

DIVISION II – KENO

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1.0 Interpretation

In this division, unless the contrary intention appears:

“**Catch**” means the spot(s) drawn as (a) winning number(s) in a game of keno;

“**Draw**” means the random selection from a keno drawing device of the twenty winning numbers for any game of keno;

“**Entry Form**” means a form, issued by the casino operator and approved by the Authority, containing the numbers one to eighty, on which a player wishing to wager on keno may mark his/her selection of a number or numbers;

“**Keno Day**” means a period of 24 hours fixed by the casino operator, or such other period as a Government inspector may approve, identified by the calendar day on which that period commenced;

“**Keno Drawing Device**” means a machine or computer capable of containing eighty numbers or balls, twenty of which are necessary to establish a result;

“**Keno Runner**” means a casino employee responsible for the transfer of receipt tickets, entry forms, wagers and winnings, on behalf of a player, to and/or from a writer terminal;

“**Keno Writer**” means a casino employee responsible for the operation of a writer terminal;

“**Main Game**” means the place where the keno drawing device is located;

“**Major Prize**” means any prize of \$200 or more on a single way in any game of keno;

“**Match**” means a number selected that is included in the winning numbers drawn in a game of keno, and includes the selection by a player of a number or

numbers for a particular game, none of which matches any of the numbers drawn by the keno drawing device, where the selection results in a win pursuant to the applicable schedule of prizes;

“Receipt Ticket” means the printed ticket, the form of which shall be approved by the Authority, produced or validated by the writer terminal, showing the wagering details selected or requested by the player or (where applicable) selected by the keno computer for and at the request of the player;

“Schedule of Prizes”, in relation to a game of keno or a wager at such a game in a casino, means the schedule of prizes applying to the game or wager, as approved by the Authority;

“Special Entry” means a form of entry where the player has nominated to enter an alternative schedule of prizes, which the casino operator may with the prior approval of the Secretary from time to time elect to offer, and which attracts prizes paid in accordance with the said schedule of prizes, as approved by the Authority;

“Standard Entry” means a wager made on the choice of between one and such greater number of numbers as the casino operator may, with the approval of the Authority, permit, from the 80 numbers provided in the keno drawing device, and may include entry into a jackpot;

“Standard Entry Form” means an entry form other than a way bet entry form.

“Spot” means a number marked on a receipt ticket wagered on a player;

“Wager” means the amount charged to enter a keno game;

“Way” means an individual selection of numbers that are to be played on a receipt ticket;

“Way Bet” means multiple wagers on a single receipt ticket, where the player has selected two or more groups of numbers, each group containing one or more numbers, where each group combines with the other group, or with one, some or all of the other groups, as the case may be, to make different combinations of numbers or ways that are to be played as separate wagers on the ticket;

“Way Bet Entry Form” means an entry form approved by the Authority for the use of players electing to make a way bet;

“Writer Terminal” means the keno computer terminal used for the processing of entries, issuing of receipt tickets and processing of claims.

2.0 Equipment and Supervision of the Game

2.1 The game of keno shall be played with:

- (a) a keno drawing device of a type approved by the Authority, which may be either:
 - i) a ball drawing device, designed to select at random and one at a time the twenty winning numbers necessary to establish the results of each game of keno, or
 - ii) a computer-based random number generator designed to select at random the twenty winning numbers from the numbers one to eighty necessary to establish the results of a game of keno,

and shall comply with the applicable provisions of Division IV of these rules and shall operate, when activated, in accordance with rule 7.4 of this division; and

- (b) the use of a computer system of a type approved by the Authority, which will record entries into and the results of the games and facilitate the payment of winnings, and shall contain hardware and software components necessary for the performance of these functions and comply with the applicable provisions of Division IV of these rules.

2.2 The ball drawing device referred to in rule 2.1 of this division, shall consist of a spherical wire cage which rotates in either direction on a horizontal axis, with wire retaining arms on either side of the cage in which the twenty winning balls drawn to decide the results of a keno game are contained. The cage shall have a removable aperture which incorporates guides which locate the ball drawn until it emerges from the exit chute where it eventually rests with nineteen counterparts in the two retaining arms.

2.3 Where the keno drawing device is a ball drawing device, eighty keno balls, numbered one to eighty but otherwise the same in all respects, shall also be used in the game.

2.4 Where the keno drawing device is a ball drawing device, a casino employee shall from time to time, and whenever directed to do so by a Government inspector, check to ensure that eighty balls, numbered 1 to 80 but otherwise the same in all respects, are secured in the device.

