger
3. Chee Yee	(top or bottom)	Chop The Ears
4. Dai Pin	(right or left)	Big Slice
5. Jung Quat	(top or bottom)	From the Heart
6. Long Tau Fong May	(right or left)	Dragon Head Phoenix Tail
7. Wui Fung Bank		Hong Kong Bank
8. Foot Say		Four Across

YAT DONG DONG/ONE STACK

Yat Dong Dong can be delivered from the left or right.

SETTING UP

The first stack of tiles on the right is pushed forward to indicate the cut style and the side to be delivered from.



DELIVERY ORDER (From the right)

8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1

Dealer's View

DELIVERY

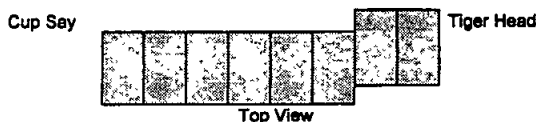
The first stack of four tiles on the right (pushed forward) will be delivered first (indicated #1), followed by second stack of tiles (indicated #2). The remaining tiles will be delivered from right to left in the order indicated above.

CUP SAY/TIGER HEAD

Cup Say can be delivered from the left or right and from the top or bottom (Di Chut). The examples shown below are dealt from the right.

SETTING UP CUP SAY

The first two stacks are pushed forward to indicate the cut style and the side from which delivery takes place.



DELIVERY ORDER (From the right)

7	7	5	5	3	3	1	1
7	7	5	5	3	3	1	1
8	8	6	6	4	4	2	2
8	8	6	6	4	4	2	2

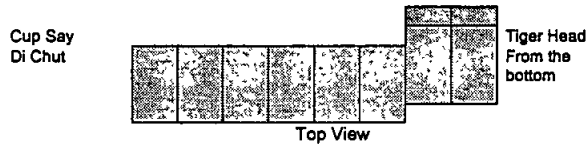
Dealer's View

DELIVERY

The first four tiles from the top of the two out-jogged stacks are delivered first (indicated #1). The remaining four tiles are then delivered (indicated #2). The remaining tiles will be delivered from right to left in the same manner and in the order indicated above.

SETTING UP CUP SAY DI CHUT (From the Bottom)

The first two stacks are pushed forward to indicate the cut style and the side from which delivery takes place. The first four tiles to be delivered will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top four tiles of the two out-jogged stacks back slightly.



DELIVERY ORDER (From the right, from the bottom)

8	8	6	6	4	4	2	2
8	8	6	6	4	4	2	2
7	7	5	5	3	3	1	1
7	7	5	5	3	3	1	1

Dealer's View

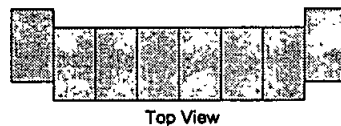
DELIVERY

The four tiles from the bottom of the two out-jogged stacks are delivered first (indicated #1). This is achieved by taking the out-jogged stacks intact (8 tiles) to the box designated to receive first tiles, depositing the four bottom tiles (indicated #1) at the box, then delivering the remaining four tiles (indicated #2) directly to the next box to receive tiles. The remaining tiles are delivered following the same procedure and in the order indicated above.

CHEE YEE / CHOP THE EARS

SETTING UP CHEE YEE

The first stack on the left and the first stack on the right are pushed forward slightly towards the players to indicate the cut style.



1	3	5	7	7	5	3	1
1	3	5	7	7	5	3	1
2	4	6	8	8	6	4	2
2	4	6	8	8	6	4	2

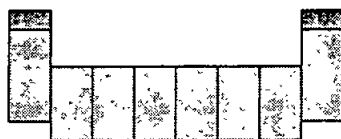
Dealer's View

**DELIVERY**

The first four tiles to be delivered are the two top tiles from each of the out-jogged stacks. Delivery is achieved by placing the two out-jogged stacks together, at a point several inches in front of the main block of tiles, then delivering the top four tiles, followed by the bottom four tiles (indicated #1 and 2). The remaining tiles will be delivered from the outside-in, following the same procedure and in the order indicated above.

**SETTING UP CHEE YEE DI CHUT**

The first stack of tiles on the left and on the right are pushed forward towards the players to indicate the cut style. The first four tiles to be delivered will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top two tiles of each out-jogged stack back slightly.



Top View

**DELIVERY ORDER (From the bottom)**

2	4	6	8	8	6	4	2
2	4	6	8	8	6	4	2
1	3	5	7	7	5	3	1
1	3	5	7	7	5	3	1

Dealer's View

**DELIVERY**

The first four tiles to be delivered are the lower two tiles from each of the out-jogged stacks. Delivery is achieved by placing the two out-jogged stacks together at a point several inches in front of the main block of tiles. From there the complete block (8 tiles) will be delivered to the box that receives first tiles, depositing the bottom four tiles (#1). The top four tiles (#2) are then delivered directly to the next box to receive tiles. The remaining tiles will be delivered from the outside-in following the same procedure and in the order indicated above.

**DAI PIN / BIG SLICE**

Dai Pin can be delivered from the left or right. The example below is from the right.

**SETTING UP**

The top tile from the far right stack is placed diagonally across the top of the second, third and fourth stacks of tiles from the right-hand side. This gives a visual indication of the side the first tiles are to be delivered from. (The diagonally-placed tile is returned to its original position prior to delivery.)



Top View

**DELIVERY ORDER (From the right)**

2	2	2	2	1	1	1	1
4	4	4	4	3	3	3	3
6	6	6	6	5	5	5	5
8	8	8	8	7	7	7	7

Dealer's View

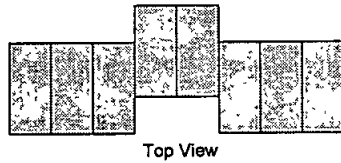
**DELIVERY**

The top tiles from the first four stacks of tiles are delivered first (indicated #1). The top tiles from the next four stacks (indicated #2) are delivered next. The remaining tiles are delivered following the same procedure and in the order indicated above.

**JUNG QUAT / FROM THE HEART**

**SETTING UP JUNG QUAT**

The middle two stacks of tiles are pushed forward (towards the players) to indicate the cut style.



**DELIVERY ORDER**

7	5	3	1	1	3	5	7
7	5	3	1	1	3	5	7
8	6	4	2	2	4	6	8
8	6	4	2	2	4	6	8

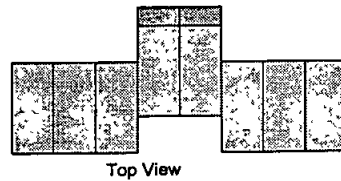
Dealer's View

**DELIVERY**

The first four tiles to be delivered come from the top of the two out-jogged stacks. Delivery is achieved by carefully moving the two out-jogged stacks to a position in front of the main block of tiles. From there the top four tiles (indicated #1) will be delivered to the designated box, followed by the bottom four tiles (indicated #2). The remaining tiles are pushed together, then the middle two stacks moved in front of the tiles and delivered in the same manner. The remaining tiles are delivered following the same procedure and in the order indicated above.

**SETTING UP JUNG QUAT (From the Bottom)**

The middle two stacks of tiles are pushed forward (towards the players) to indicate the cut style. The first four tiles to be delivered will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top four tiles of the two out-jogged stacks back slightly.



**DELIVERY ORDER**

8	6	4	2	2	4	6	8
8	6	4	2	2	4	6	8
7	5	3	1	1	3	5	7
7	5	3	1	1	3	5	7

Dealer's View

**DELIVERY**

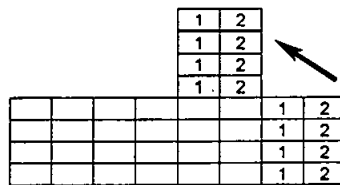
The first four tiles to be delivered come from the bottom of the two out-jogged stacks. Delivery is achieved by carefully moving the two out-jogged stacks to a position in front of the main block of tiles. The two stacks of tiles will then be placed in front of the box designated to receive first tiles, depositing the bottom four tiles (indicated #1) at the box, then delivering the remaining four tiles (indicated #2) directly to the next box to receive tiles. The remaining tiles are delivered, following the same procedure and in the order indicated above.

**LONG TAU / FONG MAY—DRAGON'S HEAD / PHOENIX TAIL**

Either of these styles can be set up from the left or right.

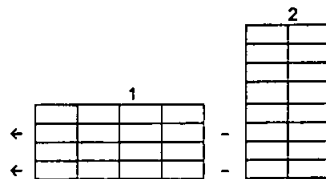
**SETTING UP**

Step One: Move the tiles marked 1 and 2 in one block with your right hand to the position indicated.



Dealer's View

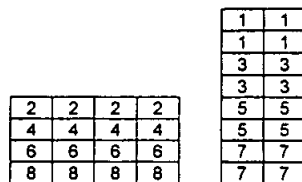
Step Two: Move the tiles marked 1 to left using your left hand, leaving a 2" gap between the two blocks of tiles. The tiles are now ready to deliver.



Dealer's View

**DELIVERY ORDER**

Long Tau / Dragon's Head



Dealer's View

**DELIVERY**

The first four tiles will be delivered from the highest of the two blocks of tiles (indicated #1). The next four tiles will be delivered from the lower block of tiles (indicated #2). The remaining tiles will be delivered in the same manner, alternating from the highest and lowest block of tiles as indicated above.





DELIVERY ORDER

		1	1		
		1	1		
		2	2		
		2	2		
		3	3		
		3	3		
	6	4	4	6	
	6	4	4	6	
8	7	5	5	7	8
8	7	5	5	7	8

Dealer's View

DELIVERY

The first four tiles will be delivered from the two higher stacks (indicated #1). The remaining tiles will be delivered in the order indicated. After the fifth lot of tiles have been delivered, the remaining stacks will be pushed together and the remaining tiles delivered in the same manner.

FOOT SAY / FOUR ACROSS

SETTING UP

Step One: Move the tiles indicated 1 and 2 from each end using both hands simultaneously, and place them in the positions indicated.

	1	2	2	1		
	1	2	2	1		
	1	2	2	1		
	1	2	2	1		
1	2				2	1
1	2				2	1
1	2				2	1
1	2				2	1

Dealer's View

DELIVERY ORDER

1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8

Dealer's View

DELIVERY

The top four tiles will be delivered first. The remaining tiles will be delivered in the order indicated above.

## PART XI—CARIBBEAN STUD POKER

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## RULES FOR CARIBBEAN STUD POKER

1. *Definitions*

1.1. In these rules the following meanings apply:

- 1.1.1. "Dealer" means the person responsible for dealing the cards at a Caribbean Stud table.
- 1.1.2. "Ante" means the initial wager placed.
- 1.1.3. "Void" means when the player's hand equals the dealer's hand, neither wins nor loses.
- 1.1.4. "Fold" means the cards are placed face downwards on the table and collected by the dealer.
- 1.1.5. "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.1.6. "Casino Supervisor" means a person other than a gamesupervisor who is responsible for the supervision and management of gaming operations.

2. *Equipment*

2.1. A Caribbean Stud Poker table shall have on one side, places for players and, on the opposite side, a place for the dealer. The table cloth shall be marked in a manner similar to that shown in Diagram "A" with:

- 2.1.1. Areas for wagers on the "Ante", the "Bet" and the "Progressive Jackpot" (either by area or by providing a slot for wager);
- 2.1.2. Inscription to the effect that the dealer only plays with Ace/King or higher", in accordance with the order of hands as per rule 13;
- 2.1.3. The table may be fitted with electronic equipment connected to the progressive meter;
- 2.1.4. The name and/or logo of the casino imprinted thereon; and
- 2.1.5. A dealing shoe from which all cards shall be dealt.

3. *The Cards*

3.1. Caribbean Stud Poker shall be played with one deck, 52 cards without jokers, with backs of the same colour and design and one cutting card.

3.2. Cards may, at the discretion of a game supervisor, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.

3.3. A game supervisor may, at any time, instruct the dealer to check and verify the proper amount of cards (52 cards)

3.4. All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:  
Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in rule 13.1.5 where the Ace may be counted low.

4. *The Shuffle and Cut*

4.1. The cards shall be shuffled in preparation for each round of play.

4.2. After the cards have been shuffled, the dealer shall cut the cards (once only) and place them on the cutting card.

4.3. The player never cuts the cards.

5. *Wagers*

5.1. Wagers shall be accepted only in chips.

5.2. Prior to the first card being dealt, for each round of play, each player at the game of Caribbean Stud Poker shall—

5.2.1. make a wager (place an “ante”); and

5.2.2. be given the opportunity to play the “Progressive Jackpot”, by placing a chip on the appropriate area of the layout or in the slot on the table if provided.

5.3. Players shall, after the cards have been dealt, pick up their cards and decide if they wish to “fold” or “bet”—

5.3.1. if a player decides to “bet” a wager must be placed, which is exactly twice the “ante” (ie \$5 “ante” = \$10 “bet”), on the appropriate area of the layout, and he/she retains his/her cards; or

5.3.2. if a player decides to “fold” the cards must be placed downwards on the table and the dealer shall then collect the player’s “ante”, any chip placed on the “progressive jackpot” area, if provided, and the player’s cards.

5.4. Once the first card has been dealt, no player shall handle, remove or alter the original wager (on the “ante”) until a decision has been rendered and implemented on that wager, unless explicitly permitted by these rules.

5.5. All wagers at Caribbean Stud Poker shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas of the layout or, if betting on the “progressive jackpot”, in the slot if provided.

5.6. Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the dealer announces “no more bets”.

5.7. A player shall not wager on more than one hand of any round.

5.8. Only one wager shall be accepted on any one box.

6. *Minimum and Maximum Wagers*

6.1. The minimum and maximum wagers permitted per player per playing area shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.

6.2. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

6.3. Wagers above the maximum shall be paid or collected to the maximum.

6.4. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

7. *The Deal*

7.1. All cards used in the game of Caribbean Stud Poker shall be dealt from a card shoe specifically designed for such purpose.

7.2. All cards shall be dealt face downwards, except for the dealer’s last card which shall be dealt face upwards.

7.3. Immediately prior to the commencement of a round of play and after all wagers are on the table, the dealer shall announce "no more bets". The dealer shall then, starting from his/her left and continuing clockwise around the table, deal the cards in the following manner:

- 7.3.1. one card, face down, to each "ante" box, containing a wager;
- 7.3.2. one card, face down, to himself/herself; and
- 7.3.3. in sequence, deal a second, third, fourth and fifth card, face down to each "ante" box containing a wager and to himself/herself (subject to rule 7.2)

#### 8. Betting Round

8.1. After the cards have been dealt, the players shall pick up their cards and decide if they wish to "fold" or "bet".

8.2. A player who decides to "fold" must place his/her cards, face downwards, on the table.

8.3. A player who decides to "bet" must place his/her cards face down and a bet equal to twice the "ante" in the area marked bet.

8.4. The dealer shall collect the "ante" and the cards from each player who decides to "fold". Before the cards are removed from a player's box, the cards shall be individually spread out, face down, counted and then placed in the discard box.

8.5. The dealer shall then turn all his/her cards face up and declare the best possible poker hand.

#### 9. Final Settlement

9.1. The dealer's hand, in order to qualify, must have a poker value of Ace and King, or higher.

9.2. If the dealer's hand does not have a poker value of Ace and King or higher, the dealer shall announce "no hand". "Bet" wagers shall be void and shall not be paid out.

9.3. The dealer shall then—

- 9.3.1. pay all the "ante" bets;
- 9.3.2. check each hand, in turn, to establish if that hand qualifies for a "progressive jackpot" payout;
  - 9.3.2.1. for non-qualifying hands count and collect the cards; and
  - 9.3.2.2. for any player having a qualifying "progressive jackpot" wager and who has deposited a chip on the appropriate area (or in the slot if provided), leave the player's cards, face up, on the table.

9.4. If the dealer's hand does have a poker value of Ace and King or higher, the dealer will then (starting from the right)—

- 9.4.1. compare his/her hand to each player's individually and—
  - 9.4.1.1. pay the "ante" and the "bet" for those hands with a higher poker hand than the dealer's, in accordance with rule 10;
  - 9.4.1.2. collect the "ante" and the "bet" for those hands with a lower poker hand than the dealer's; or
  - 9.4.2.3. void the "ante" and the "bet" for hands with an equal poker value to that of the dealer.
- 9.4.2. after the dealer compares hands and pays or collects wagers, he/she shall count and collect the cards.
- 9.4.3. for any player qualifying for a "progressive jackpot" who has placed a chip on the appropriate area (or in the slot it provided), leave that players cards, face up, on the table.

9.5. Hands qualifying for a "progressive jackpot" will be settled according to rule 12.

9.6. A player is responsible for declaring his/her whole poker hand.

9.7. The dealer shall be responsible for declaring the optimum value of the hands in accordance with rule 13.

#### 10. Payout Odds

- 10.1. "Ante" 1 to 1 (even money)

## 10.2. "Bet"

One pair or less	1	to 1 (even money)	(up to maximum payout)
Two pairs	2	to 1	(up to maximum payout)
Three of a kind	3	to 1	(up to maximum payout)
Straight	4	to 1	(up to maximum payout)
Flush	5	to 1	(up to maximum payout)
Full House	7	to 1	(up to maximum payout)
Four of a kind	20	to 1	(up to maximum payout)
Straight Flush	50	to 1	(up to maximum payout)
Royal Flush	250	to 1	(up to maximum payout)

10.3. Maximum payouts per table, with the exception of "progressive jackpot" payouts, shall be displayed on a notice at the table.

11. *Progressive Jackpot*

11.1. To place a wager on the "progressive jackpot" a player must also have a wager on the "ante".

11.2. A player choosing to play the progressive jackpot shall place a wager on the appropriate area of the layout and shall be responsible for ensuring that the wager has been accepted.

11.3. The cost of a wager in a Caribbean Stud Jackpot game shall be \$1.

11.4. Wagers to the progressive jackpot shall be proportioned to one or more prize pools as approved by VCGA.

11.5. The Casino may retain a proportion of the amounts credited to a prize pool as approved by the VCGA.

12. *Progressive Jackpot Payouts*

Royal Flush	\$10,000 or 100%	of jackpot displayed whichever is the greater
Straight Flush	\$1,000 or 10%	of jackpot displayed whichever is the greater
Four of Kind	\$500	bonus payout
Full House	\$150	bonus payout
Flush	\$100	bonus payout

13. *Order of Poker Hand Values*

The order of hands, lowest to highest is as follows:

13.1.1. Five odd cards eg Q, 10, 6, 4, 2

13.1.2. One pair eg 10, 10, K, 6, 3

13.1.3. Two pairs eg 7, 7, 4, 4, J

13.1.4. Three of a kind eg Q, Q, Q, 8, 3

13.1.5. Straight—any five cards in sequence. An ace may count high or low in a straight eg 5, 4, 3, 2, Ace or Ace, King, Queen, Jack, 10.

13.1.6. Flush—five cards of the same suit, not in sequence, eg K, J, 9, 5, 2, all diamonds

13.1.7. Full House—three cards of one kind plus two or another eg King, King, King, Jack, Jack. All hands take their rank from the threesome.

13.1.8. Four of a kind—eg Ace, Ace, Ace, Ace, 7.

13.1.9. Straight flush—five cards of the same suit in sequence.

13.1.10. Royal Flush—the five top cards, all from the same suit eg Ace, King, Queen, Jack, 10, all spades.

13.2. Hands of the same poker hand value but consisting of different card values are ranked according to the card values prescribed in rule 4.5 eg a K, Q, J, 10, 9, straight, beats a J, 10, 9, 8, 7, straight.

14. *Irregularities*

14.1. An incorrect number of cards dealt to any player or the dealer, shall constitute a misdeal.

14.2. An exposed card dealt, shall not constitute a misdeal, the dealer shall turn the card over and continue to deal the game.

14.3. Subject to rule 15.3, three or more cards incorrectly exposed shall constitute a misdeal.

14.4. In the event of a misdeal all bets are void. The hand shall be re-dealt after players have had the opportunity to change their bets.

14.5. If during settlement, the dealer becomes aware that a bet does not comply with rule 5.3.1., the player must, upon request, correct the bet accordingly.

15. *General Provisions*

15.1. A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

15.2. Where a player has contravened any provision of the rules a casino supervisor may—

- 15.2.1. declare that any wager made by the player(s) shall be void;
- 15.2.2. direct that the player(s) shall be excluded from further participation in the game;
- 15.2.3. seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.
- 15.2.4. confiscate the prohibited device; and
- 15.2.5. detain the person(s) in possession of the prohibited device until such time as an authorised person has attended and assumed responsibility for the situation.

