



Victoria Government Gazette

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SPECIAL

Electricity Industry Act 1993
NOTICE RELATING TO THE BUILDING
ACT 1993

The Commissioner of the Building Control Commission under the **Building Act 1993** has determined pursuant to section 84AC of the **Electricity Industry Act 1993** that any building, or building work on land owned by Loy Yang Power Ltd ("Loy Yang Power"), which is a generation company under the **Electricity Industry Act 1993** is exempt from the provisions of the Building Act and all regulations made under that Act. This determination applies to all buildings or building work on land owned by Loy Yang Power that has commenced or has been completed on or prior to the date on which the shares in Loy Yang Power cease to be held by the State Electricity Commission of Victoria ("Completion Date") but does not apply to any buildings or building work that commences after the Completion date.

Dated 27 March 1997

MAX J CROXFORD
Commissioner of the Building Control
Commission under the **Building Act 1993**

VICTORIAN CASINO AND GAMING AUTHORITY RULES 1991

Pursuant to section 78 of the **Gaming Machine Control Act 1991** ("the Act"), the Victorian Casino and Gaming Authority makes the following Rules:

PART 1—PRELIMINARY

Title

1. These Rules may be cited as the Victorian Casino and Gaming Authority Rules 1991.

Application

2. These Rules are in addition to the requirements of the Act and of a venue operator's licence, including licence conditions.

PART 2—CONDUCT OF GAMING GENERALLY

Hours of operation

3. Gaming machines at an approved venue may be played only -
 - (a) during the period that gaming patrons are permitted unfettered access to the gaming area subject to any reasonable standards of dress and behaviour that may be imposed by the venue; and
 - (b) (i) during any period when sale and disposal of liquor for consumption on the premises is authorised under the **Liquor Control Act 1987**; or
(ii) during any period when liquor so sold and disposed of is authorised under section 55 of that Act to be consumed on the premises.

PART 3—GAMING MACHINES AREAS

Location of gaming machine areas generally

4. A gaming machine area in an approved venue must be wholly located within a building and within an area where liquor is dispensed for consumption on the premises.

Supervision of gaming machine areas generally

5. (1) Each gaming machine must be continuously supervised by the venue operator, or by an employee of or person designated by the venue operator, at all times when the machine may be played.

(2) Supervision may be electronic or physical or a combination of the two.

(3) A gaming machine area must be so designed as to allow supervision as required by sub-rules (1) and (2).

Note: other measures relating to security and supervision may be imposed by the Authority in respect of a venue as part of the conditions on the venue operator's licence.

Special requirements for restricted areas

6. It must not be necessary for a patron of an approved venue to pass through a restricted area in order only to enter or leave the venue or to gain access to another part of the venue.

Display of venue operator's licence

7. A copy of the venue operator's licence must be displayed in a prominent place at the approved venue.

Note: also section 79(1) of the Act which requires a copy of these Rules to be displayed in a prominent place at a venue.

Location of ATM machines and EFTPOS devices

8. Automatic teller machines and electronic funds transfer devices must not be accessible by any person within the restricted area of an approved venue for the purposes of withdrawing cash.

(1) In this Rule—

“Automatic teller machine” means a card operated customer activated machine which dispenses cash as its prime function.

“Electronic funds transfer device” means a device which requires the use of a card and associated Personal Identification Number (PIN) to obtain goods, services or cash.

Competitions ancillary and incidental to conduct of gaming (EGM tournaments)

9. (1) A venue operator must not promote any competition that is ancillary or incidental to the conduct of gaming at the venue unless the competition complies with this rule.

(2) Any competition under this rule must:

(a) provide all players with an equal chance of winning each prize; and

(b) provide for all players to contribute equally to the prize pool; and

(c) distribute all contributions into the prize pool:

(i) from participants in the competition; and

(ii) from any other party (or advertised to be contributed by any other party); and

(d) in respect of the collection and distribution of the prize pool, be conducted ancillary to gaming and as such not form part of any calculation under sections 135 or 136 of the **Gaming Machine Control Act 1991**; and

(e) distribution of the prize pool on the basis of the result of monitored gaming machine play in which all participants gamble on the electronic machines using gaming machine credits established with the players' own funds; and

(f) provide for each player to collect that person's gaming machine credit balance at the conclusion of the competition.

(3) A venue operator must ensure that each participant in any competition under this rule is aware, prior to accepting the participant's entry fee, of:

(a) the amount of the participant's fund to be used to establish gaming machine credits; and

(b) the amount of the participant's contribution to the prize pool; and

(c) the rules for determining the distribution of the prize pool.

(4) Entry fees into the competition from all participants must be collected by the venue operator prior to commencement of the competition.

(5) A venue operator must advise the Authority, in writing, at least one week prior to conducting a competition under this rule, of:

- (a) the date and time and location of the competition; and
- (b) the projected number of players; and
- (c) the amount of the projected prize pool; and
- (d) the amount of the prize pool made up by player contribution; and
- (e) the amount of and source of any other funds in the prize pool.

Provision of cash through transactions via credit card or charge card

10. Cash must not be provided to a patron through a credit card or charge card transaction for the purposes of gaming.

Dated 2 April 1997

VICTORIAN CASINO AND GAMING AUTHORITY

Variation to the Rules of Games that may be played in the Temporary Casino at the Galleria in the World Trade Centre.

Under section 60(1) of the *Casino Control Act* 1991 the Victorian Casino and Gaming Authority on 20 March 1997 resolved to amend the Rules of the Games Part I - Blackjack that may be played at the Temporary Casino at the Galleria in the World Trade Centre which were published in the Government Gazette on 16 June 1994 as follows:-

1. For rule 5.12 substitute:-

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

2. In rule 15.9 delete the word “further” (wherever appearing);
3. After rule 19.13 insert the following:-

“Rule 19.14

IRREGULARITIES

- | | |
|---------|--|
| 19.14 | If during the subsequent deal it is noticed that the dealer has not taken a first and/or second card, the player with the hand being decided at the time may:- |
| 19.14.1 | complete his/her hand prior to the dealer taking a first and/or second card; or |
| 19.14.2 | instruct the dealer to take a first and/or second card prior to making further decisions.” |

BILL LAHEY
Acting Director of Gaming and Betting



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