2.5 Where the keno drawing device is a ball drawing device, a casino employee shall from time to time and whenever directed to do so by a Government inspector, inspect all the balls therein for faults or flaws and ensure that any defective balls are replaced.

3.0 Entry and Entry Forms

- 3.1 An entry into a game of keno may be made only through a writer terminal. For a player to be eligible for inclusion in a game, a receipt ticket must be issued to the player and the details of that ticket recorded and stored in the keno computer system.
- 3.2 A player may make a wager by:
- (a) submitting an entry form; or
 - (b) verbal request; or
 - (c) requesting an official computerised QuickKeno ticket, Mystery QuickKeno ticket or Set Bet ticket.
- 3.3 A QuickKeno ticket is a type of receipt ticket bearing a number or set of numbers selected at random by the computer after the player has specified how many numbers are required.
- 3.4 A Mystery QuickKeno ticket is a type of receipt ticket bearing a number or set of numbers selected at random by the computer, which also selects the number of numbers to be played.
- 3.5 A Set Bet ticket is a type of receipt ticket chosen from a catalogue of pre-selected ticket types. These entries may be either fixed, that is the numbers illustrated must be played, or random, in which case the numbers illustrated are changed for a selection chosen by the computer.
- 3.6 A player who elects to submit an entry form shall hand the form, together with the amount of the wager, to a keno writer personally or through a keno runner.
- 3.7 A standard entry form shall be printed with:
- (a) squares containing the numbers 1 through to 80;
 - (b) squares for the selection of:
 - i) the amount to be wagered on each game (which may or may not be predetermined),
 - ii) the number of games to be played (which may or may not be predetermined), and
 - iii) where applicable, special entry options; and
 - (c) such further particulars or information as the Authority may require.
- 3.8 A player completing a standard entry form shall, by placing a mark in the desired square or in each of the desired squares, select:

- (a) the number(s) on which he/she wishes to wager, which may be a single number or two or more numbers as provided in the relevant schedule of prizes;
- (b) the amount being wagered on each game;
- (c) the number of games in which the entry form is to be entered, which may be a single game or two or more games, up to a maximum of 1,000 or such other number as the Authority may approve; and
- (d) where applicable, any special entry option that may be required by means of the appropriate special entry box.

3.8A With the approval of the Authority, the casino operator may elect to permit players to place way bets with it, provided the following conditions are met:

- (a) a player shall make a way bet by submitting a way bet entry form; and
- (b) no entry form shall be used for any way bet, and no way bet shall be accepted in a casino, unless the writer terminal is capable of validating a way bet on an entry form.

3.8B A way bet entry form shall be printed with:

- (a) squares containing the numbers 1 through to 80;
- (b) squares for the selection of:
 - (i) the amount to be wagered on each way (which may or may not be predetermined),
 - (ii) the number of games to be played (which may or may not be predetermined), and
 - (iii) where applicable, special entry options; and
- (c) such further particulars or information as the Authority may require.

3.8C A player completing a way bet entry form shall:

- (a) by placing a mark in the desired square or in each of the desired squares, select:
 - (i) the number(s) on which he/she wishes to wager, which may be one or more numbers per group, in two or more ways as provided in the relevant schedule of prizes,
 - (ii) the amount being wagered on each way,

- (iii) the number of games in which the entry form is to be entered, which may be a single game or two or more games, up to a maximum of 1,000, or such other number as the Authority may approve, and
 - (iv) where applicable, any special entry option that may be required by means of the appropriate special entry box; and
- (b) mark the entry form so as to indicate clearly all the ways the player has selected, which may be some or all of the ways available to the player, on which he/she wishes to wager.

The casino operator may refuse to accept a way bet wager if all of the ways indicated would not be eligible to receive a prize under the schedule of prizes, were the appropriate numbers to be drawn.

3.9 A player who elects to make a verbal request shall indicate to a keno writer:

- (a) the number(s) selected, which may be a single number or two or more numbers as provided in the schedule of prizes;
- (b) the amount being wagered on each game;
- (c) the number of games to be played, which may be a single game or two or more games, up to a maximum of 1,000, or such other number as the Authority may approve; and
- (d) where applicable, any special entry option that may be required,

and tender the amount of the wager to the keno writer. A keno runner shall not accept verbal entries of this type.

3.10 A player who elects to receive a QuickKeno ticket shall request a keno writer to issue such a ticket, indicating:

- (a) how many numbers are required to be selected;
- (b) the amount being wagered on each game; and
- (c) the number of games in which the ticket is to be entered, which may be a single game or two games, up to a maximum of 1,000, or such other number as the Authority may approve.

