

Queensland



Keno Act 1996

KENO RULE 1997

**Reprinted as in force on 14 December 2001
(includes amendments up to SL No. 254 of 2001)**

Reprint No. 1B

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Information about this reprint

This rule is reprinted as at 14 December 2001. The reprint shows the law as amended by all amendments that commenced on or before that day (Reprints Act 1992 s 5(c)).

The reprint includes a reference to the law by which each amendment was made—see list of legislation and list of annotations in endnotes.

Minor editorial changes allowed under the provisions of the Reprints Act 1992 have also been made to use aspects of format and printing style consistent with current drafting practice (s 35).

This page is specific to this reprint. See previous reprints for information about earlier changes made under the Reprints Act 1992. A table of earlier reprints is included in the endnotes.

Also see endnotes for information about—

- **when provisions commenced**
- **editorial changes made in earlier reprints.**

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KENO RULE 1997

[as amended by all amendments that commenced on or before 14 December 2001]

PART 1—PRELIMINARY

1 Short title

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

2 Definitions

In this rule—

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

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

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

“**evens wager**” means a wager mentioned in section 14A(3).

“**heads wager**” means a wager mentioned in section 14A(1).

“**jackpot keno**” see section 26.

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

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

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

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

¹ *Casino Control Act 1982*, section 4—

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

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

“keno drawing device” means—

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

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

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

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

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

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

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

“keno supervisor” see section 3.

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

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

“kwikpik wager” means a wager mentioned in section 14B.

“lucky last wager” see section 14D.

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

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

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

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

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

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

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

“setbet wager” means a wager mentioned in section 14C.

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

“spot wager” see section 13.

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

“tails wager” means a wager mentioned in section 14A(2).

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

“way wager” see section 14.

3 Meaning of “keno supervisor”

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

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

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

- (a) holds a casino key employee licence under the *Casino Control Act 1982*; and

- (b) has responsibility for supervising games of keno conducted in the casino under a casino licence.
- (3) A “**keno supervisor**” includes a person acting as a keno supervisor.

PART 2—KENO PLAYER REGISTRATION

4 Application for registration

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

(2) The application must—

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

5 Registration card

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

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

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

6 Registered keno numbers

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

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

7 Keno players register

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

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

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

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

8 Changing information in keno players register

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

PART 3—ENTERING KENO AND MAKING WAGERS*Division 1—Entering keno***9 Entering keno**

(1) A person may enter keno by—

- (a) using an entry form and marking on it—
 - (i) the number or numbers selected or other information required to confirm the type of keno wager the person is making; and
 - (ii) the amount wagered for each game; and
 - (iii) the number of games entered; or
- (b) using the person's registered numbers; or
- (c) asking a keno operator for a type of keno wager; or

- (d) using a keno self-service terminal; or
- (e) using another method approved by the chief executive.

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

- (a) if the chief executive fixes a number of games for this section—the number fixed by the chief executive; or
- (b) if paragraph (a) does not apply—10.

10 Making wagers

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

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

11 Keno dollars

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

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

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

12 Promotional keno dollars

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

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

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

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

*Division 2—Types of keno wagers***12A Types of keno wagers**

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

13 Spot wager

A spot wager is a keno wager for which a certain number of spots is selected.

Example—

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

14 Way wager

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

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

(3) A way wager for 2 or more ways may be made with another keno wager for which 2 or more spots are selected.

14A Heads, tails and evens wagers

(1) A heads wager is a keno wager that 11 or more of the 20 numbers selected by the keno drawing device will be between numbers 1 and 40.

(2) A tails wager is a keno wager that 11 or more of the 20 numbers selected by the keno drawing device will be between numbers 41 and 80.

(3) An evens wager is a keno wager that 10 of the 20 numbers selected by the keno drawing device will be between numbers 1 and 40 and the remaining 10 numbers will be between numbers 41 and 80.

14B Kwikpik wager

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

14C Setbet wager

(1) A setbet wager is a keno wager in which a person selects a particular configuration of spots that is offered by a keno licensee.

(2) A configuration of spots may appear on a keno ticket as a shape or pattern.

Example—

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

14D Lucky last wager

A lucky last wager is a keno wager that a spot, selected for another type of keno wager made with the lucky last wager, will match the last number selected by a keno drawing device.

Division 3—Other provisions about making wagers**15 Amounts of wagers**

(1) The following keno wagers may only be made in multiples of \$1 with a minimum wager of \$1—

- (a) a heads wager, tails wager or evens wager;
- (b) a lucky last wager.

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

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

16 Confirming a keno wager

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

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- (a) for a keno wager other than a heads wager, tails wager, evens wager or lucky last wager—the numbers selected;
- (b) the number of games entered;
- (c) the amount wagered for each game entered;
- (d) the total amount wagered;
- (e) the time, and either the date or keno day, the ticket was issued;
- (f) for a ticket in jackpot keno—the word ‘jackpot’;
- (g) the numbers of the first and last games entered;
- (h) an identifying mark unique to the particular ticket;
- (i) for a heads wager, tails wager, evens wager or lucky last wager—confirmation that the wager has been made.