15.3. A casino supervisor may invalidate the outcome of a game if—

- 15.3.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
- 15.3.2. any fraudulent act is perpetrated by any person, that affects the outcome of the game.

15.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.

15.5. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

15.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.

15.7. The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

15.8. A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.

15.9. Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.

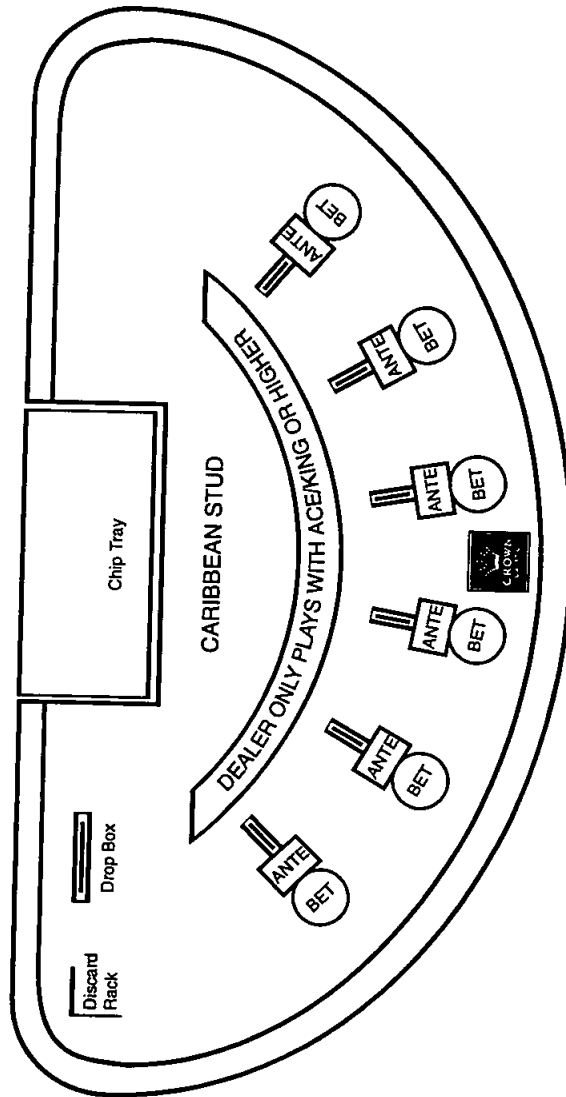
15.10. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

15.11. Players are not permitted to have side bets against each other.

15.12. A copy of these rules shall be made available, upon request.

15.13. Players shall not exchange cards or exchange or communicate to cause to exchange or communicate information regarding their hand. Any violation may result in the hand being declared a "dead" hand, ie the player forfeits his/her "ante" wager and right to participate in the jackpot prize.

DIAGRAM A



## PRIVATE ADVERTISEMENTS

## UNIVERSITY OF CANBERRA

**Investigation  
Methods****(Law Enforcement & Compliance)***Structured in accordance with the Training  
Guarantee Act, 1990***MELBOURNE**

The University of Canberra is offering an intensive three-day Investigation Methods course for persons who investigate alleged or suspected breaches of Acts, By-laws, Regulations and Disciplinary Rules and who are required to prepare reports or briefs of evidence for managerial or judicial determination.

The course is structured so as to provide a sequential learning experience and focuses on topics which include: Principles of Investigation, Concepts & Elements of Law, Facts in Issue, Burden & Standards of Proof, Evidence, Interviewing Techniques and Statements. In addition to lectures participants are involved in syndicate and individual exercises which include the examination of questionnaires and case-studies.

The course is also appropriate for persons who supervise such investigations or who are required to examine and adjudicate on briefs of evidence with a view to prosecution.

**Dates:** Mon 8 to Wed 10 Aug, 1994  
Mon 5 to Wed 7 Dec, 1994

**Times:** 9.00am-4.30pm

**Venue:** Business Education Centre  
4th Floor, 253 Flinders Lane  
Melbourne

**Cost:** \$750 (includes m/a teas, course  
handbook and University of  
Canberra certificate)

For further information and registration  
please contact:

Val Oliver, Faculty of Education UC  
Phone (06) 201 2470 Fax (06) 201 5338

UC1957

**MID-GOULBURN REGIONAL WATER  
BOARD****Notice of Proposal to Extend Kilmore and  
District Waterworks District**

The Mid-Goulburn Regional Water Board, pursuant to section 96 of the **Water Act 1989**, hereby gives notice of a proposal to extend its Kilmore and District Waterworks District boundaries at the Kilmore and Wallan townships.

Submissions on the proposal are invited and will be received until Friday, 29 July 1994. Submissions must be in writing and must set out the grounds for any objection raised in it.

Plans detailing the proposed District may be inspected at the Board's Offices at Hume and Hovell Road, Seymour, (057) 99 1200, and the Old Town Hall, Sydney Street, Kilmore (057) 82 2308 during office hours Monday to Friday.

Submissions are to be addressed to the Board Secretary, PO Box 787, Seymour 3661.

**DAVID J. STOKES**  
Secretary

On 13 May 1994, the partnership carried on between Muammer Basak and Melih Gorali for the panel beating business known as Top Coat Panels at 32 Mills Road, Dandenong ("the Business") was dissolved. The Business is now carried on by Melih Gorali and Melike Gorali.

I Angelo Dekas, Director of Dynon Road Auto Wreckers Pty Ltd, which business was conducted in partnership with Con Houndalas, hereby give notice that the partnership has been dissolved as of 30 May 1994, and do not accept any liability for any further debts of Dynon Road Auto Wreckers Pty Ltd, unless same has been authorised by myself in writing. Further notice is given to all other persons that I will not be responsible for any future debts incurred by Dynon Road Auto Wreckers Pty Ltd unless same has been authorised in writing by myself.

Notice is hereby given that the partnership heretofore subsisting between Ugur Savran and Imacolata Tancredi carrying on the business of Fruit Shop Business in the premises known as Shop 137 Chapel Street, Windsor has been dissolved as from 31 October 1993 by the retirement of Ugur Savran from the business.



All debts due and owing by the said business shall be received and paid respectively by Imacolata Tancredi who will continue to carry on the said business.

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NOTICE OF A SPECIAL RESOLUTION TO VOLUNTARILY WIND UP

The Members of the North East Centre Against Sexual Assault Inc. ("NECASA") at a Special General Meeting held on the Ground Floor, Leslie Jenner Building, Austin Hospital, Heidelberg on 1 June 1994 at 6.00 p.m. passed the following Special Resolution:

That NECASA be voluntarily wound up pursuant to the provisions of the **Associations Incorporation Act 1981** and the Rules of NECASA for the purposes of amalgamating NECASA with the Austin Hospital and that the assets of NECASA, after satisfaction of all debts and liabilities, be transferred, after obtaining the required approval of the Department of Health and Community Services of Victoria, to the Austin Hospital.

PURVES CLARKE RICHARDS, solicitors,  
121 William Street, Melbourne

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Creditors, next of kin and others having claims in respect of the estate of John Stanislaus Cross, formerly of St. Joseph's Catholic Church Presbytery, St. Joseph's Church, 212 Boronia Road, Boronia, Victoria, but late of Justin Villa, 2 Caravan Street, Balwyn, Victoria, catholic priest, deceased, who died on 11 April 1994, are to send particulars of their claims to the executors Joan Burke and Kevin Sweeney, care of the undermentioned solicitors by 15 August 1994, after which date the executors will distribute the assets having regard only to the claims of which they then have notice.

BRENDAN H. HARDIMAN &  
ASSOCIATES, solicitors, 108 Railway Avenue,  
Ringwood East

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Creditors, next of kin and others having claims in respect of the estate of Alice Lizzie Booth, formerly of John Blyth Gallery, Coonara Road, Olinda, Victoria, but late of 32 McRae Avenue, Cowes, Victoria, widow, deceased, who died on 17 April 1994, are to send particulars of their claims to the executrix Barbara Alice Block, care of the undermentioned solicitors by 15 August 1994,

after which date the executrix will distribute the assets having regard only to the claims of which she then has notice.

BRENDAN H. HARDIMAN &  
ASSOCIATES, solicitors, 108 Railway Avenue,  
Ringwood East

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Creditors, next of kin and others having claims in respect of the estate of Stella Frances Jenkins, late of 27 Broughton Avenue, Croydon, Victoria, widow, deceased, who died on 9 April 1994, are to send particulars of their claims to the executors Lloyd William Cox and James Henry Lee, care of the undermentioned solicitors by 15 August 1994, after which date the executors will distribute the assets having regard only to the claims of which they then have notice.

BRENDAN H. HARDIMAN &  
ASSOCIATES, solicitors, 108 Railway Avenue,  
Ringwood East

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Creditors, next of kin and others having claims in respect of the estate of Elizabeth Anne Cook also known as Annie May Cook, late of 20 Reynards Street, Coburg in the State of Victoria, widow, deceased, who died on 22 March 1994, are required by the executor William James Cook of 75 Marlborough Street, East Bentleigh in the said State, retired, to send particulars of their claims to the said executor care of the undermentioned solicitors by 10 August 1994 after which date the said executor will convey or distribute the assets of the deceased having regard only to the claims of which the said executor then has notice.

DE MARCO & CO., solicitors, 209 Glenroy  
Road, Glenroy

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ANASTASIA STEWART, late of 7 Mair Street,  
Brighton Beach, widow, deceased

Creditors, next of kin and others having claims in respect of the estate of the abovenamed deceased, who died on 14 February 1994, are required to send particulars of their claims to the executor William Jude Morley, solicitor of 474 Centre Road, Bentleigh by 22 August 1994, after which date he will convey or distribute the assets having regard only to the claims of which he then has notice.

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Creditors, next of kin and others having claims in respect of the estate of Michalina Baniel, late of 8 Glenroy Road, Glenroy in the State of Victoria, widow, deceased, who died on 27 May 1994, are required by the executors

Antoni Zylinski, unemployed welder and Janina Zylinski, home duties, both of 4 Widford Street, Glenroy in the said State to send particulars of their claims to the said executors care of the undermentioned solicitors by 10 August 1994, after which date the said executors will convey or distribute the assets of the deceased having regard only to the claims of which the said executors then have notice.

DE MARCO & CO., solicitors, 209 Glenroy Road, Glenroy

Creditors, next of kin or others having claims in respect of the estate of Noel Douglas Hawken, late of 2 Waverley Street, Sandringham in the State of Victoria, retired journalist, deceased, who died on 17 February 1994 and probate of whose will has been granted to Patricia Elizabeth Hawken of 2 Waverley Street, Sandringham in the said State, widow, are required to send particulars of their claims to the undermentioned solicitor by 31 August 1994, after which date she will distribute the assets having regard only to the claims of which she then has notice.

BRIAN R. SMITH, solicitor, 191 Mt. Pleasant Road, Eltham

MADGE CARLETON, late of 2 Berwick Street, Camberwell, Victoria, spinster, deceased

Creditors, next of kin and others having claims in respect of the estate of the late Madge Carleton, who died on 14 March 1994, are required by Perpetual Trustees Victoria Limited of 50 Queen Street, Melbourne to send particulars of their claims to the said company by 16 August 1994, after which date it will convey or distribute the assets, having regard only to the claims of which the company then has notice.

COLTMANS, solicitors, 575 Bourke Street, Melbourne

ELIZABETH NANCY FOX, home duties, late of Unit 6/58 Coorigil Road, Carnegie in the State of Victoria

Creditors, next of kin and others having claims in respect of the estate of the deceased, who died on 27 April 1994, are required by Peter Joseph Fox of 154 Oakleigh Road, Carnegie in the State of Victoria, to send particulars of their claims to the said Peter Joseph Fox, care of his solicitors Brian Ward &

Partners of 121 Burwood Highway, Burwood, Victoria by 16 August 1994, after which date he will convey or distribute the assets having regard only to the claims of which he then has notice.

Creditors, next of kin and others having claims in respect of the estate of Joan Whitson formerly of 29 Baden Powell Drive, Frankston but late of Dromana Private Nursing Home, 75-77 Nepean Highway, Dromana in the State of Victoria, widow deceased who died on 23 March 1994 are required to send particulars of such claims to the executor National Mutual Limited at its registered office at 65 Southbank Boulevard, South Melbourne by 18 August 1994 after which date the executor will distribute the estate having regard only to the claims of which it then has notice.

Creditors, next of kin and others having claims in respect of the estate of Dorothy Swift formerly of Room 23, Moorfields, 20-26 Manningtree Road, Hawthorn but late of Broadmead Hostel, 27-29 Wattle Road, Hawthorn, in the State of Victoria who died on 2 April 1994 are required to send particulars of such claims to The Equity Trustees Executors and Agency Company Limited of 472 Bourke Street, Melbourne by 17 August 1994 after which date the executor may convey or distribute the assets having regard only to the claims of which it then has notice.

SLATER & GORDON, solicitors of 562 Little Bourke Street, Melbourne

Creditors, next of kin and others having claims in respect of the estate of Herbert Anthony Bashford, late of 3/45 Bowen Street, Oakleigh, Victoria, retired deceased who died on 6 March 1994 are to send particulars of their claims to David Anthony Corrigan the executor appointed by the said will care of the undersigned by 16 August 1994 after which date he will commence to distribute the assets having regard only to the claims of which he then has notice.

RENNICK & GAYNOR, solicitors of 431 Riversdale Road, Hawthorn East

Creditors, next of kin and others having claims in respect of the estate of Clarence Galbraith Hickie late of 50 Churchill Street, Mont Albert, deceased who died on 22 February 1994 are to send particulars of their claims to The Equity Trustees Executors and

Agency Company Limited of 472 Bourke Street, Melbourne, by 15 August 1994 after which date it will distribute the assets having regard only to the claims of which it then has notice.

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GUELDA ESTHER LEAH PYKE, late of Unit 7, 334 Hampton Street, Hampton, gentlewoman, deceased

Creditors, next of kin and others having claims in respect of the estate of the deceased who died on 13 May 1994 are required by Perpetual Trustees Victoria Limited of 50 Queen Street, Melbourne and Jonathan Phillip Hayman of 21 Gowar Avenue, Camberwell, school principal, the applicant/s for a grant of administration to send particulars of their claims to the said applicants in the care of the said company by 16 August 1994 after which date they will convey or distribute the assets having regard only to the claims of which they then have notice.

MESSRS. AKEHURST, FRIEND & ALLAWAY, solicitors, Suite 1102, 11th Floor, 10 Queen Street, Melbourne

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ANTHONY JOHN WOODS, formerly of 40 School Road, Erica but late of Graceview Lodge, Moe, Victoria, retired gentleman deceased

Creditors, next of kin and others having claims in respect of the estate of the deceased, who died on 28 May 1994, are required by the executor Walter Edward Woods of 38 School Road, Erica in the said State, fitter and turner, to send particulars to him, care of the undermentioned solicitors by 16 August 1994 after which date the executor may convey or distribute the assets having regard only to the claims of which he then has notice.

SLATER & GORDON, solicitors of 37 Elgin Street, Morwell

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EDITH EDNA COWLING, late of Lumeah Nursing Home, 78 Bruce Street, West Preston in the State of Victoria, widow, deceased

Creditors, next of kin and others having claims in respect of the estate of the deceased, who died on 5 April 1994, are required by National Mutual Trustees Limited of 65 Southbank Boulevard, South Melbourne to send particulars of their claims to the said company by 16 August 1994, after which date it will

convey or distribute the assets, having in regard only to the claims of which the company then has notice.

MAHONY GALVIN RYLAH, solicitors, 400 Collins Street, Melbourne

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Creditors, next of kin and others having claims in respect of the estate of John Patrick Casey, late of 27 Norwood Street, Sunshine, retired gentleman, deceased, who died on 10 February 1994, are to send the particulars of their claims to The Equity Trustees Executors and Agency Company Limited of 472 Bourke Street, Melbourne within two months of publication of this notice after which date it will distribute the assets having regard only to the claims of which it then has notice.

HUNT & HUNT, solicitors, 459 Collins Street, Melbourne

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Creditors, next of kin and others having claims in respect of the estate of Nelly Burnett, late of 82 Highfield Road, Canterbury, Victoria, widow, deceased, who died on 3 October 1993, are to send particulars of their claims to Lesley Josephine Burnett the executrix, appointed by the said will care of the undersigned by 16 August 1994, after which date she will commence to distribute the assets having regard only to the claims of which she then has notice.

RENNICK & GAYNOR, solicitors, 431 Riversdale Road, Hawthorn East

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Creditors, next of kin and others having claims in respect of the estate of George Howard Watts, late of 270 Gore Street, Fitzroy, Victoria, accounts clerk, deceased, who died on 19 December 1993, are to send particulars of their claims to David Anthony Rush and William Kenneth McDermott, the executors appointed by the said will and codicils, care of the undersigned by 16 August 1994, after which date they will commence to distribute the assets having regard only to the claims of which they then have notice.

RENNICK & GAYNOR, solicitors, 431 Riversdale Road, Hawthorn East

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THELMA WILLIAMS, late of Unit 2, 43 High Street, Bayswater, widow deceased

Creditors, next of kin and others having claims in respect of the estate of the deceased, who died on 11 March 1994, are required by Perpetual Trustees Victoria

1572 G 24 16 June 1994

Limited of 50 Queen Street, Melbourne to send particulars of their claims to the said company by 18 August 1994 after which date it will convey or distribute the assets having regard only to the claims of which the company then has notice.

Creditors, next of kin and others having claims in respect of the estate of Berek Horn, late of 18/83 Westbury Street, East St Kilda in the State of Victoria, retired deceased, who died on 8 April 1994 are required to send particulars of their claims to the undersigned solicitors before 17 August 1994 after which date, the assets of the estate will be distributed having regard only to the claims of which they then have notice.

WILDER MOSES BENGASINO, solicitors, Suite 8, 233 Cardigan Street, Carlton

Creditors, next of kin or others having claims in respect of the estate of Oswald Hamilton Schumann late of Hopetoun, but formerly of Woomelang, farmer, deceased who died on 11 May 1994 are to send particulars of their claims to the executors care of the undermentioned solicitors by 16 August 1994 after which date the executors will distribute the assets having regard only to the claims of which they then have notice.

DWYER MAHON & ROBERTSON, solicitors, 194-208 Beveridge Street, Swan Hill

Creditors, next of kin and others having claims in respect of the estate of Annie Ellenor Riseborough late of Queens Road, Wandin in the State of Victoria, home duties deceased, who died on 17 April 1994 are required to send particulars of claims to the executor Victor George Riseborough care of the undermentioned solicitors before the expiration of two calendar months after the date of publication of this notice after which date the said executor will distribute the assets held having regard only to the claims of which he has notice.

EALES AND MACKENZIE, solicitors of 114-116 Main Street, Lilydale

Creditors, next of kin and others having claims in respect of the estate of Ellis Salisbury Finney late of 7 Hunter Street, Hawthorn, spinster deceased who died on 11 March 1994 are required to send particulars of their claims to the executors Trust Company of Australia

Victoria Government Gazette

Limited of 151 Rathdowne Street, Carlton South and Pamela McKell Carder of 17 Mount Ida Avenue, Hawthorn East care of the abovementioned company by 24 August 1994 after which date the executors will distribute the assets having regard only to the claims of which they have then notice.

AITKEN WALKER & STRACHAN, 114 William Street, Melbourne

TERENCE JOHN DALEY, late of Unit 24, Number K1-K5 Raleigh Street, Prahran in the State of Victoria

Creditors, next of kin and others having claims in respect of the estate of the deceased, who died on 14 March 1994 are required by the trustee IOOF Australia Trustees Limited of GPO Box 264C, Melbourne to send particulars to it by 1 September 1994 after which date the trustee may convey or distribute the assets having regard only to the claims of which it then has notice.

WIGHTON & McDONALD, solicitors, 89 Myers Street, Geelong

The County Court of the State of Victoria  
SALE BY THE SHERIFF

On 21 July 1994 at 2.30 p.m. at the Sheriff's Office, 8-20 King Street, Oakleigh (unless process be stayed or satisfied).

