



Victoria Government Gazette

No. S 187 Monday 11 April 2022
By Authority of Victorian Government Printer

Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENO CLASSIC

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve Keno Classic as a keno game authorised to be conducted by the keno licensee, Keno (VIC) Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: Keno Classic
2. Summary of the key aspects of the game:
 - i. Description

Keno Classic is a game where players aim to correctly match their selected numbers with a set of 20 numbers drawn from a total of 80 by a random number generator. Players can select 1 to 10, 15, 20, or 40 numbers per entry (spot type). All prize categories are fixed odds prizes, with Spots 7, 8, 9 and 10 also including a jackpot prize category. Jackpot prizes consist of a fixed start out value plus jackpot growth. Prizes in the four Jackpot prize categories may be pooled with another keno licensee(s) under a keno linked jackpot arrangement approved by the Minister under section 6A.1.3 of the **Gambling Regulation Act 2003**.
 - ii. Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week, with a break of no more than 60 minutes occurring daily for end of trading day processing requirements. Entries into the next scheduled draw can only be purchased by a player up to ‘draw close’, which is up to 5 seconds before that draw is scheduled to be conducted. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.
 - iii. Method of Determining Winning Entry

A winning entry is one which satisfies the minimum required number of correct matches for each spot type from the 20 numbers drawn by the random number generator. With the exception of 1 and 2 Spot entries, for which wins are based on matching the selected number(s) only, each spot type has several ways for an entry to be determined a winner, as follows:

SPECIAL

Number of Spot Selections / Spot Type Entry										
	1	2	3	4	5	6	15	20	40	
0	Top Prize							Winning Entry	Top Prize	
1		Top Prize	Winning Entry	Winning Entry				Winning Entry	Winning Entry	Winning Entry
2			Top Prize	Winning Entry	Winning Entry			Winning Entry	Winning Entry	Winning Entry
3				Top Prize	Winning Entry	Winning Entry			Winning Entry	Winning Entry
4				Top Prize	Winning Entry	Winning Entry			Winning Entry	Winning Entry
5					Top Prize	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry
6						Top Prize	Winning Entry	Winning Entry	Winning Entry	Winning Entry
7							Winning Entry	Winning Entry	Winning Entry	Winning Entry
8							Winning Entry	Winning Entry	Winning Entry	Winning Entry
9							Winning Entry	Winning Entry	Winning Entry	Winning Entry
10							Winning Entry	Winning Entry	Winning Entry	Winning Entry
11							Winning Entry	Winning Entry	Winning Entry	Winning Entry
12							Winning Entry	Winning Entry	Winning Entry	Winning Entry
13							Winning Entry	Winning Entry	Winning Entry	Winning Entry
14							Winning Entry	Winning Entry	Winning Entry	Winning Entry
15							Top Prize	Winning Entry	Winning Entry	Winning Entry
16								Winning Entry	Winning Entry	Winning Entry
17								Winning Entry	Winning Entry	Winning Entry
18								Winning Entry	Winning Entry	Winning Entry
19								Winning Entry	Winning Entry	Winning Entry
20								Top Prize	Top Prize	Top Prize

Numbers Correctly Matched

There are four Jackpot prize categories – 10 Spot, 9 Spot, 8 Spot and 7 Spot. A winning jackpot entry is one which correctly matches all selections from the set of 20 numbers drawn by the random number generator.

		Number of Spot Selections / Spot Type Entry			
		7	8	9	10
Numbers Correctly Matched	0				
	1				
	2				
	3	Winning Entry			
	4	Winning Entry	Winning Entry	Winning Entry	Winning Entry
	5	Winning Entry	Winning Entry	Winning Entry	Winning Entry
	6	Winning Entry	Winning Entry	Winning Entry	Winning Entry
	7	Jackpot Prize	Winning Entry	Winning Entry	Winning Entry
	8		Jackpot Prize	Winning Entry	Winning Entry
	9			Jackpot Prize	Winning Entry
	10				Jackpot Prize

The prize categories are designed to produce an average return to player that is consistent with legislative requirements. Extra promotional prizes may be offered from time to time.

iv. Distribution Approach / Points of Sale

Tickets in Keno Classic are approved for sale in:

A. venues that:

- (i) have a pub licence;
- (ii) have a club licence;
- (iii) have an On-Premises Licence;
- (iv) are Wagering Outlets;
- (v) are Dedicated Keno Outlets; or
- (vi) are bingo centres under the management or control of a bingo centre operator;

B. the Melbourne Casino.

This approval takes effect on 15 April 2022.