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

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

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

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

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

(6) Whether or not the wager a person intended to make on a game of keno would have been a winning wager, a prize will only be paid if—

- (a) for a heads wager, tails wager or evens wager—the wager shown on the keno ticket corresponds with the distribution of numbers of the winning wager;² or
- (b) otherwise—the numbers on the keno ticket representing the selected numbers correspond with the numbers of the winning wager.

2 See section 23(1A) (Winning wagers).

17 Time for entering keno

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

PART 4—DRAWING KENO**18 Drawing equipment**

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

(2) If a keno ball drawing device is used, a keno supervisor must—

- (a) each keno day, replace all balls in the device; and
- (b) regularly inspect the balls for defects and ensure any defective balls are replaced.

19 Drawing winning numbers

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

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

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

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

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

20 How keno ball drawing device operates

A keno ball drawing device operates by—

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

21 Malfunction by keno ball drawing device

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

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

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

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

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

22 Malfunction by keno random number generator

If a keno random number generator malfunctions during a drawing—

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

PART 5—WINNINGS

23 Winning wagers

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

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

(1A) However, a winning heads wager, tails wager or evens wager is a wager that corresponds with the distribution of numbers selected by the keno drawing device.³

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

Example—

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

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

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

(3A) If a lucky last wager is made with a way wager and the winning number for the lucky last wager is in more than 1 way, only 1 prize for the winning lucky last wager is payable.

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

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

³ See section 14A (Heads, tails and evens wagers).

24 Way winning wagers may be paid

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

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

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

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

25 Major prizes

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

Example—

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

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

PART 6—MISCELLANEOUS

26 Jackpot keno

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

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

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

Example—

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

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

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

(a) a jackpot for a wager other than a 7, 8, 9 or 10 spot wager; or

(b) a jackpot payout for a catch that is not a total catch.

Example for subsection (5)(b)—

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

27 Refund

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

28 Unpaid winnings

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

(2) In this section—

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

(a) if the chief executive approves a period—the approved period; or

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

29 Unredeemed keno dollars

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

(2) In this section—

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

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

ENDNOTES

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2 Date to which amendments incorporated

This is the reprint date mentioned in the Reprints Act 1992, section 5(c). Accordingly, this reprint includes all amendments that commenced operation on or before 14 December 2001. Future amendments of the Keno Rule 1997 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

3 Key

Key to abbreviations in list of legislation and annotations

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

4 Table of earlier reprints

TABLE OF EARLIER REPRINTS

[If a reprint number includes a roman letter, the reprint was released in unauthorised, electronic form only.]

Reprint No.	Amendments included	Reprint date
1	to SL No. 160 of 1997	20 June 1997
1A	to SL No. 284 of 2000	23 November 2000

5 List of legislation

Keno Rule 1997 SL No. 147

made by the Minister on 10 June 1997
notfd gaz 13 June 1997 pp 759–60
commenced on date of notification
exp 1 September 2007 (see SIA s 54)

as amended by—

Keno Amendment Rule (No. 1) 1997 SL No. 160

notfd gaz 20 June 1997 pp 879–82
commenced on date of notification

Keno Amendment Rule (No. 1) 2000 SL No. 284

notfd gaz 10 November 2000 pp 1016–17
commenced on date of notification

Keno Amendment Rule (No. 1) 2001 SL No. 254

notfd gaz 7 December 2001 pp 1270–1
commenced on date of notification

6 List of annotations

Definitions

- s 2 def “evens wager” ins 2000 SL No. 284 s 3(2)
def “heads wager” ins 2000 SL No. 284 s 3(2)
def “kwikpik wager” sub 2000 SL No. 284 s 3
def “lucky last wager” ins 2001 SL No. 254 s 3
def “setbet wager” ins 2000 SL No. 284 s 3(2)
def “spot wager” ins 2001 SL No. 254 s 3
def “tails wager” ins 2000 SL No. 284 s 3(2)

Division 1—Entering keno

div hdg ins 2000 SL No. 284 s 4

Entering keno

s 9 amd 2000 SL No. 284 s 5

Division 2—Types of keno wagers**div hdg** ins 2000 SL No. 284 s 6**Types of keno wagers****s 12A** ins 2000 SL No. 284 s 6**Spot wager****s 13** sub 2001 SL No. 254 s 4**Way wager****prov hdg** amd 2001 SL No. 254 s 5(1)**s 14** amd 2001 SL No. 254 s 5(2)**Heads, tails and evens wagers****s 14A** ins 2000 SL No. 284 s 7**Kwikipik wager****s 14B** ins 2000 SL No. 284 s 7

amd 2001 SL No. 254 s 6

Setbet wager**s 14C** ins 2000 SL No. 284 s 7**Lucky last wager****s 14D** ins 2001 SL No. 254 s 7**Division 3—Other provisions about making wagers****div hdg** ins 2000 SL No. 284 s 7**Amounts of wagers****s 15** ins 2000 SL No. 284 s 8

sub 2001 SL No. 254 s 8

Confirming a keno wager**prov hdg** sub 2000 SL No. 284 s 9(1)**s 16** amd 2000 SL No. 284 s 9(2)–(4); 2001 SL No. 254 s 9**Winning wagers****s 23** amd 2000 SL No. 284 s 10; 2001 SL No. 254 s 10**Major prizes****s 25** sub 1997 SL No. 160 s 3