All the estate and interest (if any) of Michael Vlavianos of 16 Myuna Street, St. Albans, joint proprietor with Elizabeth Vlavianos of an estate in fee simple in the land described on Certificate of Title 9910 Folio 586 upon which is erected a unit known as Unit 2, 820 Ballarat Road, Deer Park and Volume 9910 Folio 597 which is an accessory unit (car park) known as Unit 13, 820 Ballarat Road, Deer Park.

Registered Mortgage No. S296152E affects the said estate and interest.

Terms—Cash only

K. GRIFFIN  
Sheriff's Officer

The Supreme Court of the State of Victoria  
SALE BY THE SHERIFF

On 21 July 1994 at 2.30 p.m. at the Sheriff's Office, 8-20 King Street, Oakleigh (unless process be stayed or satisfied).

All the estate and interest (if any) of Konstantinos Makaronis and Toula Makaronis of 85 Radford Road, Reservoir as shown on Certificate of Title as Con Makaronis joint proprietor with Toula Makaronis of an estate in fee simple in the land described in Certificate of Title Volume 4808 Folio 484 upon which is erected a house known as 85 Radford Road, Reservoir.

Registered Mortgage No. R116843W and Caveat No. S581638F and the Covenant contained in Instrument No. 1143811 affect the said estate and interest.

Terms—Cash only

K. GRIFFIN  
Sheriff's Officer

*Unclaimed Moneys Act 1962*

Register of Unclaimed Moneys held by the—

<i>Name of Owner on Books and Last Known Address</i>	<i>Total Amount Due to Owner</i>	<i>Description of Unclaimed Money</i>	<i>Date when first became Payable</i>
\$			
<b>CELSIUS HOUSE TRUST (FORMERLY MACQUARIE PROPERTY TRUST)</b>			
Arthur N Kerr Pty Ltd, c/o M Willett, Collerain, RMB 460, Corowa, NSW	795.00	Cheque	19.1.90
Bond, Eric E, 2 Mycumbene Ave, East Lindfield, NSW	795.00	"	"
Bovey, Reginald J, 1091 Waterworks Rd, The Gap, Qld	339.00	"	25.7.90
B R Convery (Investments) Pty Ltd, c/o PO Box 898, Newcastle, NSW	764.83	"	31.1.91
Brandi, Erminio and Fernanda, c/o Tania David and Jason Brandi, 30 Clovelly Ave, Glenroy	648.66	"	"
Gibson-Brown, Karen S and Martin A, 1000 Pacific Hwy, Pymble, NSW	243.22	"	"
Chen, Joan, c/o Sino International Financial Service, GPO Box 2798, Sydney, NSW	340.00	"	25.7.90
Cook, Jennifer H, 20 Elphin Gr, Hawthorn	2745.92	"	31.1.91
De Vries, Jack, 10 Rosina Cres, Kings Langley, NSW	162.17	"	"
During, Jane M, 17 Auburn Ave, Myrtle Bank, SA	280.96	"	19.1.90
Elias, Kamal J and Kari C, 12A Holdsworth St, Neutral Bay, NSW	1459.66	"	31.1.91
Ford & Company, c/o Warren Jordan, 400 Lonsdale St, Melbourne	1115.00	"	19.1.90
G C Strang Pty Ltd, 38 St Vincents St, South Melbourne	171.00	"	6.8.91
Goldsworthy, Shirley A, 386 Wishart Rd, Wishart, Qld	162.17	"	"
H C Ramsden Pty Ltd (A/C Superannuation Fund), c/o H C Ramsden, PO Box 154, Home Hill, Qld	448.00	"	25.7.90
Hunter, Elizabeth L, 64 Kingston Tce, North Adelaide, SA	171.00	"	6.8.91
Kelly, Robin, 57 Marshall Lne, Kenmore, Qld	405.45	"	31.1.91
Kiley, Stephen J, c/o D McKee, Paul Morgan & Co (SA) Pty Ltd, 45 Grenfell St, Adelaide, SA	285.00	"	6.8.91
Knox, Gregory T, Newman Dve, Newman, WA	304.21	"	"
McCashney, Sally L, 8/1 Clydesdale St, Como, WA	121.64	"	31.1.91
McLennan, Iain C, Nimmitabel General Store, Monaro Hwy, Nimmitabel, NSW	102.00	"	24.8.89
McMahon, Gerard F and Kevin J, c/o McMahon Family Super Fund, RMB 654 Parklands, Borambola, NSW	306.00	"	"
McMeckan, Miriam, 10 Qu'Appelle, Point Lonsdale	204.00	"	"
McMorrone, Keith and Lorna H, Unit 1-16 Huntingfield Rd, Toorak	306.00	"	"
McNickle, Howard P, PO Box 117, Bowen, Qld	153.00	"	"
Murray, John W, 6 Wingara St, Buddina, Qld	656.00	"	20.2.89
Myponga Nominees Pty Ltd, c/o J A Pincombe, Paul Morgan & Co (SA) Pty Ltd, 45 Grenfell St, Adelaide, SA	228.00	"	6.8.91
Nath, Surya, University of Swaziland, Post Bag No. 4, Kwaluseni, Swaziland, Africa	137.02	"	"

## Unclaimed Moneys Act 1962

## Register of Unclaimed Moneys held by the—

<i>Name of Owner on Books and Last Known Address</i>	<i>Total Amount Due to Owner</i>	<i>Description of Unclaimed Money</i>	<i>Date when Amount first became Payable</i>
\$			
CELSIUS HOUSE TRUST (FORMERLY MACQUARIE PROPERTY TRUST)— <i>continued</i>			
Nippita, Yance, Unit 12/44 Forster St, West Ryde, NSW	114.00	Cheque	6.8.91
Paterson, Robert W and Cleaver, Peter J, 5/14 The Avenue, Windsor	102.00	"	24.8.89
Penson Management Pty Ltd, c/o Lecornu Lewis Hancock, GPO Box 446, Adelaide, SA	11 400.00	"	31.1.91
Puckoon Pty Ltd, 38 Wentworth St, Clyde, NSW	106.00	"	19.1.90
Rani Pty Ltd, c/o B G Mackenzie, 23 Amaroo Ave, Wahroonga, NSW	560.00	"	25.7.90
Rickard, Tim, 62 Cabramatta Rd, Mosman, NSW	204.00	"	24.8.89
Roblaw Pty Ltd, c/o J M Robertson, 231 George St, Brisbane, Qld	810.90	"	31.1.91
S & S Ruba Pty Ltd, cnr Sunrise Cl and Elmwood Cl, Belmont North, NSW	510.00	"	24.8.89
Sedgman, Maxwell L and Marjorie J, 3/176 Ayr St, Doncaster	1064.00	"	25.7.90
Struhs, Alison S, 59A Victoria Ave, Ballarat	153.00	"	24.8.89
Williams, Eric L, A/C Rebecca L Williams, 13 Holly St, Castle Cove, NSW	286.20	"	6.8.91
Williamson, Sally V and Ann-Mai, 6 Frearson Pl, Mitcham, SA	436.00	"	19.1.90
W P Kidd Pty Ltd, (A/C Superannuation Fund), c/o McConaghy & Co, Box 5033, Gold Coast Mail Centre, Bundall, Qld 9449	683.66	"	31.1.91
CITY OF ALTONA			
Zahariodis, A, 8 Thompson Cr, Altona Meadows	100.00	Deposit	30.9.92
Sillet, N, 33 Amaranth Ave, Altona North	100.00	"	30.10.92
Marr, N and J, 86 Parker St, Williamstown	400.00	"	"
Bettitot Excavation Pty Ltd, 4 The Concord, Bundoora	313.60	"	"
Domjan, T J, 68 Coronation St, West Footscray 94111	400.00	"	8.10.93

**PROCLAMATIONS**

**ACTS OF PARLIAMENT**

Proclamation

I, Richard E. McGarvie, Governor of Victoria declare that I have today assented in Her Majesty's name to the following Bills:

- No. 38/1994 Appropriation (Parliament) (Interim 1994-95) Act
  - No. 39/1994 Financial Agreement Act
  - No. 40/1994 Local Government (Competitive Tendering) Act
  - No. 41/1994 Melbourne Exhibition Centre Act
  - No. 42/1994 Office of the Regulator-General Act
  - No. 43/1994 Public Prosecutions Act
  - No. 44/1994 Stamps (Securities Clearing House) Act
  - No. 45/1994 State Trustees (State Owned Company) Act
  - No. 46/1994 Swan Hill Pioneer Settlement Authority (Repeal) Act
  - No. 47/1994 Tobacco Leaf Industry (Deregulation) Act
  - No. 48/1994 Victorian Institute of Marine Sciences (Amendment) Act
  - No. 49/1994 Water (Further Amendment) Act
- Given under my hand and the seal of  
Victoria at Melbourne on 7 June 1994

(L.S.) R. E. McGARVIE  
By His Excellency's Command

JEFF KENNETT  
Premier

No. 38/1994 This Act comes into operation on 1 July 1994.

No. 39/1994 (1) Sections 1 and 2 come into operation on the day on which this Act receives the Royal Assent.

(2) Subject to sub-section (3), the remaining provisions of this Act come into operation on a day to be proclaimed.

(3) If the remaining provisions of this Act do not come into operation within the period of 12 months beginning on, and including, the day on which this Act receives the Royal Assent, this Act is repealed on the first day after the end of that period.

No. 40/1994 (1) Sections 1 and 2 come into operation on the day on which this Act receives the Royal Assent.

(2) Subject to sub-section (3), section 6 comes into operation on a day to be proclaimed.

(3) If section 6 does not come into operation before 1 October 1994, it comes into operation on that day.

(4) The remaining provisions of this Act come into operation on 1 October 1994.

No. 41/1994 (1) Sections 1 and 2 come into operation on the day on which this Act receives the Royal Assent.

(2) Subject to sub-section (3) the remainder of this Act comes into operation on a day or days to be proclaimed.

(3) If a provision referred to in sub-section (2) does not come into operation within the period of 12 months beginning on, and including, the day on which this Act receives the Royal Assent, it comes into operation on the first day after the end of that period.

No. 42/1994 (1) Sections 1 and 2 come into operation on the day on which this Act receives the Royal Assent.

(2) Subject to sub-section (3) the remaining provisions of this Act come into operation on a day or days to be proclaimed.

(3) If a provision referred to in sub-section (2) does not come into operation within the period of 6 months beginning on, and including, the day on which this Act receives the Royal Assent, it comes into operation on the first day after the end of that period.

No. 43/1994 (1) Part 1 comes into operation on the day on which this Act receives the Royal Assent.

(2) Subject to sub-section (3), the remaining provisions of this Act come into operation on a day or days to be proclaimed.

(3) If a provision referred to in sub-section (2) does not come into operation before 1 July 1994, it comes into operation on that day.

No. 44/1994 (1) Sections 1, 2 and 3 come into operation on the day on which this Act receives the Royal Assent.

(2) Sections 4, 5, 6, 7 and 8 come into operation on 1 July 1994.

(3) Section 9 comes into operation on 1 October 1994.

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No. 45/1994 (1) Part 1 and section 27 come into operation on the day on which this Act receives the Royal Assent.

(2) Subject to sub-section (3), the remaining provisions of this Act come into operation on a day or days to be proclaimed.

(3) If a provision referred to in sub-section (2) has not come into operation within the period of 12 months beginning on, and including, the day on which this Act receives the Royal Assent, it comes into operation on the first day after the end of that period.

No. 46/1994 (1) Sections 1, 2 and 3 come into operation on the day on which this Act receives the Royal Assent.

(2) The remaining provisions of this Act come into operation on a day to be proclaimed, being a day on or after the date of publication in the Government Gazette of an Order approving a plan of survey under section 3.

No. 47/1994 (1) Sections 1 and 2 come into operation on the day this Act receives the Royal Assent.

(2) The remaining provisions of this Act come into operation on a day or days to be proclaimed.

(3) If a provision referred to in sub-section (2) does not come into operation within a period of 6 months beginning on and including the day on which this Act receives the Royal Assent, it comes into operation on the first day after the end of that period.

No. 48/1994 (1) This Act comes into operation on a day to be proclaimed.

(2) If this Act is not in operation by 1 September 1994, it comes into operation on that day.

No. 49/1994 (1) Sections 1 and 2 come into operation on the day on which this Act receives the Royal Assent.

(2) Section 8 (except paragraphs (a) and (c)) is deemed to have come into operation on 1 July 1992.

(3) Subject to sub-section (4), the remaining provisions of this Act come into operation on a day or days to be proclaimed.

(4) If a provision referred to in sub-section (3) does not come into operation before 1 July 1994, it comes into operation on 1 July 1994.

*Victoria Government Gazette*

**Nurses Act 1993  
PROCLAMATION**

I, Richard E. McGarvie, Governor of Victoria, acting with the advice of the Executive Council, and under section 2 (3) of the **Nurses Act 1993**, fix 1 July 1994, as the day on which the remaining provisions of that Act come into operation.

Given under my hand and the seal of  
Victoria on 7 June 1994

(L.S.) R. E. McGARVIE  
By His Excellency's Command

MARIE TEHAN  
Minister for Health

**Casino Control (Miscellaneous  
Amendments) Act 1994**

**PROCLAMATION OF COMMENCEMENT**

I, Richard E. McGarvie, Governor of Victoria, acting with the advice of the Executive Council and under section 2 of the **Casino Control (Miscellaneous Amendments) Act 1994** fix 17 June 1994 as the day on which the remaining provisions of the Act come into operation.

Given under my hand and the seal of  
Victoria on 15 June 1994

(L.S.) R. E. McGARVIE  
By His Excellency's Command

HADDON STOREY  
Minister for Gaming



**GOVERNMENT AND OUTER BUDGET SECTOR  
AGENCIES NOTICES**

**Planning and Environment Act 1987  
NOTICE OF AMENDMENT TO BULLA  
PLANNING SCHEME  
Amendment L100**

The Shire of Bulla has prepared Amendment L100 to the Local Section of the Bulla Planning Scheme.

The amendment proposes to introduce a site specific clause into the "Conservation A" Zone to facilitate the development of an education centre at Lot 2 PS333257 Dunhelen Lane (off Mickleham Road) Yuroke.

The amendment can be inspected at the Shire of Bulla, Municipal Administration Centre, Planning Services Department, Macedon Street, Sunbury; Shire of Bulla, Branch Office, Craigieburn Road West, Craigieburn or at the Department of Planning and Development, Ground Floor, Olderfleet Buildings, 477 Collins Street, Melbourne.

Submissions about the amendment must be sent to the Chief Executive Officer, Shire of Bulla, PO Box 42, Sunbury 3429, Attention: Planning Services Manager, by Monday, 11 July 1994.

**JOHN W. WATSON**  
Chief Executive Officer

**Planning and Environment Act 1987  
SHIRE OF KILMORE**

Notice of Amendment to a Planning Scheme  
The Shire of Kilmore has prepared Amendment L72 to the Kilmore Planning Scheme—Local Section.

The amendment proposes to rezone land currently zoned General Farming to Rural Residential 1 and Rural Residential 2 to facilitate the development of land for Rural Residential purposes. The land affected by the amendment contains approximately 310 hectares (766 acres). The land is bound by Junction Road to the north, the Melbourne-Sydney rail line to the west and the Wallan-Broadford Road from the railway to South Mountain Road, to the south by South Mountain Road and to the east by Quillinan Road.

The amendment proposes to change the planning scheme by rezoning the above land

from General Farming to Part Rural Residential 1 and Part Rural Residential 2. The Rural Residential 1 zoning is to apply to the majority of the land and will allow for subdivision into lots of a minimum 4 hectares (1 acre), subject to a variety of development conditions. The steeper forested section of the land to the east contains approximately 63 hectares (155 acres) and is proposed to be rezoned to Rural Residential 2 to allow minimum allotment size of two hectares (5 acres). This Rural Residential 2 area is an area acknowledged as being environmentally sensitive given the existing vegetation, gradients and soil types.

An Outline Development Plan has been submitted with, and forms part of this amendment. The Outline Development Plan provides a broad pattern for the ultimate development of the land. The Outline Development Plan provides for Rail Street to be extended south from Junction road through to South Mountain Road. A proposed recreation area and local retail area are also provided for in the area affected by this amendment. Both of these facilities are considered necessary given the ultimate lot yield and future population that would be housed within the area.

A plan of subdivision has been submitted showing a yield of 153 allotments over part of the subject land. The eastern most section, being the area proposed to be rezoned Rural Residential 2 gains access off South Mountain Road (12 lots). All the remaining lots gain access from the extended Rail Street. Access through Quillinans Road, Junction Road and Glenburnie Road is only proposed through times of emergency.

The land to be rezoned is comprised of the following parcels:

Lots 1 and 2 on LP 130427  
Lots 1 and 2 on LP 208942C  
Lots 1 and 2 on LP 217531V  
Lots 110-119 on LP 7005  
Crown Allotments 152A, 154, 154A,  
155, 155B, 157 and Parts Crown  
Allotment 156, 156A  
All Parish of Bylands

The amendment is available for public inspection free of charge during office hours at

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the following places: Department of Planning and Development, Olderfleet Building, 477 Collins Street, Melbourne and at the Shire of Kilmore, Civic Centre, Sydney Street, Kilmore.

Submissions about the amendment must be sent to the Shire of Kilmore, PO Box 187, Kilmore, Victoria 3764 by 22 July 1994. Persons making a submission must indicate whether or not they wish to be heard by Council in respect to such submission.

Dated 27 May 1994

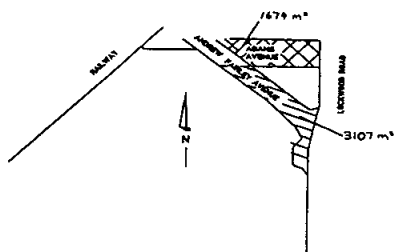
P. O. ANDERSON  
Chief Executive Officer

**CITY OF SHEPPARTON**  
Road Closure

The Council of the City of Shepparton, at its meeting on 23 May 1994, resolved that having served the required notices, pursuant to the provisions of the **Local Government Act 1989**, and no submissions being received under section 223 of the **Local Government Act 1989**, orders that part of Adams Avenue comprising some 1 674 m<sup>2</sup> and shown by cross hachure on the plan hereunder, be discontinued pursuant to Clause 3 (a) of Schedule 10 of the Act, and the land discontinued, vest in the Council pursuant to section 207B of the Act.

The Council intends to sell the vested land to S.P.C. Ltd., and to acquire the land comprising some 3 107 m<sup>2</sup> shown by hachure on the plan hereunder from S.P.C. Ltd.

The road closure relates to the construction of a new section of Andrew Fairley Avenue, and a roundabout at its intersection with Lockwood Road and Old Dookie Road.



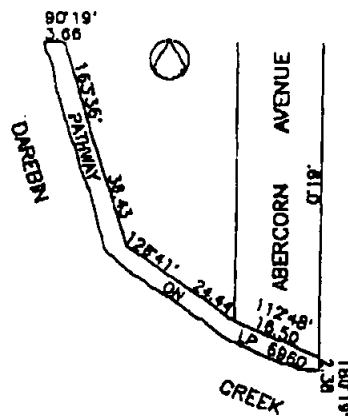
I. L. GILBERT  
City Manager

Victoria Government Gazette

**CITY OF HEIDELBERG**  
Road Discontinuance

Pursuant to section 528 (2) of the **Local Government (Miscellaneous) Act 1958** the Council of the City of Heidelberg, at its ordinary meeting held on 23 May 1994, having formed the opinion that the Pathway on LP 6960, as shown on the plan set out hereunder, is not reasonably required as a pathway for public use, resolved to discontinue the pathway and retain the land for municipal purposes.

Notwithstanding such discontinuance the City of Heidelberg and the Melbourne Water Corporation shall continue to have and possess the same right, title, power, authority or interest in or in relation to the whole of the land as they had or possessed prior to the discontinuance with respect to or in connection with drainage and sewerage respectively.



G. BRENNAN  
Chief Executive Officer

**CITY OF HEIDELBERG**  
Local Law No. 30

Mobile Garbage Bin Refuse Collection

Notice is hereby given that on 6 June 1994, Council made Local Law No. 30.

The purpose of the Local Law is to:

- (a) regulate the provision, use and control of Mobile Garbage Bins supplied by

Council for the deposit and collection of refuse and rubbish;

- (b) repeal Local Law No. 9.

A copy of the local law can be obtained from the Civic Centre, 275 Upper Heidelberg Road, Ivanhoe, during business hours.