Dated 8 April 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENO MEGA MILLIONS

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve Keno Mega Millions as a keno game authorised to be conducted by the keno licensee, Keno (VIC) Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: Keno Mega Millions
2. Summary of the key aspects of the game:
 - i Description

Keno Mega Millions is a game where players aim to correctly match their selected numbers with a set of 20 numbers drawn from a total of 80. The numbers are drawn from the Keno Classic game by its random number generator (RNG).

Players can select 1 to 10, 15, 20, or 40 numbers per entry (spot type). All prize categories are fixed odds prizes, with Spots 7, 8, 9 and 10 also including a jackpot prize category.

Jackpot prizes consist of a fixed start out value plus jackpot growth. Prizes in the four Jackpot prize categories may be pooled with another keno licensee(s) under a keno linked jackpot arrangement approved by the Minister under section 6A.1.3 of the **Gambling Regulation Act 2003**.

This game varies from Keno Classic by having a higher entry price per game, offering players the ability to win larger prizes.
 - ii Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week, with a break of no more than 60 minutes occurring daily for end of trading day processing requirements.

Entries into the next scheduled draw can only be purchased by a player up to ‘draw close’, which is up to 5 seconds before that draw is scheduled to be conducted. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.
 - iii Method of Determining Winning Entry

A winning entry is one which satisfies the minimum required number of correct matches for each spot type from the 20 numbers drawn by the Keno Classic RNG.

With the exception of 1 and 2 Spot entries, for which wins are based on matching the selected number(s) only, each spot type has several ways for an entry to be determined a winner, as follows:

Number of Spot Selections / Spot Type Entry									
	1	2	3	4	5	6	15	20	40
0	Top Prize						Winning Entry	Winning Entry	Top Prize
1		Top Prize	Winning Entry	Winning Entry			Winning Entry	Winning Entry	Winning Entry
2			Top Prize	Winning Entry	Winning Entry		Winning Entry	Winning Entry	Winning Entry
3				Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry
4				Top Prize	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry
5					Top Prize	Winning Entry	Winning Entry	Winning Entry	Winning Entry
6						Top Prize	Winning Entry	Winning Entry	Winning Entry
7							Winning Entry	Winning Entry	Winning Entry
8							Winning Entry	Winning Entry	Winning Entry
9							Winning Entry	Winning Entry	Winning Entry
10							Winning Entry	Winning Entry	Winning Entry
11							Winning Entry	Winning Entry	Winning Entry
12							Winning Entry	Winning Entry	Winning Entry
13							Winning Entry	Winning Entry	Winning Entry
14							Winning Entry	Winning Entry	Winning Entry
15							Top Prize	Winning Entry	Winning Entry
16								Winning Entry	Winning Entry
17								Winning Entry	Winning Entry
18								Winning Entry	Winning Entry
19								Winning Entry	Winning Entry
20								Top Prize	Top Prize

Numbers Correctly Matched

There are four Jackpot prize categories – 10 Spot, 9 Spot, 8 Spot and 7 Spot. A winning jackpot entry is one which correctly matches all selections from the set of 20 numbers drawn by the Keno Classic random number generator.