3.11 A player who elects to receive a Mystery QuickKeno ticket shall request a keno writer to issue such a ticket, indicating:

- (a) the amount being wagered on each game; and

- (b) the number of games in which the ticket is to be entered, which may be a single game or two or more games, up to a maximum of 1,000, or such other number as the Authority may approve,

and tender the amount of the wager to the keno writer.

3.12 A player who elects to receive a Set Bet ticket shall request a keno writer to issue such a ticket, indicating:

- (a) the pre-selected ticket type required; and
- (b) where applicable, whether the entry is fixed or random,

and tender the amount of the wager to the keno writer.

3.13 Upon receipt by a keno writer of the entry form, verbal request or request for a QuickKeno ticket or Mystery QuickKeno ticket or Set Bet ticket, the entry details requested shall be entered into the writer terminal by the writer, who shall issue to the player an official computerised receipt ticket marked with the following:

- (a) the number(s) marked, requested by the player, or selected by the keno computer;
- (b) the amount wagered per game and, where the ticket relates to a way bet, the amount wagered per way;
- (c) the number of the games entered;
- (d) the total amount wagered;
- (e) the keno writer's name/or identification number;
- (f) the time and keno day of issue;
- (g) the terminal number;
- (h) the ticket serial number;
- (i) the numbers of the first and last games for which the ticket is valid;
- (j) a machine-readable identification bar code;
- (k) where the ticket is a special entry, jackpot receipt ticket, way bet receipt ticket, QuickKeno ticket, Mystery QuickKeno ticket or Set Bet ticket, an indication to that effect.

3.14 A receipt ticket shall be in a form approved by the Authority and may contain other information and particulars not inconsistent with these rules.

- 3.15 The entry form shall be returned to the player if the wager was placed through a keno runner, but otherwise only on request.
- 3.16 The casino operator shall not be liable if a keno runner is unable to place a wager before the closure of a particular game. In that event the keno runner shall endeavour to place the wagers taken from the players prior to the next available game.
- 3.17 It is the responsibility of the player to ensure that the wager details on the receipt ticket issued are those required by the player.
- 3.18 Particulars recorded on the receipt ticket that are inconsistent with the particulars stored in the keno computer system shall be determined in accordance with the information recorded in the system.
- 3.19 Any claim for a payment on the grounds that a receipt ticket is incomplete or incorrect in any particular shall be determined in accordance with the details contained in the computer memory.

4.0 Wagers

- 4.1 Wagers may be placed by the use of cash or chips or by the tender of a winning receipt ticket.
- 4.2 The casino operator may, with the approval of the Authority:
- (a) set the minimum and/or maximum wagers applying to an entry in a game of keno on a single receipt ticket, which shall apply subject to sub-paragraph (b) of this rule and to rule 5.4 of this division;
 - (b) in relation to a way bet, set the minimum wager limit applying to each way that is played on the receipt ticket, the amount of which may vary depending on the number of ways played on the ticket; and
 - (c) require that wagers on a game or, in the case of a way bet, on a way be placed in increments of a certain amount, which shall not exceed the minimum wager specified for the game or way concerned.
- 4.3 The minimum and maximum permissible wagers pertaining to a game and, where applicable, to a way, and the amount of any increment referred to in sub-paragraph (c) of rule 4.2 shall be displayed on a notice at or near the writer terminal or writer terminals.
- 4.4 No wager may be placed or withdrawn after the game wagered upon has closed.

5.0 Jackpots

- 5.1 The casino operator may, in its discretion and subject to the approval of the Authority, conduct progressive jackpot keno games on approved spot games.
- 5.2 Should the casino operator conduct jackpot games on more than one spot game at a time, the jackpots in each such spot game shall be separate.
- 5.3 Jackpot keno games shall be conducted in accordance with this part of the rules.
- 5.4 The casino operator may, with the approval of the Authority:
 - (a) set the minimum wager for a jackpot entry in a game of keno on a single receipt ticket;
 - (b) require that such wagers be placed in increments of a certain amount, which shall not exceed the minimum wager specified for the game concerned.
- 5.5 The jackpot pool to be distributed to players shall be established as provided by this part.
- 5.6 The guaranteed minimum jackpot prize (i.e. jackpot reset value) shall be not less than the relevant amount specified in the relevant schedule of prizes.
- 5.7 Where an entry into a jackpot is made, a percentage of the wager shall be credited to the relevant jackpot pool for the jackpot ticket type. The percentage(s) by which jackpots will be incremented shall be approved by the Authority.
- 5.8 Where a jackpot is operated, the receipt ticket shall be a wager in the jackpot and a wager in the standard game, subject to rule 5.11.
- 5.9 The winner of the relevant jackpot pool shall be the player who has a “total catch”, for example having selected all six out of six, or all eight out of eight, numbers drawn in any jackpot game.
- 5.10 Where, in any one game, two or more players have selected the winning jackpot numbers drawn in that game, the relevant jackpot pool shall be shared between those players in proportion to the number of winning receipt tickets and the amount wagered on each of those receipt tickets.
- 5.11 The payment of a jackpot pool, or any share thereof, to which a player is entitled under this part shall be in substitution for the amount the player would otherwise be entitled to receive in accordance with the relevant schedule of prizes.
- 5.12 All jackpot entries up to but not including 100% matches shall be paid in accordance with rule 8.