G. BRENNAN  
Chief Executive Officer

Any person requesting to be heard in support of the written submission is entitled to appear before a meeting of the Council on 29 June 1994 either personally or by a person acting on his or her behalf.

JIM THOMPSON  
Manager

**SHIRE OF ELTHAM**

**Local Law 9**

**Meeting Procedure Local Law**

Notice is given that the Council of the Shire of Eltham at its Ordinary Meeting held on 7 June 1994 made Local Law 9 pursuant to the **Local Government Act 1989**. The Local Law will come into operation on 21 June 1994.

The purpose of the Local Law is to:

- (a) regulate use of the Common Seal;
- (b) regulate proceedings for the election of the President and Deputy President;
- (c) regulate proceedings at Council and Committee Meetings; and
- (d) repeal Local Law 2 of the Shire of Eltham.

Copies of the Local Law are available for inspection or purchase from the Shire Offices, 895 Main Road, Eltham during office hours.

RODNEY J. ROSCHOLLER  
Chief Executive Officer

**Planning and Environment Act 1987**  
**NOTICE OF AMENDMENT TO A**  
**PLANNING SCHEME**

The Shire of Flinders has prepared Amendment L122 to the Flinders Planning Scheme.

The amendment concerns land which is affected by the Significant Treelines Unit under the Cultural Elements of Chapter 2 (otherwise known as the Conservation Plan) of the planning scheme.

The amendment proposes to change the planning scheme by requiring a planning permit for the removal of genus *Pinus* with a girth greater than 500 mm. Under the present planning controls all genus *Pinus* are exempt from requiring approval for their removal.

The amendment can be inspected at the Shire of Flinders, Boneo Road, Rosebud or at the Department of Planning and Development, Olderfleet Buildings, 477 Collins Street, Melbourne.

Submissions about this amendment must be sent to the Chief Executive, Shire of Flinders, Private Bag 1000, Rosebud 3939 by 22 July 1994.

Dated 15 June 1994

IAN MORRIS  
Manager—Planning and  
Environmental Services

**SHIRE OF BET BET**

**Notice of Proposed Local Law No. 5**

**Caravan-Camping/Temporary Dwellings Local Law**

The Council of the Shire of Bet Bet has drafted a Caravan-Camping/Temporary Dwellings Local Law.

This Local Law is made for the purpose of repealing Local Law No. 4 and regulating and controlling camping, the use of caravans and temporary dwellings within the municipality.

A copy of the proposed Local Law can be obtained from the Shire Office, 66 Broadway, Dunolly 3472.

Any person affected by the proposed Local Law may make a submission relating to the proposed Local Law, in accordance with section 223 of the **Local Government Act 1989**, within fourteen days of the publication of this notice.

**Planning and Environment Act 1987**  
**NOTICE OF AMENDMENT TO A**  
**PLANNING SCHEME**

The City of Keilor has prepared Amendment L73 to the Keilor Planning Scheme.

The amendment affects land at Lot 2, LP23792 in Certificate of Title Volume 8906, Folio 190, Old Calder Highway, Keilor.

The amendment proposes to change the planning scheme by re-zoning the land from Existing Public Purposes—Local Government (PP19) to Residential 'C' (R1).

The amendment can be inspected at the City of Keilor, Municipal Offices, Calder Highway,

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Keilor and at the Department of Planning and Development, Plan Inspection Section, Oldfleet Buildings, 477 Collins Street, Melbourne, during office hours.

Submissions about the amendment must be sent to the City of Keilor, Municipal Offices, Calder Highway, Keilor 3036 by 18 July 1994.  
Dated 8 June 1994

IAN PALMER  
Manager, City Planner

**CITY OF GREATER BENDIGO**  
Strathfieldsaye Office

Notice of Amendment to a Planning Scheme

The City of Greater Bendigo has prepared Amendment L20 to the Strathfieldsaye Planning Scheme.

The amendment concerns a parcel of land known as CA 269G and CA 269G1, Section H, Parish of Sandhurst, Spring Gully Road, Spring Gully, approximately 40 metres south of the intersection with Autumn Gully Road.

This amendment seeks to rezone the land currently zoned Special Use 3 (Religious and Educational Institutions) to Residential.

The land is owned by the Roman Catholic Church Corporation and is occupied by "Our Lady of Fatima" Church. The existing vacant weatherboard church building is no longer required.

The amendment can be inspected at the City of Greater Bendigo Strathfieldsaye District Office, Condon Street, Kennington; Loddon-Campaspe Regional Planning Authority, 261 Hargreaves Street, Bendigo; the Department of Planning and Development, 477 Collins Street, Melbourne or at the Regional Offices, 426 Hargreaves Street, Bendigo.

Submissions about the amendment must be sent to the City of Greater Bendigo, Strathfieldsaye District Office, PO Box 733, Bendigo by 21 July 1994.

V. G. ROBSON  
Acting Chief Executive Officer

**Planning and Environment Act 1987**

**PRAHRAN PLANNING SCHEME**

Notice of Amendment to a Planning Scheme  
Amendment L42

The City of Prahran has prepared Amendment L42 to the Local Section of the Planning Scheme.

*Victoria Government Gazette*

The amendment affects land at Como Park North which is bounded by Alexandra Avenue to the west, Williams Road to the south and Williams Road North to the east.

The amendment proposes to change the planning scheme by deleting the Proposed Road Widening Reservation in Como Park North and including this area within an Existing Public Open Space Reservation.

The amendment can be inspected at the City of Prahran, Planning Work Unit, First Floor/Town Hall, corner Greville and Chapel Streets, Prahran or at the Department of Planning and Development, Ground Floor, 477 Collins Street, Melbourne.

Submissions about the amendment must be sent to the Planning Work Unit, City of Prahran, PO Box 21, Prahran 3181 by 16 July 1994.

S. LARDNER  
Manager, Planning

**Planning and Environment Act 1987**  
NOTICE OF AMENDMENT TO A  
PLANNING SCHEME

The Nathalia Shire has prepared Amendment L6 to the Nathalia Planning Scheme.

The amendment affects land in an existing Rural Water Corporation channel (East Goulburn No. 12), located in an area bounded by Ross Road, Moss Road, Kaarimba Road and Hicks Road.

The amendment proposes to change the planning scheme by rezoning the above land from Rural 2 to the Public Purpose Zone—Rural Water Corporation.

The amendment can be inspected at the Offices of the Nathalia Shire, Municipal Offices, Blake Street, Nathalia; Department of Planning and Development, 477 Collins Street, Melbourne or at the Department of Planning and Development, State Offices, 1 McKoy Street, West Wodonga.

Submissions about the amendment must be sent to the Nathalia Shire, PO Box 138, Nathalia 3638 by Friday, 15 July 1994.

P. J. BOLLEN  
Chief Executive Officer

**BOROUGH OF KERANG**  
Local Law No. 12  
Itinerant Traders Local Law

Notice is hereby given that at a meeting of the Council of the Borough of Kerang on 8 June 1994, Council adopted Local Law No. 12.

The purpose of the Local Law is to regulate the operations of itinerant traders in the municipality by providing guidelines for the manner in which they may trade.

A copy of the Local Law may be inspected at the Borough Offices, 71 Wellington Street, Kerang during office hours from Monday to Friday.

**BRIAN O'DWYER**  
Acting Chief Executive Officer

**Planning and Environment Act 1987**  
**KNOX PLANNING SCHEME**  
Notice of Amendment to Planning Scheme  
Amendment L73

The City of Knox has prepared an amendment which proposes to amend the Local Section of the Knox Planning Scheme, as follows:

1. Replace Clause 146-1 (Sites used for both petrol station and convenience shop) with:  
The site must abut a main road designated under the Planning Scheme.  
The 800 metre separation condition prescribed for the use convenience shop in the industrial and residential zones shall not apply.  
The total floor area of enclosed buildings used for the storage, display and retail sale of goods must not exceed the maximum gross leasable floor area allowed for a convenience shop in the zone by more than 30 square metres.
2. In Clause 149-6 (Use of Site) for Petrol Station in the last provision of the Clause include after Buffet, Cafe-Convenience Shop.

The purpose of the amendment is to allow the sale of convenience goods in association with the operation of petrol stations.

The amendment can be inspected at City of Knox, Civic Centre, 511 Burwood Highway, Knoxfield, and at the Department of Planning and Development, Olderfleet Buildings, 477 Collins Street, Melbourne.

Any persons affected by the amendment may make a submission writing, which must be sent to the City of Knox, Civic Centre, 511 Burwood Highway, Knoxfield 3180, by 17 July 1994.

Dated 10 June 1994

**A. P. ATKINS**  
Town Planner

**Planning and Environment Act 1987**  
**MELBOURNE PLANNING SCHEME**  
Notice of Amendment  
Amendment L128

The City of Melbourne has prepared Amendment L128 to the Local Section of the Melbourne Planning Scheme. The amendment involves ordinance (textual) changes to the Lynch's Bridge Development Zone that incorporate the Lynch's Bridge Second Stage Development Plan No. 1 into the Scheme. The amendment also changes the extent of the Floodway Management control over the site to reflect the conditions following the completion of the flooding control works on the site.

The purpose of the Development Plan is to set out provisions to allow housing, flats, commercial and community uses and open space to be developed in the locations shown on the Development Plan Map.

A copy of the amendment may be inspected during office hours at the City of Melbourne, Strategic Planning Branch, 200 Little Collins Street, Melbourne and at the Department of Planning and Development, Ground Floor, Olderfleet Buildings, 477 Collins Street, Melbourne.

If you wish to make a submission about this amendment please write to the Manager, Strategic Planning Branch, City of Melbourne, GPO Box 1603M, Melbourne, 3001 by 15 July 1994. Please mark your letter: 'Submission—Amendment L128'.

**JOHN NOONAN**  
Manager—City Planning and Development

**Planning and Environment Act 1987**  
**NOTICE OF AMENDMENT TO A**  
**PLANNING SCHEME**

The Rural City of Wodonga has prepared Amendment L65 to the Wodonga Planning Scheme, Local Section.

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The amendment is a map and ordinance amendment and affects approximately 6.919 hectares of land located on the north-eastern corner of Verbena Street and John Schubert Drive, Baranduda, otherwise known as Part Lot O on PS 311391X in the Parish of Baranduda.

The amendment proposes to change Planning Scheme Map No. 60 by rezoning the subject land from Residential 'A' to Public Purpose Reserve (Local Authority Purposes), Public Purpose Reserve (Open Space (Recreation)) and Mixed Use Zone and to incorporate statutory controls relating to the Mixed Use Zone into the Planning Scheme Ordinance.

The amendment can be inspected free of charge during office hours at the Rural City of Wodonga, City Offices, Hovell Street, Wodonga; the Regional Office of the Department of Planning and Development, 1 McKoy Street, Wodonga or at the Department of Planning and Development, Ground Floor, Oldfleet Building, 477 Collins Street, Melbourne.

Submissions in respect of the amendment must be sent to the Rural City of Wodonga, PO Box 923, Wodonga by 15 July 1994.

R. I. O'TOOLE  
Chief Executive Officer

**Public Holidays Act 1993**  
CITY OF BAIRNSDALE

Section 7 of the **Public Holidays Act 1993** allows non-metropolitan Councils to appoint one day or two half days annually as public holidays within the municipal district.

Notice is hereby given that the Council of the City of Bairnsdale has appointed Tuesday, 1 November 1994, being the Bairnsdale Racing Club's Melbourne Cup Day meeting, as a public holiday throughout the municipal district of the City of Bairnsdale.

A. R. MOORE  
Chief Executive Officer

**Planning and Environment Act 1987**  
WHITTLESEA PLANNING SCHEME  
Notice of Amendment to a Planning Scheme  
Amendment L106

The City of Whittlesea has prepared Amendment L106 to the Whittlesea Planning Scheme.

*Victoria Government Gazette*

The amendment affects land at the north-west corner of Childs Road and Redleap Avenue, Mill Park, which is occupied by the "Stables" shopping centre.

The amendment proposes to change the planning scheme by modifying the provisions in the Restricted Business Zone to essentially allow the Gross Leasable Floor Area (retail) of the centre to be increased from 5,600 sqm. to 10,600 sqm. Provision for 730 car parking spaces will be made on the shopping centre site for this purpose (which also includes provision for existing non-retail uses). The new controls will facilitate both an expansion of the centre and an upgrading with refurbishment of the existing mall. A pre-condition to any development occurring is the preparation of an Overall Development Plan to the satisfaction of Council.

The amendment can be inspected at the City of Whittlesea, Civic Centre, Ferres Boulevard, South Morang and at the Department of Planning and Development, Ground Floor, 477 Collins Street, Melbourne.

Submissions about the amendment must be sent to the City of Whittlesea, Locked Bag 1, Bundoora MDC 3083 by 18 July 1994.

Dated 10 June 1994

L. G. ESMONDE  
Chief Executive

**Planning and Environment Act 1987**  
WARRNAMBOOL CITY PLANNING  
SCHEME

Notice of Amendment to a Planning Scheme  
Amendment L2

The Warrnambool City Council has prepared Amendment L2 to the Warrnambool City Planning Scheme.

The amendment affects land which is the north, west and southern areas of the City generally enclosed by Mortlake Road, Moore Street, Botanic Road, Ardlie Street, Daltons Road, Mambery Way, Wangoom Road, Mountain Ash Drive, Tarhook Road, Coghlan Road and Caramut Road and the Merri River. The area between Wollaston Road, Ponting Drive and the Merri River. Also the area west of Station Street, the Nestles factory, The Esplanade, farmland west of Braithwaite Street and Swinton Street, south of Gay Street, Merrivale Drive, Davis Street, Duirs Street, Henry Street, Wellington Street, west of Harris

Street, south of the existing Woollen Mills and west of the Merri River in the South Warrnambool area.

The amendment proposes to change the planning scheme by rezoning the land from a Special Investigation zone to a number of specific zones including a Residential 2, Light Industry, Public Open Space, Special Use, Residential 3, Rural 1, Rural 2, Rural 3, and introducing a Residential 4 zone and floodwater controls in two overlay zones being the Floodway zone and Flood Fringe zone and incorporating a flood level plan into the planning scheme.

The amendment can be inspected at the Warrnambool City Council, Municipal Offices, PO Box 198, 25 Liebig Street, Warrnambool; Department of Planning and Development, Barwon Division, State Government Offices, corner Little Malop and Fenwick Streets, Geelong or at the Department of Planning and Development, Olderfleet Buildings, 477 Collins Street, Melbourne.

Submissions about the amendment must be sent to the City Manager, Warrnambool City Council, Municipal Offices, PO Box 198, 25 Liebig Street, Warrnambool 3280 by 22 July 1994.

Dated 16 June 1994

B. G. HOWARD  
Town Planner

**Planning and Environment Act 1987**  
**WARRNAMBOOL CITY PLANNING**  
**SCHEME**

Notice of Amendment to a Planning Scheme  
Amendment L31

The Warrnambool City Council has prepared Amendment L31 to the Warrnambool City Planning Scheme.

The amendment affects land at: the land is generally located south of the Merri River Cutting from Swinton street to O'Brien Street, land south of Younger Street from O'Brien Street to Denman Drive and south-west of McGennan Street and in the area currently occupied by the Rifle Range generally described as Crown Allotments 1, 2, 3, 4, 5, 8, 12, 12A, 12B, 13 and 13A, Section 74, Parish of Wangoom. A permanent reserve for the prevention of the irruption of sand (Gaz. 73-910), Part Rifle Range permissive occupancy (C64043), Part reserve for Public Purposes

(Gaz. 99-2525, RS291) and a reserve for Public Purposes (RS285).

The amendment proposes to change the planning scheme by rezoning the land from Special Investigation, Public Open Space 1 (Foreshore Reserve), Public Open Space 7 (Golf Club), Public Open Space 6 (Rifle Range), Public Purposes 10 (Department of Army), Public Purposes 6 (Municipal Purposes), Secondary Road and Rural 3 to Residential 2 and Special Use 19 (Golf Course) to provide for the development of a 36 hole golf course, residential development, tourist facilities and other works ancillary to the golf course in accordance with Plan TW01.

The amendment can be inspected at the Warrnambool City Council, Municipal Offices, PO Box 198, 25 Liebig Street, Warrnambool; Department of Planning and Development, Barwon Division, State Government Offices, corner Little Malop and Fenwick Streets, Geelong or at the Department of Planning and Development, Olderfleet Buildings, 477 Collins Street, Melbourne.

Submissions about the amendment must be sent to the City Manager, Warrnambool City Council, Municipal Offices, PO Box 198, 25 Liebig Street, Warrnambool 3280 by 19 August 1994.

Dated 16 June 1994

B. G. HOWARD  
Town Planner

**Planning and Environment Act 1987**  
**LOWAN PLANNING SCHEME**

Notice of Amendment to a Planning Scheme  
Amendment L11

The Shire of Lowan has prepared Amendment L11 to the Lowan Planning Scheme.

The amendment affects land described as lots 5B, 8, 9, and 12, CP 111263, and lots 16 and 17, CP 111769, Township of Nhill, on Nelson Street.

The amendment proposes to:

rezone land located at 5B and 8, CP 111263 and lot 16, CP 111769 section 25A from Railway Purposes to Industrial,

rezone land located at lots 9 and 12, CP 111263 and lot 17, 111769 section 25A

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from Railway Purposes to Development, Ground Floor, 477 Collins Street, Commercial, and Melbourne.

insert a new sub-clause which will exempt the land as described above from the provisions of the Rural Highway Zone. Submissions must be sent to Chief Executive Officer, Shire of Lowan, PO Box 250, Nhill 3418 by 18 July 1994.

Dated 14 June 1994

The amendment can be inspected at Shire of Lowan, Shire Offices, 92 Nelson Street, Nhill and at the Department of Planning and

G. F. ROY  
Chief Executive Officer/Municipal Engineer

Department of Finance  
SALE OF CROWN LAND BY PUBLIC TENDER  
Tenders close at 2.00 p.m. on Thursday, 7 July 1994

Reference	Crown Description	Area	Property Address
P13395	Allotment 93A, Section O at Bendigo, Parish of Sandhurst	795m <sup>2</sup>	Corner Strickland Rd and Johnstone St, East Bendigo
P133360	Allotment 93B, Section O at Bendigo, Parish of Sandhurst	1427m <sup>2</sup>	Corner Johnstone, Murphy and Doyle Streets, East Bendigo
P126164	Allotment 9C, Section 40 at Eaglehawk, Parish of Sandhurst	1013m <sup>2</sup>	Porter Drive, Eaglehawk
P127713	Allotment 187B, Section C at Bendigo, Parish of Sandhurst	787m <sup>2</sup>	Allingham Street, Golden Square
P132806	Allotment 27, Section 59B at Bendigo, Parish of Sandhurst	2683m <sup>2</sup>	Nettle Street, Golden Square
P127930	Allotment 135E, Section C at Bendigo, Parish of Sandhurst	1196m <sup>2</sup>	Woodward Road, Golden Square
P132789	Allotment 135P, Section C at Bendigo, Parish of Sandhurst	1402m <sup>2</sup>	Lisle Street, Golden Square
P127923	Allotment 69C, Section C at Bendigo, Parish of Sandhurst	1139m <sup>2</sup>	Corner Lisle and Porter Streets, Golden Square
P127924	Allotment 69D, Section C at Bendigo, Parish of Sandhurst	3950m <sup>2</sup>	Lisle Street, Golden Square
P121308	Allotment 103B, Section G, Parish of Castlemaine	2703m <sup>2</sup>	Corner Murphy and Duke Streets, Castlemaine

**Terms of Sale:** 10% deposit, balance 60 days.

**Tenders:** to be addressed to: Crown Land Sales Tender Box, Department of Conservation and Natural Resources, corner Hargreaves and Mundy Streets, Bendigo, Victoria 3550 or lodged in the Tender Box at the Department.

**Tender Deposit:** 10% of tendered amount to be lodged with tender.

**Application Form:** Available on request.

**Officer Co-ordinating Sale:** Rhonda Ansett, Land Sales Officer, Department of Conservation and Natural Resources, Bendigo. Telephone (054) 44 6643.

IAN SMITH  
Minister for Finance



Department of Finance  
SALE OF CROWN LAND BY PUBLIC  
AUCTION

Reference No. GL16601Y

On Thursday, 21 July 1994 at 3.00 p.m. on site.