		Number of Spot Selections / Spot Type Entry			
		7	8	9	10
Numbers Correctly Matched	0				
	1				
	2				
	3	Winning Entry	Winning Entry	Winning Entry	
	4	Winning Entry	Winning Entry	Winning Entry	Winning Entry
	5	Winning Entry	Winning Entry	Winning Entry	Winning Entry
	6	Winning Entry	Winning Entry	Winning Entry	Winning Entry
	7	Jackpot Prize	Winning Entry	Winning Entry	Winning Entry
	8		Jackpot Prize	Winning Entry	Winning Entry
	9			Jackpot Prize	Winning Entry
	10				Jackpot Prize

The prize categories are designed to produce an average return to player that is consistent with legislative requirements. Extra promotional prizes may be offered from time to time.

iv. Distribution Approach / Points of Sale

Tickets in Keno Mega Millions are approved for sale in:

A. venues that:

- (i) have a pub licence;
- (ii) have a club licence;
- (iii) have an On-Premises Licence;
- (iv) are Wagering Outlets;
- (v) are Dedicated Keno Outlets; or
- (vi) are bingo centres under the management or control of a bingo centre operator;

B. the Melbourne Casino.

This approval takes effect on 15 April 2022.

Dated 8 April 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENO BONUS

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve Keno Bonus as a keno game authorised to be conducted by the keno licensee, Keno (VIC) Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: Keno Bonus
2. Summary of the key aspects of the game:
 - i. Description

Keno Bonus offers players purchasing a Keno Classic game the opportunity to multiply their Keno Classic non-jackpot prize wins (if any) for an additional cost. In the case of jackpot prizes, an additional prize is awarded. The entry price per chance for Keno Bonus matches the entry price for the underlying Keno Classic purchase.

Prize multipliers can be x1 (regular win), x2, x3, x4, x5, and x10 and are determined at the conclusion of the game, with all possible combinations of drawn numbers and their resulting summed totals corresponding to a Keno Bonus multiplier.
 - ii. Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week, with a break of no more than 60 minutes occurring daily for end of trading day processing requirements.

Entries into the next scheduled draw can only be purchased by a player up to ‘draw close’, which is up to 5 seconds before that draw is scheduled to be conducted. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.
 - iii. Method of Determining Winning Entry

A winning entry is one which satisfies the minimum required number of correct matches for each spot type from the 20 numbers drawn by the Keno Classic random number generator.

The multiplier applicable to the game is determined by the summed total of all 20 numbers drawn in the Keno Classic game. The resulting number from the summed total will correspond to a multiplier which is applied to all non-jackpot games and fixed odds prizes (i.e. non-jackpotting) from Keno Classic jackpot games. In relation to jackpot prizes, the ‘multiplier’ applies to award separate additional prize components.

The multipliers are designed to produce an average return to player which is consistent with legislative requirements. Extra Promotional Prizes may be offered from time to time.
 - iv. Distribution Approach / Points of Sale

Tickets in Keno Bonus are approved for sale in:

 - A. venues that:
 - (i) have a pub licence;
 - (ii) have a club licence;
 - (iii) have an On-Premises Licence;

- (iv) are Wagering Outlets;
- (v) are Dedicated Keno Outlets; or
- (vi) are bingo centres under the management or control of a bingo centre operator;

B. the Melbourne Casino.

This approval takes effect on 15 April 2022.

Dated 8 April 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENO HEADS OR TAILS

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve Keno Heads or Tails as a keno game authorised to be conducted by the keno licensee, Keno (VIC) Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: Keno Heads or Tails
2. Summary of the key aspects of the game:
 - i. Description

Keno Heads or Tails is a game allowing players to make a prediction on the distribution of the 20 numbers drawn in the Keno Classic game.

Utilising the same set of numbers drawn in the Keno Classic game, players can predict whether there will be more numbers drawn between 1 and 40 (Heads), 41 and 80 (Tails), or an equal spread of 10 numbers between 1 and 40, and 10 numbers between 41 and 80 (Evens).
 - ii. Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week, with a break of no more than 60 minutes occurring daily for end of trading day processing requirements.

Entries into the next scheduled draw can only be purchased by a player up to ‘draw close’, which is up to 5 seconds before that draw is scheduled to be conducted. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.
 - iii. Method of Determining Winning Entry

A winning entry is one which satisfies the methods outlined below based on the 20 numbers drawn by the Keno Classic random number generator.