- 5.13 [Deleted]
- 5.14 Subject to rule 5.10, the amount of a jackpot prize shall be in accordance with the amount of the relevant jackpot pool, irrespective of the amount wagered by the player on the receipt ticket; jackpot prizes payable are not adjusted for wagers in excess of the minimum.
- 5.14 Rules 8.2 to 8.5, 8.11 and 8.12 shall apply to wagers on jackpot receipt tickets.

6.0 Cancelled Tickets

- 6.1 Subject to rule 6.2, a refund will be allowed on a receipt ticket that is valid for a game or games of keno that has or have not yet closed, in relation to such game or games.
- 6.2 When the games nominated on a multi-game receipt ticket have not all been run by the end of the keno day on which the wager is accepted, no cancellation of the remaining games shall be permitted after the end of that keno day.

7.0 Closing the Games and Drawing the Winning Numbers

- 7.1 No receipt ticket shall be produced or validated for a particular game of keno once the keno drawing device has been activated for that game.
- 7.2 The draw of all winning numbers will take place in the casino in a manner that allows the players to view each drawing if they so choose.
- 7.3 At the close of each game of keno and before the draw, players shall be notified by means of display boards located in the playing areas that the particular game is closed.
- 7.4 When activated, whether automatically or manually, a keno drawing device shall:
- (a) rotate in one direction for at least one revolution, so that any balls held in the remaining arms re-enter the main body of the device, then the device shall rotate in the other direction drawing one ball each revolution until twenty balls are drawn; or
 - (b) operate in such other manner as is designed to ensure the random selection of the twenty balls or numbers.
- 7.5 Twenty numbers shall be randomly selected by the keno drawing device for each game. These numbers shall represent the twenty numbers related to the 'catch' of each individual wager.
- 7.6 The winning numbers shall be displayed at various locations in the casino.

- 7.7 Two casino employees shall attend the draw, when it is made using a ball drawing device, and shall record the winning numbers independently of one another. The results shall then be input into the keno computer system to facilitate the payment of prizes.
- 7.8 A casino employee shall monitor the draw, when it is made using a computer-based random number generator. The process of drawing and recording numbers is completely automatic and the draw shall be entered into the keno computer system electronically.

8.0 Winning Wagers and Payment of Prizes

- 8.1 A winning wager by a player shall be one where:
- (a) the selection of a number or numbers for a particular game matches a number or numbers, or matches none of the numbers, selected by the keno drawing device as the winning numbers for that game; and
 - (b) the catch, including a catch of zero whereby no spots were drawn as winning numbers in the game, represents a winning wager in accordance with the applicable schedule of prizes,

but otherwise the wager shall lose. Notwithstanding the foregoing provisions of this rule, only one prize shall be payable for a winning wager; if, for example, six of the numbers selected on a seven spot ticket are selected by the keno drawing device, the only prize won by the ticket shall be that listed in the schedule of prizes for a catch of six.

- 8.2 A player can win only on the game or games corresponding with the game number or numbers which appear on the receipt ticket and have been captured by the writer terminal.
- 8.3 All winning wagers shall be paid:
- (a) through a writer terminal; and
 - (b) in accordance with the applicable schedule of prizes and as provided in this rule, subject, in the case of winning wagers on jackpot receipt tickets, to the provisions of rule 5.
- 8.4 Subject to rule 8.12, a winning wager shall not be paid except upon the presentation of the relevant receipt ticket.
- 8.5 After payment, winning receipt tickets presented for payment shall be retained by the keno writer as a record of payment.
- 8.6 The maximum payout of any individual way played on a single receipt ticket in a game (excluding jackpot tickets) shall be the amount (if any) specified in

this regard in the applicable schedule of prizes regardless of the amount wagered.