**Address of Property:** 35-37 Irving Street, Footscray.

**Crown Description:** Crown allotment 2H, Section 21, City of Footscray, Parish of Cut Paw Paw.

**Terms of Sale:** 10% deposit, balance ninety (90) days or earlier by agreement.

**Area:** 198 square metres.

**Officer Co-ordinating Sale:** Ross Huggins, Property Consultant, Western Operations, Asset Management Division, Department of Finance.

**Selling Agent:** Farnbach Burnham Pty Ltd, 49-51 Irving Street, Footscray 3011.

IAN SMITH  
Minister for Finance

CONTRACT ACCEPTED—SERIES 94/96  
VICTORIA POLICE

T610 Supply Division

Supply of Leather Identification Wallets for the period 1.7.94 to 30.6.96.

Concept Leather Australasia Pty. Ltd @ Rates.  
P. J. HALE  
Supply Manager

EXEMPTION FROM NOTIFICATION OF  
VACANCY UNDER SECTION 29 (2) OF  
THE PUBLIC SECTOR MANAGEMENT  
ACT 1992

Position No. 33/26/0340/5, Registered Psychiatric Nurse, Grade RPN-3, North East Metropolitan Psychiatric Services, Department of Health and Community Services.

*Reasons for exemption*

The position has duties and qualification requirements that are identical to 15 vacancies advertised within the last three months at the same level, and an appointment will be made from the applicant field for those positions.

P. R. SALWAY  
Acting Public Service Commissioner

TO THE HONOURABLE  
THE ATTORNEY-GENERAL

I hereby give you notice that it is my intention, on Friday the seventeenth day of June, to issue a Writ for the Election of a member to serve in the Legislative Assembly of Victoria for the Electoral District of Williamstown.

Dated 8 June 1994

JOHN DELZOPPO  
Speaker

**Fisheries Act 1968**  
FISHERIES NOTICE No. 13/1994

I, Charles Geoffrey Coleman, Minister for Natural Resources, after consultation with the Victorian Fishing Industry Federation, make the following Fisheries Notice:

Dated 30 May 1994

C. G. COLEMAN  
Minister for Natural Resources

FISHING (SCALLOP FISHING—OCEAN  
FISHERY) NOTICE No. 13/1994

*Title*

1. This notice may be cited as the Fisheries (Scallop Fishing—Ocean Fishery) Notice No. 13/1994.

*Commencement*

2. This Notice commences on 26 June 1994.

*Objectives*

3. The objectives of this Notice are to:  
(a) fix a catch rate limit (bag limit);  
(b) set times when fishing is permitted;  
(c) specify other management arrangements—

for scallops taken from Victorian waters other than Port Phillip Bay and/or landed in Victoria, for the period commencing on 26 June 1994 and ending on 24 September 1994.

*Authorising Provision*

4. This Notice is made under section 80 of the Fisheries Act 1968.

*Definitions*

5. "Act" means the Fisheries Act 1968.  
"Bag" means a mesh bag of a rectangular shape measuring 900 millimetres high by 580 millimetres wide and having a volume of 0.08 cubic metres.

"Crate" means a wire mesh container with external dimensions not exceeding 100 centimetres by 50 centimetres by 50 centimetres and constructed as specified in the diagrams in Schedule 2 of the Fishing (Scallop) Regulations 1985\*.

"Crate Tag" means a pink ring seal marked with the word "Crate" and a serial number and supplied by the Department of Conservation and Natural Resources via the Victorian Fishing Industry Federation.

"Sack" means a standard jute sack as approved and supplied by the Victorian Fishing Industry Federation and marked with the words "Victorian Scallops" in lettering no less than 30 mm in height across the front and down both sides as outlined in the diagram in Form 1 in the Schedule to this Notice.

"Sack Tag" means a grey ring seal marked with the word "Sack" and a serial number and supplied by the Department of Conservation and Natural Resources via the Victorian Fishing Industry Federation.

#### *Fishing Times*

6. Subject to section 15 (1) (h) of the Act the holder of a scallop licence may dredge for or take scallops for sale from Victorian waters, other than Port Phillip Bay, on any day during the period commencing on 26 June 1994 and ending on 24 September 1994.

#### *Catch Rate Limits (Bag Limits)*

7. (1) A master fisherman operating a registered fishing boat for which an appropriately endorsed scallop licence has been issued must not—

- (a) take from that boat from Victorian waters other than Port Phillip Bay; or
- (b) have on board that boat in or upon Victorian waters other than Port Phillip Bay more than the weekly catch rate limit (bag limit) of scallops specified in sub-clause (2).

(2) For the purposes of sub-clause (1) the weekly catch rate limit (bag limit) for the taking of scallops is—

- (a) 15 crates of scallops per week; or
- (b) 40 sacks of scallops per week.

#### *Management Arrangements*

8. (1) The Victorian Fishing Industry Federation must distribute quantities of crate

tags and sack tags corresponding to the catch rate limits (bag limits) prescribed in clause 7.

(2) Every holder of a scallop licence permitting the dredging or taking of scallops from any Victorian waters, other than Port Phillip Bay is entitled to an allocation of crate tags or sack tags corresponding with the catch rate limit (bag limit) prescribed in clause 7.

9. A person in charge of a boat must ensure that—

- (a) in respect of scallops taken from Victorian waters, other than Port Phillip Bay, those scallops are not contained on board or landed in any container other than a crate or sack;
- (b) in respect of scallops taken from Commonwealth waters and landed in Victoria, those scallops are not contained in any container other than a bag;
- (c) while a registered fishing boat for which a scallop licence has been issued is on the waters of the Gippsland Lakes, Corner Inlet, Western Port or Port Phillip Bay every crate of scallops, either full or partly filled, on board the boat, is secured in the manner specified in paragraph (d);
- (d) when a crate containing scallops is landed, the crate lid is closed and secured with a crate tag—
  - (i) so that the crate lid cannot be opened without cutting or breaking the tag; and
  - (ii) until the scallops are to be removed from the crate at a fish processing premises specified in a processor's licence;
- (e) while a registered fishing boat for which a scallop licence has been issued is on the waters of the Gippsland Lakes, Corner Inlet, Western Port Bay or Port Phillip Bay every sack of scallops, either full or partly filled, on board the boat is secured in the matter specified in paragraph (f);
- (f) when a sack containing scallops is landed, the sack must be securely closed edge to edge at the top in three places equidistant apart across the total width of the sack until the scallops are to be removed from the bag at a fish processing premises specified in a

processor's licence. The middle fastening is to be by a sack tag and the two other fastenings by either the use of a clip or by sewing as illustrated in the diagram in Form 2 in the Schedule to this Notice;

- (g) only crate tags are used to secure crates on a licensed scallop boat for which crate tags have been issued by the Victorian Fishing Industry Federation;
- (h) only sack tags are used to secure sacks on a licensed scallop boat for which sack tags have been issued by the Victorian Fishing Industry Federation;
- (i) tags are used only during the period corresponding with the tag numbers allocated for that period by the Victorian Fishing Industry Federation;
- (j) tags are not re-used;
- (k) in respect of scallops taken from any waters, the entire catch of scallops is contained on board and landed in only one of the types of containers specified in this Notice;
- (l) all sacks containing scallops are intact at all times and are not patched or mended in any way;
- (m) crate tags and sack tags are not attached to empty crates and sacks;
- (n) when a bag containing scallops taken from Commonwealth waters is landed, the bag is stitched along its upper edges with both sides meeting and secured with a bag tag until the scallops are to be removed from the bag at a fish processing premises specified in a processor's licence;
- (o) while a registered fishing boat for which a scallop licence has been issued is carrying on board scallops in Commonwealth bags, scallops on board that boat are contained in stitched and tagged bags;
- (p) tags are not tampered with, altered, defaced or otherwise changed.

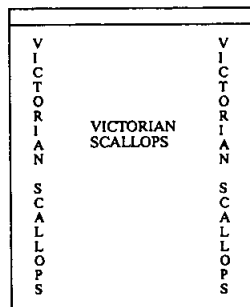
*Penalty*

10. Any person who contravenes clauses 6, 7 or 9 of this Notice is liable to a penalty of 20 penalty units.

SCHEDULE

Form 1

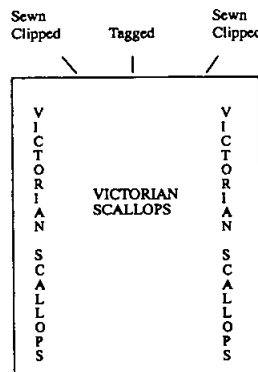
DESCRIPTION OF A SACK



\*All lettering on the sack is to be at least 30 mm in height

Form 2

METHOD OF CLOSING  
(For illustrative purposes only)



\* S.R. No. 100/85 reprinted to S.R. No. 125/89 and subsequently amended by S.R. No. 155/92 and Fisheries Notices Nos 5/90, 7/90, 1/91, 3/91, 4/91, 5/91, 6/91, 8/91, 10/91, 1/92, 4/92, 5/92, 6/92, 7/92, 10/92, 11/92, 12/92, 13/92, 14/92, 15/92, 18/92, 19/92, 20/92, 21/92, 22/92, 26/92, 2/93, 3/93, 6/93, 7/93, 8/93, 9/93, 10/93, 14/93, 15/93, 16/93, 17/93, 19/93, 20/93, 21/93, 22/93, 23/93, 26/93, 27/93, 28/93, 29/93, 33/93, 34/93, 3/94, 4/94 and 6/94.

**MURRAY VALLEY (VIC) WINE GRAPE  
INDUSTRY DEVELOPMENT ORDER**

*Term of Order*

*Citation*

1. This Order may be cited as the Murray Valley Wine Grape Industry Development Order (Victoria) 1994.

5. This Order commences on the day of the date of its publication in the Government Gazette and remains in force for four years from that date. It is renewable for a further period, not exceeding four years, subject to a poll in accordance with the Act.

Order made under the **Agricultural Industry Development Act 1990**

*Establishment of the Committee*

2. This Order is made under Part 2 of the **Agricultural Industry Development Act 1990**.

6. There will be a "Murray Valley (Victoria) Wine Grape Industry Development Committee".

*Purpose of Order*

3. The purpose of this Order is to set up a Committee to collect and administer charges applied to wine grape growers for defined industry functions.

*Purpose of the Committee*

7. To promote the best interests of the Murray Valley wine grape industry through market research and the development of improved vineyard management practices.

*Definitions*

4. In this Order:

"Act" means the **Agricultural Industry Development Act 1990**.

*Functions of the Committee*

8. The Committee functions are to:

"Committee" means the Murray Valley (Victoria) Wine Grape Industry Development Committee.

"Minister" means the Minister administering the Act.

"Production area" means the areas within the Cities of Mildura and Swan Hill and the Shires of Mildura, Swan Hill and Kerang in Victoria.

"Murray Valley region" means the areas within the Cities of Mildura and Swan Hill and the Shires of Mildura, Swan Hill, and Kerang in Victoria and the Local Government Areas of Wentworth, Balranald and Wakool in New South Wales.

"Wine grape grower" means a person, including a partnership, share farming agreement or company, who grows or produces wine grapes in the production area for delivery to wineries, but excluding:

- (a) wineries;
- (b) non-profit public institutions, charitable organisations and community groups; and
- (c) employees of wine grape growers.

"Wine grapes" means any variety of grapes grown in the production area and used or intended to be used for processing into wine, must, juice or wine spirit.

"Wineries" means all wineries which accept wine grapes from growers in the production area, for use in wine, must, juice or wine spirit production.

- (a) develop and encourage closer and more effective relationships between regional wineries, wine grape growers and their representative organisations;
- (b) obtain and analyse relevant market information for wine grape growers, including the development of a wine grape production forecasting service;
- (c) provide resources to enable the Murray Valley Wine Grape Growers Council to better represent the interests of wine grape growers in meetings related to wine grape marketing;
- (d) effectively disseminate relevant market information to wine grape growers;
- (e) support region-specific wine grape or multi-purpose grape research where alternative funding is not available.

*Powers of the Committee*

9. The Committee may:

- (a) impose a charge on all wine grape growers for services it provides;
- (b) delegate any of its functions or powers (other than the power of delegation) to an employee of the Committee;
- (c) exempt by written notice, either conditionally or unconditionally, a person or class of persons from compliance with some or all of the requirements of this Order.

*Members*

10. The Committee must consist of members appointed by the Minister, being—

- (a) four voting grower members appointed from a panel of at least six persons nominated by the Murray Valley Wine Grape Growers' Council or any other relevant body that in the opinion of the Minister has replaced that body; and
- (b) two voting non-grower members appointed from a panel of at least four persons nominated by the Murray Valley Wine Grape Growers' Council or any other relevant body that in the opinion of the Minister has replaced that body, who possess specialist expertise appropriate to the needs of the wine grape industry in the fields of marketing, industry development or business administration; and
- (c) up to two non-voting members nominated by the Secretary of the Department of Agriculture who possess appropriate marketing, policy or industry experience.

11. Members of the Committee may be appointed jointly by the Minister and the New South Wales Minister for Agriculture if a complementary order is made concurrently for the Murray Valley Region in New South Wales.

*Chairperson*

12. The members of the Committee must elect a voting member of the Committee to be Chairperson of the Committee for a period of 12 months.

*Charge Imposed by Committee*

13. (a) A charge is payable by wine grape growers at the point and time of sale of wine grapes and is collected by wineries by arrangement with and on behalf of the Committee.

(b) The first charge imposed by the Committee will apply to all wine grapes supplied to wineries in calendar year 1994 and will be at a uniform rate of 90 cents per tonne.

(c) The charge is payable to the Committee prior to 7th July each year.

(d) The charge must be reviewed by the Committee at the end of each financial year and must not be varied unless the variation has been approved by a majority of growers present at the following Annual Meeting of the Committee.

(e) Any recommendation from the Committee to vary the charge must be notified at least 14 days prior to the annual meeting by

means of public notices published in the Sunraysia Daily and Swan Hill Guardian newspapers.

(f) The charge imposed by the Committee must not at any time during the term of the Order exceed the rate of \$1.20 per tonne of wine grapes.

*Distribution of Proceeds of Charge*

14. (a) The Committee must apply the proceeds of a charge in accordance with its functions and any funding priorities set out in the Plan of Operation of the Committee.

*Meetings*

15. (a) The Committee must hold an Annual Meeting in each financial year at which time any variation to a charge must be considered and voted on by growers.

(b) At the Annual Meeting the Chairperson of the Committee must report to wine grape growers on the operation and finances of the Committee during the previous 12 months.

(c) The timing of all meetings of the Committee, including the Annual Meeting, is at the discretion of the Committee.

*Financial Year*

16. The financial year of the Committee is the period from 1 August to 31 July.

*Plan of Operation*

17. (a) The Committee must within the first 12 months of its operation submit to the Minister a Plan of Operation which includes the aims and objectives of the Committee's activities during the term of the Order.

(b) The Plan of Operation must be published by the Committee and made available to all wine grape growers.

*Voting*

18. (a) Voting at a poll shall be on the basis of one vote for each of the following:

- (i) Individual Producer;
- (ii) Company;
- (iii) Partnership;
- (iv) Share farming agreement.

(b) For the purpose of voting at a future poll on the question of the continuation of the Order, a wine grape grower producing wine grapes in the preceding year, or having a contract to supply wine grapes to a winery in the following vintage, is eligible to vote.

*Penalty for Contravening the Order*

19. A wine grape grower who fails to comply with the requirements of Clause 13 relating to the payment of a charge imposed by the Committee contravenes this Order and is liable to a penalty not exceeding 20 penalty units. One penalty unit is currently \$100.

BILL McGRATH  
Minister for Agriculture

STATE TENDER BOARD  
CONTRACTS ACCEPTED  
Amendments

Schedule Number	Item Number	New Rate	Effective Date
		\$	
<i>Motor Spirit, Fuel Oils, etc</i>			
1/53	15.0	0.4261	3.6.94
<i>Motor Vehicles (Passenger)—Toyota Motor Corporation</i>			
1/58	1.1	14 460.00	13.6.94
	1.2	16 055.00	
	2.1	15 328.00	
	2.2	17 193.00	
	3.1	14 311.00	
	3.2	15 784.00	
	4.1	15 179.00	
	4.2	16 923.00	
	5.1	15 784.00	
	5.2	16 773.00	
	5.3	17 884.00	
	5.4	19 884.00	
	6.1	16 923.00	
	6.2	17 912.00	
	6.3	19 022.00	
	6.4	21 022.00	
<i>Options (All Vehicles)—</i>			
	Airconditioning 1-6L	1 243.00	
	Airconditioning 1-8L	1 255.00	
<i>General Motors-Holden's Automotive Ltd</i>			
1/58	13.1	17 585.00	9.6.94
	14.1	18 017.00	
<i>Options (Item Nos 13.1 and 14.1)—</i>			
	Airconditioning	854.00	
	Limited Slip Diff	282.00	
	Country Pack Suspension	210.00	
	Metallic Paint	144.00	
	Air Bag	678.00	
	14.3	18 878.00	
<i>Options (Item No. 14.3)—</i>			
	Anti Lock Brakes	738.00	
	Independent Rear Susp.	738.00	
	Air Bag	738.00	
	15.1	18 916.00	
	16.1	19 299.00	

Schedule Number	Item Number	New Rate	Effective Date
<i>Options (Item Nos 15.1 and 16.1)—</i>			
	Airconditioning	854.00	
	Limited Slip Diff	282.00	
	Country Pack Suspension	210.00	
	Metallic Paint	144.00	
	16.4	21 406.00	
<i>Options (Item No. 16.4)—</i>			
	Airconditioning	854.00	
	Limited Slip Diff	282.00	
	Power Windows/Air Conditioning	1 416.00	
	17.2	20 780.00	
<i>Options (Item No. 17.2)—</i>			
	Airconditioning	854.00	
	Country Pack Suspension	210.00	
	Metallic Paint	144.00	
	Limited Slip Diff	282.00	
	17.4	22 329.00	
<i>Options (Item No. 17.4)—</i>			
	Country Pack Suspension	210.00	
	Metallic Paint	144.00	
	Limited Slip Diff	282.00	
	18.3	27 163.00	
<i>Options (Item No. 18.3)—</i>			
	Limited Slip Diff	310.00	
	Sports Suspension	117.00	
	19.2	19 865.00	
	20.1	20 292.00	
<i>Options (Item Nos 19.2 and 20.1)—</i>			
	Anti Lock Brakes	738.00	
	Independent Rear Susp.	738.00	
	Air Bag	738.00	

N. L. JORDAN  
Secretary to the Tender Board

**Building Act 1993****SECTION 6—APPOINTED DAY**

I, Robert Maclellan, Minister for Planning, pursuant to section 6 of the **Building Act 1993**, appoint 1 July 1994, as the day on which the provisions of the Act relating to building practitioners shall apply to the Class of municipal building surveyors and Class of private building surveyor in the Category of building surveyor and the Class of municipal building inspector and the Class of private building inspector in the Category of building inspector.

ROBERT MACLELLAN  
Minister for Planning

MINISTER'S GUIDELINE  
No. 94/01

Building Control Commission—Fees for  
Building Surveying Services

Pursuant to section 188 (1) (b) of the **Building Act 1993**, I hereby issue the following Guideline concerning the charges to be made by the Building Control Commission for building surveying services including applications for permits and approvals under Part 5 and 12 of the Act and the building regulations including applications for approval for prescribed temporary structures and places of public entertainment and applications for amendments to occupancy permits. Note that under sections 188 (6) and 199 (7) the Building Control Commission must have regard to this Guideline in fixing its charges.

1. Building permit or temporary approval.  

Cost of Building Work	Fees
Class 1a and 10 buildings all projects	\$Cost of building work/260 \$100 minimum
Class 2 and 3 buildings	
\$50,000,000 and over	.6%
\$1,000,000 to \$50,000,000	.5% + \$3000
\$100,000 to \$1,000,000	.7% + \$300
\$5,000 to \$100,000	.8% + \$150
up to \$5,000	\$100
Class 5, 6, 7, 8 and 9 buildings	
\$1,000,000 and over	.2% + \$2000
\$100,000 to \$1,000,000	.3% + \$700
\$20,000 to \$100,000	.9%
up to \$20,000	\$180
2. Any additional or re-inspections as required by the applicant, builder, any other person or relevant authority. \$50
3. Applicants for occupancy permits for—
  - (a) Prescribed Temporary Structures \$350
  - (b) Places of Public entertainment (concert etc.) \$700
4. Renewal of an occupancy permit for a place of public entertainment or temporary structure. (three yearly) \$90

5. Amendment of an occupancy permit for a place of public entertainment or temporary structure \$150

ROBERT MACLELLAN  
Minister for Planning

MINISTER'S GUIDELINE  
No. 94/02

Building Practitioners Board—Fees

Pursuant to section 188 (1) (a) of the **Building Act 1993**, I hereby issue the following Guideline concerning the fees payable to the Building Practitioners Board under Division 1 of Part 11. Note that section 188 (5) provides that the Building Practitioners Board must have regard to this Guideline in fixing its charges.