Result	Method of Determining Winning Entry
Heads win	11 or more of the 20 drawn numbers are between 1 and 40 (inclusive). (More numbers drawn in the top half of the Keno game grid)
Tails win	11 or more of the 20 drawn numbers are between 41 and 80 (inclusive). (More numbers drawn in the bottom half of the Keno game grid)
Evens win	10 of the 20 drawn numbers are between 1 and 40 (inclusive), and 10 of the 20 drawn numbers are between 41 and 80 (inclusive) (Equal numbers drawn in the top and bottom halves of the Keno game grid)

The three winning prize categories are fixed odds prizes. The prize categories are designed to produce a return to player which is consistent with legislative requirements. Extra Promotional Prizes may be offered from time to time.

- iv. Distribution Approach / Points of Sale

Tickets in Keno Heads or Tails are approved for sale in:

 - A. venues that:
 - (i) have a pub licence;
 - (ii) have a club licence;
 - (iii) have an On-Premises Licence;

- (iv) are Wagering Outlets;
- (v) are Dedicated Keno Outlets; or
- (vi) are bingo centres under the management or control of a bingo centre operator;

B. the Melbourne Casino.

This approval takes effect on 15 April 2022.

Dated 8 April 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENO HEADS OR TAILS MARGINS

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve Keno Heads or Tails Margins as a keno game authorised to be conducted by the keno licensee, Keno (VIC) Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: Keno Heads or Tails Margins
2. Summary of the key aspects of the game
 - i. Description

Keno Heads or Tails Margins is an extension of Keno Heads or Tails and offers players who purchase a Heads or Tails entry the opportunity to play on two or more outcomes simultaneously.

Utilising the same set of 20 numbers drawn in the Keno Classic game, players can predict:

 - whether there will be more numbers drawn between 1 and 40 (Heads) or between 41 and 80 (Tails); and
 - how many Heads or Tails will be drawn.
 - ii. Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week, with a break of no more than 60 minutes occurring daily for end of trading day processing requirements.

Entries into the next scheduled draw can only be purchased by a player up to ‘draw close’, which is up to 5 seconds before that draw is scheduled to be conducted. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.
 - iii. Method of Determining Winning Entry

Winning entries are determined by correctly predicting the Heads or Tails result, and the margin by which the Head result or Tails result wins, as one of the following results:

 - 2 or more (i.e. correctly selecting 11 Heads or 9 Tails / 11 Tails or 9 Heads);
 - 4 or more;
 - 6 or more;
 - 8 or more;
 - 10 or more;
 - 12 or more;
 - 14 or more;
 - 16 or more; or
 - 18 or more.

The winning prize category offers a fixed odds prize. The prize category is designed to produce an average return to player which is consistent with legislative requirements. Extra Promotional Prizes may be offered from time to time.
 - iv. Distribution Approach / Points of Sale

Tickets in Keno Heads or Tails Margins are approved for sale in:

- A. venues that:
- (i) have a pub licence;
 - (ii) have a club licence;
 - (iii) have an On-Premises Licence;
 - (iv) are Wagering Outlets;
 - (v) are Dedicated Keno Outlets; or
 - (vi) are bingo centres under the management or control of a bingo centre operator;
- B. the Melbourne Casino.

This approval takes effect on 15 April 2022.

Dated 8 April 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

This page was left blank intentionally

This page was left blank intentionally

This page was left blank intentionally

ive

The *Victoria Government Gazette* is published by IVE Group Limited with the authority of the Government Printer for the State of Victoria

© State of Victoria 2022

This publication is copyright. No part may be reproduced by any process except in accordance with the provisions of the Copyright Act.

Address all enquiries to the Government Printer for the State of Victoria
Level 2, 1 Macarthur Street
Melbourne 3002
Victoria Australia

How To Order



**Retail &
Mail Sales**

Victoria Government Gazette

Ground Floor, Building 8,
658 Church Street,
Richmond 3121

DX 106 Melbourne



Telephone

(03) 8523 4601

email

gazette@ivegroup.com.au

Price Code A