- 8.7 The maximum aggregate payout for all major prizes in a single game, excluding jackpot prizes, shall be the amount (if any) specified in this regard in the applicable schedule of prizes. If the major prizes in any one game total more than the amount of the maximum aggregate payout (if any), those prizes shall abate and be pro-rated so that the total payout for the prizes does not exceed the amount of the maximum aggregate payout (if any).
- 8.8 For the purposes of abatement under rule 8.7, the share of a winning receipt ticket in the aggregate payout shall be directly proportionate to the amount which, but for the process of abatement, the ticket would have won.
- 8.9 Notwithstanding rules 8.7 and 8.8, if abatement is required in accordance with rule 8.7, no major prize shall be reduced below \$1,000.
- 8.10 All jackpot entries up to but not including 100% matches shall be paid in accordance with rules 8.3, 8.6 and 8.7 and shall also be subject to abatement.
- 8.10A In relation to a way bet receipt ticket, each way shall be treated as an individual receipt ticket and the amount of the win paid accordingly.
- 8.11 All winning wagers shall be paid out in cash, except that a major prize or a prize resulting from a claim under rule 8.12 may be paid by cheque.
- 8.12 If a receipt ticket is submitted by a player for processing and cannot be read by the writer terminal or a keno writer, or the receipt ticket has been lost, a claim for payment may be made by the submission to the casino operator of an Unclaimed Prize Claim Form. Where the claimant satisfies the casino operator of the authenticity of the claim, payment shall be made.

9.0 Unclaimed Prizes

- 9.1 The computer system shall retain details of prizes for at least 12 months after the keno day on which the win was recorded.
- 9.2 After a period of 12 months from a win being recorded but remaining unclaimed the player shall cease to have any claim in relation to the prize. The casino operator shall, as soon as practicable thereafter, apply the amount of the prize to such purpose or purposes as the Authority may approve.
- 9.3 The casino operator shall record such particulars of all unclaimed prizes applied pursuant to rule 9.2, and of all unclaimed prizes held by it prior to such application, as the Secretary may require.

10.0 Game Closure

The casino operator may close keno prior to the close of gaming, provided that twenty minutes' prior notice of the closure is given to players. This rule applies subject to any restrictions relating to the hours during which the casino may operate.

11.0 Irregularities

- 11.1 In the event of an equipment malfunction which has not compromised the integrity of the draw, or an error in the transfer of winning numbers from the keno drawing device to the display boards or monitors, the winning numbers on the twenty balls drawn shall be the official record, unless those numbers were drawn by a random number generator, in which case the numbers recorded by the keno computer shall be the official record.
- 11.2 A draw shall be invalid if a ball or number is retained in the keno drawing device in such a manner that it is prevented from forming part of the draw.
- 11.3 If fewer than eighty numbers are in the keno drawing device at the commencement of the draw, that draw shall be void and a new draw commenced.
- 11.4 Under a system using a ball drawing device operating mechanically:
 - (a) if a keno ball breaks during a draw then that draw shall be declared void. A casino employee shall remove the broken ball from the device and replace it with a new ball prior to the conduct of any further draws on the device.
 - (b) in the event of a malfunction of a keno drawing device during a game draw, a casino employee shall turn the keno drawing device manually to complete the draw of winning numbers. No further draw using that device shall be conducted until the device is repaired.
 - (c) in the event of a malfunction in which a ball drawn falls back into the drawing device prior to the completion of the draw and subsequent to the number of the ball being entered into the keno computer system, the ball which dropped back into the device shall be:
 - i) if there is no video recording of the game showing the number on that ball, deemed not to have been drawn, and a further ball shall be drawn manually by rotating the drawing device to complete the draw,
 - ii) if there is a video recording of the game showing the number on the ball, deemed to have been drawn as a winning number, and the draw shall continue accordingly, by manually rotating

the drawing device, until the twenty winning numbers have been selected.

(d) Sub-paragraph (c) shall apply where more than one ball drawn falls back into the device during any particular game draw.

11.5 In the event of a computer malfunction no further games will be conducted until the malfunction has been rectified.

11.6 In the event that a game cannot be continued, all numbers drawn will be declared null and void and wagers will be carried forward to the next game played or be refunded on presentation of receipt tickets should a further game within the same keno day not be possible.

11.7 If, after twenty winning numbers have been selected, a malfunction prevents the transmission or acceptance of the results by the computer, that draw shall be valid. Manual payments shall be effected on the numbers selected. No further draw shall take place until the malfunction has been rectified.