- |   |      |
|---|------|
| Application fee for a person seeking to register as a building practitioner in a single category or class of building practitioner under section 169, inclusive of annual registration fee            | \$90 |
| Application fee for each additional or subsequent application by the same person seeking registration in a different category or class of building practitioner, inclusive of annual registration fee | \$30 |
| Annual registration fee for registration as a building practitioner in a single category or class of building practitioner under section 172 (2)  | \$90 |
| Annual registration fee for each additional registration in a category or class of building practitioner held by the same person  | \$30 |

ROBERT MACLELLAN  
Minister for Planning

MINISTER'S GUIDELINE  
No. 94/03

Class 9b Buildings—Management of Sanitary Facilities

Pursuant to section 188 (1) (c) of the **Building Act 1993**, I hereby issue the following Guideline. Note that sections 188 (7) provides that a municipal building surveyor or private building surveyor must have regard to this Guideline in carrying out a function under the Act or the Building Regulations 1994.

1592 G 24 16 June 1994

Toilet accommodation for male and female patrons in Class 9b buildings greater than 500 m<sup>2</sup> in area which are places of public entertainment is to be provided in accordance with the requirements of BCA Table F2.3.

Without limiting the conditions which can be included on an occupancy permit, an occupancy permit for this class of building may be issued subject to conditions relating to the management and use of these facilities in respect of—

- (a) the distribution of the sanitary facilities provided when male and female patrons are not present in equal numbers. The ratio for the provision of facilities in this situation should be not less than 1.7 WC's provided for females to every WC or urinal provided for males;
- (b) the signage provided to designate male and female sanitary facilities. Signage in such a building should be able to be readily re-arranged so that toilet accommodation can be allocated to reflect the distribution of male and female patrons at a particular event in that building.

ROBERT MACLELLAN  
Minister for Planning

#### MINISTER'S GUIDELINE

No. 94/04

##### Involvement of Adjoining Owners in Siting Appeals

Pursuant to section 188 (1) (c) of the **Building Act 1993**, I hereby issue the following Guideline. Note that under section 188 (7) provides that a municipal building surveyor or private building surveyor must have regard to this Guideline in carrying out a function under the Act or the Building Regulations 1994.

Where a request is made to allow a reduction in the setback requirements of Part 4 of the Building Regulations, the municipal council is to seek the views of the relevant adjoining owner.

If an adjoining owner objects to the proposal, and the objection is not considered frivolous, the municipal council in deciding the issues should bear in mind that refusal would create the situation where the applicant may lodge an appeal to the Building Appeals Board. This

Victoria Government Gazette

gives the affected adjoining owner the opportunity to appear as a witness of the municipal council building surveyor or private building surveyor at the appeal.

ROBERT MACLELLAN  
Minister for Planning

#### MINISTER'S GUIDELINE

No. 94/05

##### Places of Public Entertainment—Conditions of Use

Pursuant to section 188 (1) (c) of the **Building Act 1993**, I hereby issue the following Guideline. Note that section 188 (7) provides that a municipal building surveyor or private building surveyor must have regard to this Guideline in carrying out a function under the Act or the Building Regulations 1994.

Without limiting the conditions that can be included in an occupancy permit, an occupancy permit for a place of public entertainment may be issued subject to conditions relating to—

- (a) the engagement and training of safety officers to ensure the safety of the place of public entertainment and of the public at the place of public entertainment;
- (b) the responsibilities of safety officers including—
  - (i) the operation of fire safety elements, equipment and systems;
  - (ii) the establishment and operation of evacuation procedures;
  - (iii) the safety of barriers and exists;
- (c) the exclusion of the public from unsafe areas of the place of public entertainment;
- (d) restrictions on smoking and alcohol consumption in specific parts of the place of public entertainment for the safety of the public;
- (e) the keeping, testing, use and storage of flammable or explosive items and equipment in the place of public entertainment;
- (f) the location and designation of passage ways and exists;
- (g) the availability at the place of public entertainment of public toilet facilities and the condition of those facilities.

ROBERT MACLELLAN  
Minister for Planning



**Planning and Environment Act 1987**  
**ALL PLANNING SCHEMES IN VICTORIA**  
Notice of Approval of Amendment  
Amendment S31

The Minister for Planning has approved the above amendment.

The amendment comes into operation on the date this notice is published in the Government Gazette.

The amendment changes the State Section of all planning schemes in Victoria providing a framework within which planning decisions about proposals for non-agricultural use of high quality productive agricultural land are to be made.

A copy of the amendment can be inspected free of charge during office hours at the Department of Planning and Development, Ground Floor, 477 Collins Street, Melbourne; the Upper Yarra Valley and Dandenong Ranges Authority, 5 John Street, Lilydale; the Loddon-Campaspe Regional Planning Authority, 391 Hargreaves Street, Bendigo; the Alpine Resorts Commission, Level 4, AMEV House, 1013 Whitehorse Road, Box Hill; the Latrobe Regional Commission, 43 Grey Street, Traralgon and at the office of each Municipal Council in Victoria.

GEOFF CODE  
Manager

Planning Co-ordination Branch  
Department of Planning and Development

**Planning and Environment Act 1987**  
**NOTICE OF APPROVAL OF**  
**AMENDMENTS**

Amendment RL1-SC to the Barrabool and Geelong Regional Planning Schemes and that part of the Greater Geelong Planning Scheme which apply in the Municipal District of the Surf Coast Shire

Amendment L2-SC to that part of the Winchelsea Planning Scheme which applies in the Municipal District of the Surf Coast Shire

The Minister for Planning has prepared and approved Amendment RL1-SC to the Barrabool, Geelong Regional and Greater Geelong (part) Planning Schemes and Amendment L2-SC to the Winchelsea Planning Scheme.

The amendments come into operation on the day this notice is published in the Government Gazette.

The amendments change the planning schemes as follows—

Amendment RL1-SC to the Barrabool, Geelong Regional and Greater Geelong (part) Planning Schemes which apply in the Municipal District of the Surf Coast Shire consolidate the planning schemes into a single scheme. (Surf Coast Planning Scheme—Book 1); and

Amendment L2-SC to that part of the Winchelsea Planning Scheme which applies in the Municipal District of Surf Coast Shire to consolidate the planning scheme into a single scheme. (Surf Coast Planning Scheme—Book 2).

Amendment RL1-SC affects the Regional and Local Sections of the Barrabool and Geelong Regional Planning Schemes and the Regional and Local Sections of that part of the Greater Geelong Planning Scheme within the Municipal District of the Surf Coast Shire. Amendment L2-SC affects that part of the Local Section of the Winchelsea Planning Scheme within the Municipal District of the Surf Coast Shire.

The amendments change the names of the Greater Geelong (part), Geelong Regional, Barrabool and Winchelsea Planning Schemes to the Surf Coast Planning Scheme and make various deletions and changes to remove irrelevant and inappropriate references as a consequence of the effect of the Order in Council creating the Surf Coast Shire.

The amendments are made consequent to the Order in Council creating the Surf Coast Shire published in the Government Gazette S8, on Wednesday, 9 March 1994 and section 201C of the **Planning and Environment Act 1987**.

A copy of the amendment can be inspected free of charge during office hours at the Department of Planning and Development, Ground Floor, The Olderfleet Buildings, 477 Collins Street, Melbourne; and the Surf Coast Shire, Hesse Street, Winchelsea; and 25 Grossmans Road, Torquay.

GEOFF CODE  
Manager

Planning Co-ordination Branch  
Department of Planning and Development

1594 G 24 16 June 1994

**Planning and Environment Act 1987**  
**PRAHRAN PLANNING SCHEME**  
Notice of Approval of Amendment  
Amendment L41

The Minister for Planning has approved Amendment L41 to the Local Section of the Prahran Planning Scheme.

The amendment comes into operation on the date this notice is published in the Government Gazette.

The amendment rezones the former Hawksburn Primary School at the north east corner of Surrey Street and Malvern Road from the existing Public Purposes Reservation to a Residential C zone.

A copy of the amendment can be inspected free of charge during office hours at the Department of Planning and Development, Ground Floor, 477 Collins Street, Melbourne and the office of the City of Prahran, corner Chapel and Greville Streets, Prahran.

GEOFF CODE  
Manager  
Planning Co-ordination Branch  
Department of Planning and Development

**Planning and Environment Act 1987**  
**PRESTON PLANNING SCHEME**  
Notice of Approval of Amendment  
Amendment L49

The Minister for Planning has approved Amendment L49 to the Local Section of the Preston Planning Scheme.

The amendment comes into operation on the date this notice is published in the Government Gazette.

The amendment rezones the former Lakeside Primary School in Radford Road, Preston from the existing Public Purposes Reservation to part Light Industrial zone and part Proposed Public Open Space Reserve.

A copy of the amendment can be inspected free of charge during office hours at the Department of Planning and Development, Ground Floor, 477 Collins Street, Melbourne and the office of the City of Preston, Town Hall, 350 High Street, Preston.

GEOFF CODE  
Manager  
Planning Co-ordination Branch  
Department of Planning and Development

*Victoria Government Gazette*

**Planning and Environment Act 1987**  
**RICHMOND PLANNING SCHEME**  
Notice of Lapsing of Amendment  
Amendment L20

Pursuant to Section 30 (1) (a) of the Planning and Environment Act, Amendment L20 to the Richmond Planning Scheme has lapsed.

The amendment proposed to rezone the land generally located east of David Street, north of North Street and west of River Street, Richmond from a General Industrial Zone to a Restricted Light Industrial Zone.

The amendment lapsed on 23 October 1993.

GEOFF CODE  
Manager  
Planning Co-ordination Branch  
Department of Planning and Development

**Planning and Environment Act 1987**  
**RIPON PLANNING SCHEME**  
Notice of Approval of Amendment  
Amendment L12

The Minister for Planning has approved Amendment L12 to the Ripon Planning Scheme.

The amendment comes into operation on the date this notice is published in the Government Gazette.

The amendment introduces a definition for the term Dependent Relative Unit and inserts such term as a Column 1 use (as of right) in all zones except the Industrial (Light) and Industrial (General) where such use is to be prohibited.

A copy of the amendment can be inspected free of charge during office hours at the offices of the Shire of Ripon, Lawrence Street, Beaufort; the Department of Planning and Development, 477 Collins Street, Melbourne and at the Department of Planning and Development, Regional Office, State Government Offices, Ballarat.

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Manager  
Planning Co-ordination Branch  
Department of Planning and Development

**Planning and Environment Act 1987**  
**SHERBROOKE PLANNING SCHEME**  
Notice of Approval of Amendment  
Amendment L78

The Minister for Planning has approved Amendment L78 to the Sherbrooke Planning Scheme.

The amendment comes into operation on the date this notice is published in the Government Gazette.

The amendment changes the local section of the planning scheme to introduce discretion to permit the subdivision of land on the north western corner of Ryans Road and Wellington Road, Lysterfield to create an additional 5 house lots.

A copy of the amendment can be inspected free of charge during office hours at the offices of the Shire of Sherbrooke, 351 Glenfern Road, Upwey and at the Department of Planning and Development, 477 Collins Street, Melbourne.

GEOFF CODE  
Manager  
Planning Co-ordination Branch  
Department of Planning and Development

**Planning and Environment Act 1987**  
**STRATHFIELDSAYE PLANNING SCHEME**  
Notice of Approval of Amendment  
Amendment L2A, Part 1B

The Minister for Planning has approved Amendment L2A, Part 1B to the Strathfieldsaye Planning Scheme.

The amendment comes into operation on the date this notice is published in the Government Gazette.

The amendment introduces detailed zonings for the rural areas of the former Shire of Strathfieldsaye, which mainly comprises a Rural zone and a Rural Farmlot zone. The amendment also introduces detailed Ordinance provisions for the Rural and Rural Farmlot zones and deletes Chapter 3 of the Strathfieldsaye Planning Scheme, incorporating the chapter into Chapter 2 of that scheme.

A copy of the amendment can be inspected free of charge during office hours at the offices of the City of Greater Bendigo, Condon Street, Strathdale; the Loddon Campaspe Regional

Planning Authority, 261 Hargreaves Street, Bendigo and at the Department of Planning and Development, The Olderfleet Buildings, 477 Collins Street, Melbourne.

GEOFF CODE  
Manager  
Planning Co-ordination Branch  
Department of Planning and Development

**Upper Yarra Valley and Dandenong Ranges**  
**Authority Act 1976**  
**UPPER YARRA VALLEY AND**  
**DANDENONG RANGES REGIONAL**  
**STRATEGY PLAN**

Notice of Approval of an Amendment to the  
Regional Strategy Plan  
Amendment 61

The Governor in Council has approved Amendment 61 to the Upper Yarra Valley and Dandenong Ranges Regional Strategy Plan.

The amendment comes into operation on the date this notice is published in the Government Gazette.

The amendment affects land on the north west corner of Ryans Road and Wellington Road, Lysterfield which is comprised within Crown Allotment 71B and part Crown Allotment 71A.

The amendment will enable the land to be subdivided into 7 lots and for a house to be built on each lot.

A copy of the amendment can be inspected free of charge at the offices of the Upper Yarra Valley and Dandenong Ranges Authority, 7 John Street, Lillydale; Shire of Sherbrooke, 351 Glenfern Road, Upwey and at the Department of Planning and Development, Olderfleet Buildings, 477 Collins Street, Melbourne.

GEOFF CODE  
Manager  
Planning Co-ordination Branch  
Department of Planning and Development

**Transport Act 1983**  
**ROADS CORPORATION**  
Commercial Passenger Vehicle and Tow Truck  
Applications

Notice is hereby given that the following applications will be considered by the Roads Corporation after 20 July 1994.

Notice of any objection to the granting of an application should be forwarded to reach the Section Leader, Vehicle Licensing or any District Office of the Roads Corporation not later than 14 July 1994.

It will not be necessary for interested parties to appear on the date specified, unless advised in writing by the Corporation.

P. W. Abbott, Elsternwick. Application to license one commercial passenger vehicle to be purchased in respect of a 1987-91 Toyota Tarago van with seating capacity for 7 passengers to operate a day tour as follows:

*Stage 1*—Depart Melbourne along the South Eastern Arterial, then along the Princes Highway to Officer, Pakenham, Drouin, Warragul, Darnum, Yarragon, Trafalgar and Moe stop for morning tea at Gipps town Historic Village.

*Stage 2*—Depart Moe turn inland along the road to Erica, then to Rawson across the Thompson River to Walhalla, then tour of Walhalla and stop for lunch.

*Stage 3*—Depart Walhalla to Rawson, Erica before Moe turn right to Tanjil Ben through Tanjil South, Willow Grove, Hill End, Fumina South to Vesper then to Noojee. After a brief stop pass through the rainforest on the way to Powelltown stop for afternoon tea opposite the Conservation and Forests Office.

*Stage 4*—Then continue to Yarra Junction, left at Warburton Highway through Launching Place, Woori Yallock, Seville, Wandin North joining Maroondah Highway through Ringwood, Box Hill and Kew returning to Melbourne.

*Fares:* By agreement with the hirer.

*Timetable:* As and when required.

*Note:* Passengers will be picked up/set down at Hotels situated within a 10 km radius of the Melbourne GPO.

D. A. Cranage, Box Hill North. Application to license one commercial passenger vehicle in respect of a 1991 Ford LTD sedan with seating capacity for 4 passengers to operate as a metropolitan hire car from 37 Heathfield Rise, Box Hill North.

V. Mifsud, Delahey. Application to license two commercial passenger vehicles to be purchased in respect of 1980-93 Ford LTD or Fairlane stretched limousines each with seating capacity for 7 passengers to operate as special purpose vehicles from 14 Young Court, Delahey

for the carriage of passengers for any of the following purposes: weddings, social events.

C. Misogtes, Altona Meadows. Application for variation of the conditions of a special purpose vehicle (SV) licence granted by the Road Transport Licensing Tribunal subject to the conditions set out in its Memorandum of Determination dated 7 December 1993 and not yet taken up to amend the condition that the licensed vehicle be a 1964 model Mercedes Benz sedan with seating capacity for 4 passengers to a 1973 or later model Mercedes Benz sedan with seating capacity for 4 passengers.

C. and H. Misogtes, Altona Meadows. Application for variation of conditions of licence SV 1281 which authorises the licensed vehicle to operate as a special purpose vehicle in respect of a 1966 Mercedes Benz sedan to change the vehicle to a 1973 or later model Mercedes Benz sedan with seating capacity for 4 passengers.

H. Misogtes, Altona Meadows. Application to license one commercial passenger vehicle in respect of a 1988 Mercedes Benz super stretched limousine with seating capacity for 7 passengers to operate as a metropolitan hire car from 17 Mertons Street, Altona Meadows.

M. E. Phillips, Riddells Creek. Application for variation of the conditions of licences SV 1155 and SV1156 which authorise the licensed vehicles to operate as special purpose vehicles in respect of 1957-63 Chrysler sedans each with seating capacity for 5 passengers and for the carriage of passengers for wedding parties to change the vehicle to a vehicle with 12 or fewer seats and to include the ability to operate for the carriage of passengers for any of the following purposes: social events, tourist activities.

Dated 16 June 1994

JEFF DALMAN  
Section Leader—Vehicle Licensing

**Transport Act 1983**  
**ROADS CORPORATION**  
Commercial Passenger Vehicle and Tow Truck  
Applications

Notice is hereby given that the following applications will be considered by the Roads Corporation after 20 July 1994.

Notice of any objection to the granting of an application should be forwarded to reach the Manager, Bairnsdale District Office of the Roads Corporation not later than 14 July 1994.

It will not be necessary for interested parties to appear on the date specified, unless advised in writing by the Corporation.

J. J. Kristeff, Sale. Application for variation of the conditions of licences SV859, SV860, SV737 and SV1336 which authorises the licensed vehicles to operate as special purpose vehicles for the carriage of passengers for wedding parties in 1973, 1975, 1976 and 1981 Jaguars respectively, to allow replacement of those vehicles to be 1990 or earlier model Jaguars.

Dated 16 June 1994

NORM BUTLER  
Regional Manager—Eastern Region

**Transport Act 1983  
ROADS CORPORATION**

**Commercial Passenger Vehicle Application**

Notice is hereby given that the following application will be considered by the Roads Corporation after 20 July 1994.

Notice of any objection to the granting of an application should be forwarded to reach the Manager, Registration and Licensing Office, Fyans Street, South Geelong 3220, not later than 14 July 1994.

It will not be necessary for interested parties to appear on the date specified, unless advised in writing by the Corporation.

G. N and H. D'Altera, Hamlyn Heights. Application to license one commercial passenger vehicle to be purchased in respect of a 1994 Ford Fairlane sedan with seating capacity for 4 passengers to operate as an urban hire car from 57 Glengate Street, Hamlyn Heights.

Dated 16 June 1994

COLIN KOSKY  
Regional Manager—South Western Region

**Victoria Racing Club Act 1871  
NOTICE OF AMENDMENT TO BY-LAWS  
5 AND 7**

Notice is given that the Committee of the Victoria Racing Club pursuant to section 14 of the Victoria Racing Club Act 1871, at a meeting held on 18 March 1994, resolved that By-Laws 5 and 7, which provide for the

purchase of additional tickets by members and restricted members of the Victoria Racing Club, be amended to read as follows:

**By Law 5:**

The annual subscription and the fee for any additional tickets shall be such sums as are from time to time determined by the Committee and shall be payable in advance to the Secretary on 1 August in each year, except in the case of a member elected after the Autumn Meeting, who shall pay one-half the annual subscription for the year. Each member shall be entitled to a ticket admitting to the Club's premises. Each Member shall have the right to purchase one or more lady's tickets as the Committee may from time to time determine provided that a female member may purchase a gentleman's ticket in lieu of a lady's ticket.

**By Law 7:**

Candidates for admission as effective members may at the discretion of the Committee be elected as restricted members. The conditions of election shall be the same as provided in By-Law 3. Candidates may refuse to take up restricted membership without affecting the position of their names on the waiting list for effective membership. Restricted members shall pay the same annual subscription as effective members and at the time of acceptance of restricted membership shall also pay the prescribed entrance fee. Restricted members shall become eligible for effective membership as vacancies occur in accordance with the position of their names on the waiting list unless the Committee shall otherwise decide.

A restricted member who does not take up effective membership when eligible to do so shall cease to be a restricted member unless the Committee shall otherwise decide.

A restricted member shall be issued with a distinctive ticket which will not admit to the Members' enclosure and a car pass which will not admit to the Members' car park on Derby Day and Cup Day.

Restricted members may be issued with one additional lady's or gentleman's ticket as provided by By-Law 5 which will be subject to same restrictions. Restricted members' tickets will admit to the Racecourse at all time.

Restricted members shall not be entitled to be present or vote at any meeting of the Club.

A copy of these amendments to By-Laws 5 and 7 was sent to the Minister for Sport, Recreation and Racing on 6 May 1994, has been reviewed and not been disallowed.

These amendments to By-Laws 5 and 7 will come into operation on the date of publication of this notice in the Victoria Government Gazette.

D. J. BOURKE  
Chairman, Victoria Racing Club

**DEPARTMENT OF ENERGY AND  
MINERALS**

All titles are located on the 1:100 000 mapsheet listed with each title.

**APPLICATION FOR EXPLORATION  
LICENCE GRANTED**

No. 3562; Exminco NL; 151 grats, Bendock and Murrungowar.

No. 3570; Welkin P/L; 110 grats, Bendock and Craigie.

No. 3607; Golden Ridge Mines P/L; 102 grats, Ararat and Beaufort.

No. 3618; Golden Ridge Mines P/L; 46 grats, Dunolly.

No. 3629; Crest Resources Australia NL; 255 grats, Bogong and Buffalo.

**EXPLORATION LICENCE RENEWED**

No. 3231; CRA Exploration P/L; 39 grats, Balmoral.

**AMALGAMATION/CANCELLATION OF  
EXPLORATION LICENCE**

No. 3349; Highlake Exploration Ltd; 23 grats, Beaufort and Castlemaine. Upon amalgamation into EL 3139, EL 3349 was cancelled.

**APPLICATION FOR EXPLORATION  
LICENCE REFUSED**

No. 3657; M. F. and M. M. Cummins; 9 grats, Kerang.

**APPLICATION FOR MINING LICENCE  
REFUSED**

No. 4055; Kinex P/L; 153 ha, St Arnaud.

No. 4058; Kinex P/L; 246 ha, St Arnaud.

No. 4833; R. E. and J. V. Toohey; Location and area plan not submitted.

**AMALGAMATION/CANCELLATION OF  
MINING LICENCE**

No. 4556; Sedimentary Holdings Ltd; 319 ha, Beaufort. Upon amalgamation into Min 4556, Min's 4568 and 4459 were cancelled.

**MINING LICENCE SURRENDERED**

No. 4551; March Mining P/L; 2.64 ha, Creswick.

No. 4552; March Mining P/L; 4.95 ha, Creswick.

No. 4573; N. J. Fitzpatrick; 0.8 ha, St Arnaud.

**MINER'S RIGHT CLAIM SURRENDERED**

No. 3554; March Mining P/L; 5 ha, Creswick.

**EXTRACTIVE INDUSTRIES LICENCE  
GRANTED**

No. 1300; J. F. and R. J. Begley; 44.58 ha, Bonegilla.

**EXTRACTIVE INDUSTRIES LICENCE  
GRANTED**

No. 343; R. F. Haberfield; 10.34 ha, Yangery.

No. 1268; F. A. and G. N. Adornato; 1.82 ha, Moira.

**EXTRACTIVE INDUSTRIES LICENCE  
APPLICATION WITHDRAWN**

No. 1578; Alpha Conveyancing P/L; 307.18 ha, Spring Hill.

S. J. PLOWMAN  
Minister for Energy and Minerals

**Public Records Act 1973  
DECLARATION OF RECORDS NOT  
AVAILABLE FOR PUBLIC INSPECTION**  
Whereas section 10 (1) of the **Public Records Act 1973** provides inter alia that—

The Minister by notice in the Government Gazette may—

- (a) declare that any specified records or records of any specified class shall not be available for public

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inspection for a period of five years after the date of their transfer to the Public Record Office.

I, Haddon Storey, Minister for the Arts do now by this notice declare that—

Melbourne and Metropolitan Board of Works Records:

- VPRS 8609/P39 Lantern Slides & Negatives n.d.  
VPRS 8609/P36 Negatives to Uncatalogued Photos 1951-1986  
VPRS 8655/P1 Negatives 35mm b/w ?1987-1991?  
VPRS 8656/P1 Negatives 35mm colour 1969-1992  
VPRS 8657/P1 Negatives 120mm b/w 1987-1991  
VPRS 8658/P1 Negatives 120mm colour 1967-1992  
VPRS 8663/P2 Laser Disk Project Negatives 1935-1991  
VPRS 8663/P3 Laser Disk Project Negatives Slides 1935-1989  
VPRS 8663/P4 Laser Disk Project Slides ?1935-1989

shall not be available for public inspection for a period of five (5) years after the date of transfer to the Public Record Office.

Dated 13 April 1994

HADDON STOREY  
Minister for the Arts

**Queen Victoria Medical Centre (Guarantees) Act 1982**

Notice is hereby given pursuant to section 6 of the Queen Victoria Medical Centre (Guarantees) Act 1982 No. 9836 that I have executed guarantees pursuant to section 3 (1) of the said Act in favour of:

the Australia and New Zealand Banking Group Limited guaranteeing the repayment of advances and financial accommodation not exceeding in total the sum of Twenty Eight million Five hundred thousand dollars (\$28 500 000) and any interest charges and costs incidental thereto to be made to South Eastern Medical Complex Limited;

G 24 16 June 1994 1599

the National Australia Bank Limited guaranteeing the repayment of advances and financial accommodation not exceeding in total the sum of Forty One million Five hundred thousand dollars (\$41 500 000) and any interest charges and costs incidental thereto to be made to South Eastern Medical Complex Limited; and

the Commonwealth Bank of Australia guaranteeing the repayment of advances and financial accommodation not exceeding in total the sum of Twenty million dollars (\$20 000 000) and any interest charges and cost incidental thereto to be made to South Eastern Medical Complex Limited.

These guarantees were issued for the purpose of refinancing existing borrowings.

Dated 9 June 1994

ALAN R. STOCKDALE  
Treasurer

**Trustee Act 1958  
SECTION 3AE**

I hereby declare the class of Mortgage-Backed Securities known as MP-2 Trust Class A Bonds issued by Permanent Custodians Limited as trustee for the MP-2 Trust to be approved Mortgage-Backed Securities for the purposes of Part 1C of the Trustee Act 1958.

Given under my hand and seal this 7 June 1994

H. M. WALTER  
Commissioner for Corporate Affairs

**Trustee Act 1958  
SECTION 3AE**

I hereby declare the class of Mortgage-Backed Securities known as Graham & Company Securities Limited Series 4 Mortgage-Backed Promissory Notes issued by Graham & Company Securities Limited to be Approved Mortgage-Backed Securities for the purposes of Part 1C of the Trustee Act 1958.

Given under my hand and seal this 7 June 1994

H. M. WALTER  
Commissioner for Corporate Affairs

1600 G 24 16 June 1994

**Land Acquisition and Compensation  
Act 1986**

**Transport Act 1983  
NOTICE OF ACQUISITION**

Compulsory Acquisition of Interest in Land  
The Roads Corporation declares that by this notice it acquires the following interest in the land described hereunder:

*Owner's Name:* Bunbury Holdings Pty Ltd.

*Description of Interest in Land:* The land in Plan of Consolidation No. 103881, Parish of Dousta Galla, County of Bourke.

*Area:* Whole of Title.

*Title Details:* Certificate of Title Volume 9094 Folio 151.

*Survey Plan No.:* 18858.

The survey plan referred to in this notice may be viewed at Property Services Department, 60 Denmark Street, Kew.

Published with the authority of the Roads Corporation and the Minister for Roads and Ports.

T. H. HOLDEN  
Manager—Property Services  
Roads Corporation

**Health Services Act 1988  
REVOCATION OF COMMUNITY HEALTH  
CENTRES**

Pursuant to section 45 (2) (d) of the **Health Services Act 1988** ("the Act"), I, Chris Gibbs, Acting Regional Director of the Department of Health and Community Services, Northern Metropolitan Region, do hereby revoke the declarations made pursuant to section 45 (1) (c) of the Act and published in the Government Gazette of 18 October 1989 that the following agencies are community health centres—

Broadmeadows Community Health Services  
Craigieburn Community Health Centre

CHRIS GIBBS  
Acting Regional Director  
Northern Metropolitan Region

**Health Services Act 1988  
DECLARATION OF COMMUNITY HEALTH  
CENTRES**

I, Chris Gibbs, Acting Regional Director of the Department of Health and Community Services, Northern Metropolitan Region, being satisfied as to the matters referred to in paragraphs (a) and (b) of section 45 (1) of the

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**Health Services Act 1988** ("the Act") declare Broadmeadows—Craigieburn Community Health Service Incorporated to be a community health centre with effect from 30 June 1994.

Pursuant to section 45 (1) (d) of the Act I specify the areas served by the Broadmeadows—Craigieburn Community Health Service Incorporated to be the City of Broadmeadows and that part of the Shire of Bulla known as Craigieburn.

CHRIS GIBBS  
Acting Regional Director  
Northern Metropolitan Region



**APPOINTMENTS**

**Children and Young Persons' Act 1989  
APPOINTMENT OF HONORARY  
PROBATION OFFICERS**

I, John Mollett (Regional Director) of Gippsland Region of Health and Community Services, under section 34 (4) of the **Children and Young Persons' Act 1989** appoint the undermentioned persons as Honorary Probation Officers in the State of Victoria (Gippsland East) for the period ending 31 December 1995:

Dianne Fisher, 62 Thompson Street, Sale;

Mark Johnson, 50 King Street, Maffra;

Stephen Payne, RMB 6827 Dutton Road, Longford;

Charlie Soloman, 5 Hassetts Road, Lakes Entrance;

Damien Goodall, 7/2-4 Reid Street, Bairnsdale;

Jill Harman, 45 Scott Street, Bairnsdale.

Dated 3 June 1994

JOHN MOLLETT  
Regional Director

**Children and Young Persons' Act 1989  
APPOINTMENT OF HONORARY YOUTH  
PAROLE OFFICERS**

I, John Mollett (Regional Director) of Gippsland Region of Health and Community Services, under section 34 (4) of the **Children and Young Persons' Act 1989** appoint the undermentioned persons as Honorary Youth Parole Officers in the State of Victoria (Gippsland East) for the period ending 31 December 1995:

Dianne Fisher, 62 Thompson Street, Sale;

Mark Johnson, 50 King Street, Maffra;

Stephen Payne, RMB 6827 Dutton Road, Longford;

Charlie Soloman, 5 Hassetts Road, Lakes Entrance;

Damien Goodall, 7/2-4 Reid Street, Bairnsdale;

Jill Harman, 45 Scott Street, Bairnsdale.

Dated 3 June 1994

JOHN MOLLETT  
Regional Director

### ORDERS IN COUNCIL

#### Prevention of Cruelty to Animals Act 1986 APPROVAL OF CODE OF PRACTICE

The Governor in Council, acting under Section 7 of the **Prevention of Cruelty to Animals Act 1986**, approves the Minister for Agriculture revoking the Code of Accepted Farming Practice for the Welfare of Pigs approved on 20 August 1985; and approving the attached Code of Accepted Farming Practice for the Welfare of Pigs (Revision Number 1).

Dated 3 November 1993

Responsible Minister:

**BILL McGRATH**  
Minister for Agriculture

**DAMIEN O'SHEA**  
Clerk of the Executive Council

#### CODE OF ACCEPTED FARMING PRACTICE FOR THE WELFARE OF PIGS (Revision Number 1)

##### *Introduction*

This Code of Practice is intended as a guide for all people responsible for the welfare and husbandry of pigs. It recognises that the basic requirement for the welfare of pigs is a husbandry system appropriate to their physiological and behavioural needs. The basic needs of pigs are:

- readily accessible food and water to maintain health and vigour;
- freedom of movement to stand, stretch and lie down;
- light during the daylight hours;
- visual and social contact with other pigs;
- accommodation which provides protection from the weather and which neither harms nor causes distress;
- rapid identification and treatment of vice, injury and disease.

The Code emphasises that, whatever the form of husbandry, managers and others responsible for the day-to-day needs of pigs have a responsibility to care for animals under their control.

The importance of competent stockmanship in pig welfare cannot be over-emphasised and those responsible should seek expert opinion

when pigs show signs of illness. Managers and staff are expected to treat their animals efficiently and with consideration. It is important for management purposes that stock persons should have ample time for the inspection of stock and checking of equipment.

Although very large herds can be managed successfully a large unit should not be set up unless the stock person in charge will be able to safeguard the welfare of each animal.

Systems involving a high degree of control over the environment should only be installed where conscientious staff skilled in both pig husbandry and the use of equipment will be available at all times.

Assistance with the establishment of piggeries and advice on the management of and disease control in pigs can be obtained from qualified advisers in private or government employment.

This Code of Animal Welfare Practice is based on the knowledge and technology available at the time of publication and may need to be varied in the light of future knowledge. It does not replace the need for experience and commonsense in the husbandry of animals.

Loading of pigs for transport can present special problems. Patience is essential and proper design of yards, loading ramps and transport facilities is essential to facilitate loading with minimum distress and bruising. More comprehensive details on the factors to consider in the transportation in pigs are included in the "Code of Accepted Farming Practice for the Welfare of Farm Animals During Transportation."

##### *Accommodation*

Anyone who intends to erect new housing or redesign old housing should seek advice from Government agricultural authorities and others with expert knowledge in this field. Well designed and constructed buildings can provide an ideal environment for pigs and are often more economic to operate and less expensive to maintain.

##### 1. *Space*

This code accepts pigs are kept in three housing designs:

- special farrowing crates;

- pens—where a number of animals are held in groups;
- stalls—where individual animals are held.

1.1 Accommodation for pigs should be designed and constructed so that it does not cause injury or predispose to disease and to provide a clean dry place on which to lie.

1.2 Pigs kept in groups in pens require sufficient space for each to sleep feed and dung. They should have a clean dry place on which to lie (see Appendix 2).

1.3 Pigs accommodated individually in stalls should be able to stand normally, lie with limbs extended, to stretch and move freely. They should have sufficient space in which to feed and sleep and a clean dry place on which to lie (see Appendix 2). It is desirable that alternatives to permanent housing in stalls be considered.

1.4 Farrowing systems should allow sufficient room for piglets. Developed alternatives to the current farrowing crates should be considered.

1.5 The space allowance and facilities provided for suckling sows should aim to avoid overlaying of piglets.

1.6 Good floor design and adequate maintenance are of particular importance in minimising the risk of injury and to allow pigs to stand normally.

1.7 All surfaces and bedding materials to which pigs have access should be made of materials that may be readily cleaned and disinfected.

## 2. Equipment

All equipment to which pigs have access should be designed and maintained so as to avoid both injury and pain.

Mechanical equipment essential to meeting the basic requirements of pigs should be inspected regularly and kept in good working order.

In case of breakdown of mechanical equipment, alternative ways of providing feed and water and of maintaining a satisfactory environment should be available.

An alarm system should be installed to warn the stock-keeper of failures of any automated ventilation equipment in sealed sheds.

All electrical installations at mains voltage should be inaccessible to pigs and properly earthed.

## 3. Environment

Shivering and cold-stress in new-born piglets should be avoided by maintaining the temperature through the provision of bedding, insulation and/or supplementary heating.

In intensive housing systems wide or abrupt temperature fluctuations within any 24 hour period should be avoided. Extremes of air temperature or of humidity, particularly those liable to cause heat stress, should not be deliberately maintained.

In enclosed houses, the level of air exchanges should provide fresh air for respiration, remove excess heat and waste gases, and minimise the effects of dust and excess moisture. Efficient ventilation is particularly important when fermentation pits are associated with slatted floor systems.

Sufficient lighting should be available when required to enable the proper inspection of all pigs.

## 4. Protection

Pigs should be protected from predators and, where injury from bullying or fighting may occur, from other pigs. Where unfamiliar pigs must be mixed, this should be done in a manner that minimises aggression, such as, use of a new pen, provision of feed on the floor, or use of a pen with room for escape.

In partial stall systems action should be taken to prevent bullying or deprivation of food in groups of dry sows and gilts. Stalls in which dry sows and gilts can feed individually are strongly recommended.

When individual quarters are provided for dry sows and gilts they should be able to feed and lie down normally. Partitions should prevent aggressive behaviour but enable them to see each other.

Appropriate fire-fighting equipment should be available in all pig houses.

When planning new buildings, consideration should be given to the use of construction materials with a high fire resistance, and all electrical and fuel installations should be planned and fitted so as to minimise the fire risk.

New buildings should incorporate sufficient exits to facilitate the quick evacuation of pigs in emergencies.

Pig housing should be sited so as to be far from the effects of fires and floods.

**5. Waste Control**

The frequency of cleaning of pig accommodation will depend on the system of housing used, the type of flooring and stocking density. As a guide, pens with solid floors should be cleaned daily. Faeces and urine should not be permitted to accumulate to the stage where they pose a threat to the health and well-being of pigs, or disrupt the normal instinct of pigs to have separate dunging and sleeping areas.

**Food And Water****1. Food**

Pigs should be fed at least once each day and the diet should be nutritionally adequate to maintain health and vitality and take account of the requirements of growth, pregnancy and lactation.

Medicated food should only be used on competent professional advice as the overuse or mixing of medication, or the medication itself, may cause toxic injury.

Food provided should be fresh and palatable, being free of any gross contaminants, mould, mycotoxins etc.

There should be enough food on hand, or ready means of obtaining food, in case supply fails or is delayed.

**2. Water**

Drinkable water or other wholesome liquid should be available in sufficient quantities to meet the physiological needs of the pigs.

Medicated water should only be used on competent professional advice as the overuse or mixing of medication, or the medication itself, may cause toxic injury.

Water provided should be fresh, palatable and cool. Drinker allocation per pen group and drinker design and flow rates should be such that water requirements of different classes of pig are easily achievable without undue effort, taking into account normal expected wastage rates.

When a piggery is first established, or a new water source obtained, the water should be tested for salt content and microbiological contamination, and advice obtained on its suitability for pigs. Information on water testing can be obtained from the local office of the Department of Agriculture.

The daily consumption of water by a pig can vary according to environmental temperature and liveweight. The table below show the range of daily water consumption by various classes of pig.

**Water Requirements Per Pig**

	AVERAGE WATER CONSUMPTION (litres per day)
Boar or dry sow	12-15
Sow and litter	25-45
Grower pig:	
25 kg	3-5
45 kg	5-7
65 kg	7-9
90 kg	9-12

(Conversion factor: 1.0 litre = 0.22 gal)

FOOTNOTE: Net requirements for animals excluding wastage.

The piggery should be serviced by an adequate reserve water supply in case of breaks, repairs or failure of pumping equipment.

**Special Requirements****1. Inspections**

The frequency and level of inspection should be related to the likelihood of risk to the welfare of pigs, but should be at least once each day. In a practical sense it requires a higher level of stockmanship to ensure the welfare of sows in larger groups. Individual feeding in stalls allows the stockman to ensure visually that all sows are up, eating, and not lame or affected by other problems. Group housing systems require a greater degree of skill because sows may have to be observed individually. Electronic stall feeding often leaves the stockman looking at sows lying down 95% of the time which makes it much harder to assess their health and welfare. Inspections are best made at feeding times. Under certain circumstances more frequent inspections may be required, such as during hot weather, during outbreaks of disease or vice, when farrowing is expected, or when groups of pigs have been mixed. Checks should also be made of the effectiveness of any automated feeding or watering systems where these have been installed.

**2. Health**

Those responsible for the care of pigs should be aware of the signs of ill-health. These include separation from other pigs, refusal to eat, changes in faeces or urine, reduced production or fertility,

vomiting, skin discolouration, shivering, sneezing, coughing, panting, lameness and swellings on the body. If the person in charge is not able to identify the causes and correct them, he should seek advice from those having training and experience in such matters. Such persons may be specialist pig veterinarians or other qualified advisers in private practice or Government employment.

Pig producers should also operate an effective program to prevent infectious disease including internal and external parasitism. Vaccinations and other treatments applied to pigs should be undertaken by people skilled in the procedures and in accordance with the manufacturer's directions. Sick and injured pigs should be treated as soon as possible. They should be isolated if necessary.

Dead pigs should be removed promptly and, if not required for post-mortem examination, should be disposed of in a hygienic manner such as incineration or deep burial.

Records of sick animals, deaths, treatment given and response to treatment should be maintained to assist disease investigations.

Pigs with either incurable sickness or painful deformity should be humanely slaughtered as soon as possible. The recommended method of destruction is described in Appendix 3.

### 3. Farrowing

Sows should be placed in farrowing quarters before the litter is due to allow them to become accustomed to their surroundings.

### 4. Boars

The floor of the serving area should be well maintained and should not be slippery.

### 5. Additional Requirements for Pig Keeping Under Extensive Conditions.

The same welfare standards as are applicable to housed pigs should be observed where pigs are kept outdoors.

Huts for farrowing and rearing should be warm and draught-free.

Adequate shelter in winter and shade in summer should be available to all pigs.

Pigs should not be raised on land which is grossly contaminated with poisonous plants or organisms that may either cause or transmit disease to such an extent that the health of pigs is affected. Consideration should be given to methods of reducing the build up of such pathogens by the use of herd health programs, such as routine vaccinations, parasite control and regular pasture rotation and spelling.

Fire breaks should be established around pasture or open range systems where the risk of fires is high.

When large groups are kept outdoors adequate feeding space and watering points are essential. Operators should ensure that younger or more timid pigs which may be subject to bullying have access to feed or are confined with more evenly matched groups of pigs.

## APPENDIX 1

### Minor Surgical Procedures

#### 1. General

Managers or employees should not carry out minor surgical operations unless they are competent in such procedures. If necessary, advice should be sought on how minor surgical procedures should be performed. They should understand that minor surgery causes little distress if carried out efficiently and with minimal restraint. Strict attention should be paid to:

- suitability of the area in which the operation is to be performed;
- the catching facilities;
- the type and amount of restraint;
- the selection and maintenance of instruments;
- hygiene, particularly of hypodermic syringes and needles and the site of injections;
- after-care of the animals.

Restraint used on pigs should be the minimum necessary to complete the procedures. The use of goading devices for moving and handling pigs should be minimised to avoid distress.

#### 2. Castration

Current marketing practices indicate that castration is rarely required. Castration should be avoided wherever possible.

If, however, castration is considered necessary, it should be performed by a competent operator as early as management practices will allow. Castration using a knife is recommended provided the animal is adequately restrained. Good post-operative drainage is essential.

Castration of boars older than 8 weeks should be performed by a veterinarian using either local or general anaesthetic.

3. Tail-Docking

Where tail-biting is a problem, all aspects of the environment, feeding and management should be investigated to identify the contributing factors so that remedial action can be taken.

Tail-docking should be carried out before pigs are 7 days of age where it is being performed as a routine preventive measure.

Tail-docking of pigs over 7 days of age should be performed only in an emergency.

4. Clipping of "Needle" Teeth

When performed, this procedure should be done within two days of birth to protect littermates and to prevent damage to the sow's udder.

5. Nose Ringing

This may need to be performed when pigs are kept on pasture. The ring should be placed through the cartilage of the top of the snout or the tissues separating the nostrils.

6. Identification

Where it is necessary to mark pigs for permanent identification the ear may be tattooed, tagged, notched or punched, or the body may be tattooed or micro-chipped.

Wherever possible ear notching should be carried out before the piglets reach seven days of age.

7. Backfat Measurement

The preferred method uses ultrasonic equipment. The use of mechanical probes is unacceptable.

8. Tusk Trimming

Tusk trimming of boars is advisable where injury to man or animals is likely to occur.

Acceptable methods of tusk trimming are bolt cutters, hack saw or embryotomy wire. The boar should be appropriately restrained, and if necessary aided by the administration of a sedative. No anaesthetic is required as the tusk lacks nerves for sensory innervation. Tusks should be severed cleanly and skilfully above the level of the gums without causing damage to other tissues.

APPENDIX 2  
Accommodation

1. Stocking Density

It is not possible to relate stocking density to welfare in a simple manner. Adequate welfare involves consideration of group size, pen size age, breed, temperature, ventilation, lighting and

other husbandry factors. The observance of any particular stocking density on its own cannot ensure the welfare of pigs. The suggested minimum space allowance in housed pigs based on contemporary techniques are shown in Table 1. It should be noted that a higher space allowance should be provided when less favourable shed design and environment factors are present.

TABLE 1  
Maximum Recommended Stocking Densities for Housed Pigs

SYSTEM	MINIMUM SPACE ALLOWANCE (m <sup>2</sup> per pig)	COMMENTS
Growing pigs up to 10 kg in groups.	0.11	Approximately 20 to 30 per cent of space allowance provides for a dunging area.
11-20 kg	0.18	
21-40 kg	0.32	
41-60 kg	0.44	
61-80 kg	0.56	
81-100 kg	0.65	
Adult pigs in groups	1.4	
Adult pigs in individual stalls	0.6m x 2.0m	2.0 m length means 2.0 m clear space, not including feed and water facilities
Sows in farrowing crates	0.5m width x 2.0m minimum length	
Boars in pens used for mating	6.25	Minimum length of shortest side 2 m
Lactating sows and litters:		With piglets up to 4 weeks of age.
	• stalls	
• individual pens	5.6	With piglets up to 4 weeks of age.
• multisuckling groups	5.6	For each sow and litter.

(Conversion factors: 1.0m<sup>2</sup> = 10.8ft<sup>2</sup>; 1kg = 2.2lb; 1m = 39.4in)

2. Electronically or mechanically controlled feeding stations

The objective in using this system is to group house the animals but individually control, to greater or lesser extent depending on the design, the ration provided to each sow through one or more 'stations', the number of stations depending

on the number of sows housed in the group (about 1 station to 40 sows). Thus the animals benefit from the freedom of group housing while being fed rations related to their individual needs.

Care is required in a number of aspects of operating feeding station systems:-

- building layout and siting of the station within the building
- there are fail-safe provisions so that animals are not trapped in the feeder, fail to obtain feed because their individual identification has been lost, or the system fails without warning to the stockperson.
- the flow of animals into and out of the feeder is controlled in a manner which avoids bullying and aggression.
- the stockperson needs to regularly monitor the health and condition of all animals just as often as would be done with manual daily feeding.
- attention is given to procedures to mix new animals into the group with minimal aggress

### 3. Temperature

Pigs except the very young, are able to tolerate a wide range of temperatures without detriment to their well being provided temperature changes do not occur abruptly.

The ranges of temperature that afford optimum comfort for different classes of pigs are:

Piglets—newborn	27–35°C
Piglets—3 weeks of age	24–30°C (reducing to 21°C at 5 weeks of age)
Farrowing house	20–30°C
Weaners	20–30°C
Growers	15–30°C
Finishers	15–30°C
Sows and boars	15–30°C

During very hot weather (38°C or more) adult pigs are very susceptible to heat stress and steps should be taken to alleviate distress and avoid deaths. Pigs may die if transported in very hot weather.

### 4. Ventilation

It is necessary to strike a balance between the need to provide fresh air and prevent the build-up of noxious gases, and the need to protect pigs from draughts.

In general, if the level of irritant or toxic gases within a building is uncomfortable to man, it is also uncomfortable to pigs and may predispose them to respiratory disease.

The presence of ammonia is usually a reliable indicator of the build-up of noxious gases; it should not be allowed to exceed 20 parts per million (ppm) of air in an enclosed pig house without immediate corrective action being taken. (A level of 10-15 ppm ammonia in the air can be detected by smell. An ammonia level of from 25 to 35 ppm will cause eye and nasal irritation in people).

It is important to maintain an adequate airflow during hot weather to ensure housed pigs do not become overheated.

### 5. Tethering

The restraint of sows by neck tethers is considered an unacceptable practice.

## APPENDIX 3

### *Humane Destruction of Pigs*

Previous sections of this code have drawn attention to those circumstances when, for humane reasons, pigs may need to be humanely destroyed, eg. injury or disease.

Whilst this task is aesthetically unpleasant to most people, the method of slaughter should be effective and cause sudden and painless death for the animal. It is equally important that the animal be handled quietly beforehand to ensure it is not unnecessarily distressed or alarmed.

The methods recommended hereunder are those which are considered the most suitable for a farm situation.

#### 1. Use of the Firearm

This is the preferred method of humanely destroying older pigs on the farm or following emergencies. Use of firearms on public property, eg. roads, or in built-up areas, may be illegal, and under those circumstances assistance should be sought from veterinary practitioners, the RSPCA or the Police.

The effectiveness of shooting is dependent upon the destruction of major centres at the back of the brain near the spinal cord. A common mistake is to direct the bullet too low, damaging frontal areas. Partial recovery may then occur.

#### (a) Safety

The following aspects of firearms safety should be borne in mind:

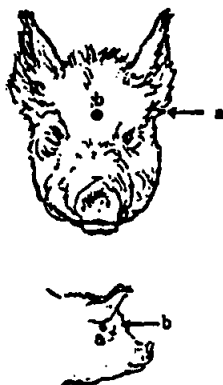
- A.22 calibre rifle or .32 calibre humane killer pistol are adequate for humane destruction of most pigs. Where old, large boars are to be destroyed, the .32 Calibre pistol is preferred.

- Persons other than the marksman and a handler for the animal should be cleared from the area or should stand well behind the marksman.
- Never fire while the animal is moving its head; wait patiently for a quiet interval before firing.
- possibility of misdirection the range should be as short as circumstances permit.
- Whilst the humane killer pistol and captive-bolt pistol are designed to be pressed firmly on the head prior to being discharged, it is not safe to do this with a standard rifle or pistol.

(b) *Methods*

Temporal method: The pig is shot from the side of the head so that the bullet enters the skull at a point midway between the eyes and the base of the ear on the same side. The bullet should be directed horizontally into the skull. This method is preferred for adult pigs due to the heavier bone structure of the front of the skull.

Frontal method: The firearm should be aimed at a point midway across the forehead and (for adult pigs) about 2 cm above the level of the eyes, aiming horizontally into the skull.



Humane destruction of pigs:

"a" indicates recommended position for temporal method. (Suitable for firearms only).

"b" indicates recommended position for frontal method (Suitable for firearm or captive-bolt pistol).

2. *Use of the Captive-bolt Pistol*

An alternative to the firearm is a captive-bolt pistol which is safer since a blank cartridge is used. The operator does not have to be a marksman as the instrument's muzzle is firmly pressed against the skull before firing. It must however, be assumed that the animal has only been stunned and a follow-up method of ensuring death, such as bleeding-out, is required.

Blank cartridges for the captive-bolt pistol are colour-coded according to the amount of charge they contain. For best results, the manufacturer's directions should be followed on the most appropriate blank cartridge for pigs. Regular maintenance of the captive-bolt pistol is essential for efficient stunning.

(a) *Method*

When using the frontal method, the captive-bolt pistol can be used in the same position as that recommended for the firearm. To ensure death, pigs should be bled out as soon as possible after collapse.

3. *Stunning by Clubbing*

A hammer or other blunt, but heavy, object may be used to make a blow to the skull to render unconscious small, easily controlled piglets. The blow should be aimed at the centre of the forehead in the position indicated for shooting in the diagram above. The unconscious piglet should be immediately bled out to ensure death.

**Evidence Act 1958  
DECLARATION OF A DISPUTE  
SETTLEMENT CENTRE**

Under the powers found in section 21k of the Evidence Act 1958 the Governor in Council declares the Dispute Settlement Centre of Victoria to be a Dispute Settlement Centre for the purposes of the Act.

Dated 7 June 1994

Responsible Minister:  
JAN WADE  
Attorney-General

KATHY WILSON  
Acting Clerk of the Executive Council



**Evidence Act 1958**  
**REVOCATION OF DECLARATION OF**  
**DISPUTE SETTLEMENT CENTRES**

Under the powers found in section 21k of the **Evidence Act 1958** the Governor in Council revokes the Orders made on the dates shown below in column one declaring the organisations shown below in column two to be Dispute Settlement Centres.

<i>Date of Order</i>	<i>Organisation</i>
8 September 1987	Northern Suburbs Dispute Settlement Centre—Preston
8 September 1987	Outer East Dispute Settlement Centre—Knox
8 September 1987	Northern Victoria Dispute Settlement Centre—Bendigo
8 September 1987	Geelong Dispute Settlement Centre
7 May 1991	Inner South Dispute Settlement Centre—St Kilda
7 May 1991	Gippsland Dispute Settlement Centre—Morwell
7 May 1991	Frankston Dispute Settlement Centre

Dated 7 June 1994

Responsible Minister:  
JAN WADE  
Attorney-General

KATHY WILSON  
Acting Clerk of the Executive Council

**TERMS OF REFERENCE**  
**Export of Traded Services**  
**Reference to the Economic Development**  
**Committee**

The Governor in Council under section 4F (1) (a) (ii) of the **Parliamentary Committees Act 1968** requires the Economic Development Committee to investigate and report on measures that the Victorian Government can implement to facilitate growth of opportunities for Victorian industries to export Traded Services.

The Committee is required first to report on such opportunities for the export of environmental services and associated

technologies and other industry sectors as directed by the Minister for Industry and Employment.

Dated 7 June 1994

Responsible Minister:

PHILLIP GUDE

Minister for Industry and Employment

KATHY WILSON  
Acting Clerk of the Executive Council

**Intellectually Disabled Persons' Services**  
**Act 1986**

**APPOINTMENT**

The Governor in Council under section 25 of the **Intellectually Disabled Persons' Services Act 1986**, and acting on the recommendation for the Minister for Community Services hereby appoints—

Elizabeth Grigg

as Administrator of the Sunshine, Keilor and District Helping Hand Association for Intellectually Disabled Inc.—at a salary of \$50,000 p.a.—from the date of the Order in Council until revoked by further Order pursuant to section 25 of the **Intellectually Disabled Persons' Services Act 1986**.

Dated 15 June 1994

Responsible Minister:

MICHAEL JOHN

Minister for Community Services

DAMIEN O'SHEA  
Clerk of the Executive Council

**Shop Trading Act 1987**  
**EXEMPTION FROM CLOSING HOURS**  
**PROVISIONS FESTIVALS**

The Governor in Council under section 8 (3) of the **Shop Trading Act 1987** exempts all shops located in the municipal district of the Shire of Sherbrooke, from any part of the provisions of section 7 of the **Shop Trading Act** on the following days:

Sunday, 19 and 26 June 1994 between the hours of 10.00 a.m. and 5.00 p.m.

Dated 15 June 1994

Responsible Minister:

VIN HEFFERNAN

Minister for Small Business

DAMIEN O'SHEA  
Clerk of the Executive Council

1610 G 24 16 June 1994

**Land Act 1958**  
**SALE OF CROWN LAND BY PRIVATE**  
**TREATY**

The Governor in Council pursuant to section 99A (1) (a) of the **Land Act 1958**, approves the sale by private treaty of the Crown land described below.

<i>Property Address</i>	<i>Crown Description and Certified Plan No.</i>
235 Arden Street, North Melbourne	Crown Allotment 8, section 103, Parish of Jika Jika as described on Certified Plan No. 111094-B

Dated 15 June 1994

Responsible Minister:  
**IAN SMITH**  
Minister for Finance

**DAMIEN O'SHEA**  
Clerk of the Executive Council

**Land Act 1958**  
**SALE OF CROWN LAND BY PRIVATE**  
**TREATY**

The Governor in Council pursuant to section 99A (1) (a) of the **Land Act 1958**, approves the sale by private treaty of the Crown land described below.

<i>Property Address</i>	<i>Crown Description and Certified Plan No.</i>
9 City Place, Sunshine	Crown Allotment 18E2, Parish of Cut Paw Paw as described on Certified Plan No. 111569
12 City Place, Sunshine	Crown Allotment 18N, Parish of Cut Paw Paw as described on Certified Plan No. 111571

Dated 15 June 1994

Responsible Minister:  
**IAN SMITH**  
Minister for Finance

**DAMIEN O'SHEA**  
Clerk of the Executive Council

*Victoria Government Gazette*

**Health Services Act 1988**  
**AMALGAMATION**  
**Broadmeadows Craigieburn Community**  
**Health Service**

The Governor in Council, on the recommendation of the Minister for Health made after receiving advice from the Secretary to the Department of Health and Community Services under section 64 (4) of the **Health Services Act 1988** ("the Act") directs that:

1. Under section 65 (1) of the Act Broadmeadows Community Health Services Incorporated and Craigieburn Community Health Centre Incorporated be amalgamated.

2. 30 June 1994 be specified as the date for the purposes of section 65 (2) of the Act and in particular as the date on which—

- (a) the incorporation of Broadmeadows Community Health Services Incorporated and Craigieburn Community Health Centre Incorporated shall be cancelled; and
- (b) a new registered funded agency entitled Broadmeadows Craigieburn Community Health Service Incorporated shall come into existence as if a certificate of incorporation has been granted under the **Associations Incorporations Act 1981**; and
- (c) the initial Board of Management of the New Broadmeadows Craigieburn Community Health Service Incorporated will be constituted of the following members:  
Public Hospital Representative: Mr Gary Henry  
City of Broadmeadows Representative: Ms Prue Mansfield  
Shire of Bulla Representative: Ms Kerry Thompson  
Broadmeadows Community Representatives: Ms Leanne Abela and Ms Fiona Hearn  
Craigieburn Community Representative: Ms Olga Estridge  
Representing General Community Interest: Mr Mike Olijnyk

3. Under section 65 (3) of the Act:

- (a) the initial Board of Management shall be appointed for a term of office which expires on the day of the first annual general meeting of the new Broadmeadows Craigieburn

Community Health Service Incorporated which will be held in September 1995 and upon which the first election of members of the Board of Management will be held pursuant to its rules; and

- (b) the purposes of the Broadmeadows Craigieburn Community Health Service Incorporated are the purposes stated in the statement of purposes approved by the Regional Director of Northern Metropolitan Region of the Department of Health and Community Services on 3 June 1994 and as altered by Broadmeadows Craigieburn Community Health Service Incorporated from time to time in accordance with the **Associations Incorporations Act 1981**; and
- (c) the rules of Broadmeadows Craigieburn Community Health Service Incorporated are the rules contained in the copy of the rules approved by the Regional Director of the Northern Metropolitan Region of the Department of Health and Community Services on 3 June 1994, and as altered by Broadmeadows Craigieburn Community Health Service Incorporated from time to time in accordance with the **Associations Incorporations Act 1981**.

4. Under section 65 (4) of the Act Broadmeadows Craigieburn Community Health Service Incorporated is declared to be an incorporated association under the **Associations Incorporations Act 1981** with effect from 30 June 1994.

Dated 15 June 1994

Responsible Minister:

MARIE TEHAN

Minister for Health

DAMIEN O'SHEA  
Clerk of the Executive Council

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**NOTICE OF MAKING AND AVAILABILITY  
OF STATUTORY RULES**

In pursuance of the provisions of the Subordinate Legislation Act 1962 and the Regulations made thereunder notice is given of the making and availability of the following Statutory Rules:

Note: The date specified after each Statutory Rule is the date it was first obtainable from—

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Tel: 242 4600

	<b>Annual Reporting Act 1983</b>	
71/1994	Annual Reporting (Amendment) Regulations 1994	
15 June 1994		Code A
	<b>County Court Act 1958</b>	
75/1994	County Court (Chapter I Amendment No. 20) Rules 1994	
8 June 1994		Code A

The retail prices and price codes below will apply from 2 August 1993 to the following products: Acts (New, Reissue and Reprint), Statutory Rules (New, Reissue and Reprint), Parliamentary Papers, Bills and Reports, Special and Periodical Gazettes, and Industrial Awards.

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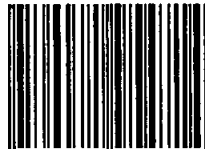
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