

Queensland

Keno Rule

[Section 138 of the *Keno Act 1996*]

These rules are made on 8 November 2024 and are effective for keno games conducted on and from 8 November 2024

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Part 1 Preliminary

1 Short title

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

2 Commencement

These rules come into effect on 8 November 2024 for keno games, including the purchase of entries into keno games conducted, on and after 8 November 2024.

3 Dictionary

The dictionary in the schedule defines particular words used in this rule.

4 Meaning of *multiplier* for a keno game

- (1) A *multiplier* for a keno game is a value used to decide the major prize for the game if a keno bonus wager is made in conjunction with a winning wager.
- (2) The multiplier is the value—
 - (a) assigned to the total of the 20 numbers drawn for the keno game; and
 - (b) approved by the chief executive.
- (3) If the total of the 20 numbers drawn for a keno game has no value assigned to it under subsection 2(a), a multiplier does not apply to the game.

Part 2 Keno player registration

5 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, in writing, to the keno licensee; and
 - (b) state—
 - (i) the person's name and address; and
 - (ii) any other information approved by the chief executive.

6 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.

7 Registered 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 keno licensee responsible for the register or an appointed agent of the licensee to register or change the numbers.

8 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 keno licensee responsible for the register must tell the player the details.

9 Changing information in keno players register

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

Part 3 Entering keno and making wagers

Division 1 Entering keno

10 Entering keno

- (1) A person may enter a keno game or games 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 keno games 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.

11 Making wagers

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

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

12 Keno dollars

- (1) Keno dollars may be issued by a keno self-service terminal or a keno operator.
- (2) Keno dollars may, unless otherwise stated on the keno dollars—
 - (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.

12A Change receipts

- (1) Change receipts may be issued by a keno self-service terminal.
- (2) Change receipts may, unless otherwise stated on the change receipts—
 - (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.

13 Promotional keno dollars

- (1) Promotional keno dollars may be issued by a keno self-service terminal or a keno operator.
- (2) Promotional keno dollars may, unless otherwise stated on the keno dollars, 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

14 Types of keno wagers

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

15 Spot wager

- (1) A *spot wager* is a keno wager in which a person selects a certain number of spots for a keno game.

Example—

A 10 spot wager is a keno wager in which a person selects 10 spots.

- (2) A spot wager may be played on:

- (a) keno classic; or
- (b) keno mega millions.

16 Way wager

- (1) A *way wager* is a keno wager having a group 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.
- (4) A way wager may be played on:
 - (a) keno classic; or
 - (b) keno mega millions.

17 Heads, tails and evens wagers

- (1) A *heads wager* means a wager in which a person makes a wager that 11 or more of the 20 numbers selected by the keno drawing device are between numbers 1 and 40.
- (2) A *tails wager* means a wager in which a person makes a wager that 11 or more of the 20 numbers selected by the keno drawing device are between numbers 41 and 80.
- (3) An *evens wager* means a wager in which a person makes a wager that 10 of the 20 numbers selected by the keno drawing device are between numbers 1 and 40 and the remaining 10 numbers selected are between numbers 41 and 80.

18 Kwikpik wager

- (1) 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.
- (2) More than one kwikpik wager (a *multipik*) can be played on a single keno ticket.
- (3) A kwikpik wager may be played on:
 - (a) keno classic; or
 - (b) keno mega millions.

19 Setbet wager

- (1) A *setbet wager* is a keno wager in which a person selects a particular configuration of spots from several configurations 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.

- (3) A setbet wager may be played on:
 - a) keno classic; or
 - b) keno mega millions.

20 Lucky last wager

A *lucky last wager* is a keno wager in which a spot, selected for another type of keno wager made with the lucky last wager, matched the last number selected by a keno drawing device.

21 Keno bonus wager

- (1) A *keno bonus wager* is a keno wager that may be made only in conjunction with another wager for a keno game (the *related wager*) approved under a keno licensee's control system.
- (2) If the related wager is a winning wager, the winning wager is multiplied by the multiplier (if any) for the game.
- (3) A keno bonus wager is not available to be made with a keno

wager played on keno mega millions.

- (4) A spot wager played on keno mega millions is not a related wager.

Division 3 Other provisions about making wagers

22 Amounts of wagers

- (1) The following keno wagers may be made only 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 7, 8, 9 or 10 spot wager:
- (a) may be made only in multiples of 10c with a minimum wager of \$1 for keno classic; and
 - (b) may be made only in multiples of 20c with a minimum wager of \$2 for keno mega millions.
- (3) Other spot wagers:
- (a) for keno classic, may be made in multiples of 10c with a minimum wager of \$1 per keno ticket; and
 - (b) for keno mega millions, may be made in multiples of 20c with a minimum wager of \$2 per keno ticket.
- (4) A keno bonus wager must be the same amount as the keno wager for the related keno game.

Examples of keno bonus wagers—

- keno bonus wager is made in conjunction with a spot wager of \$5—the keno bonus wager must also be \$5
 - keno bonus wager is made in conjunction with a way wager in which \$1 is placed on 3 ways—the keno bonus wager must be \$3
- (5) If fewer keno bonus wagers are made on a keno ticket than the keno games played on the ticket, the keno bonus wagers are made on the first, and immediately following, keno games on the ticket until all the keno bonus wagers have been made.
- (6) Other keno wagers may be made in multiples of 10c with a minimum wager of \$1 per keno ticket.

23 Confirming a keno wager

- (1) A keno ticket issued to a person must contain the following information—
 - (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 keno 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;
 - (j) for a keno bonus wager—the words ‘keno bonus’ and the numbers of the first and last related keno games for the ticket;
 - (k) for a keno classic wager – a unique mark identifying that the wager is for a bet type under the keno classic prize table; and
 - (l) for a keno mega millions wager – a unique mark identifying that the wager is for a bet type under the keno mega millions prize table.
- (2) If a keno ticket is not issued to a person, the information mentioned in subsection (1) must be recorded for the game 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 keno game 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 keno game 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 keno game would have been a winning wager, a prize will be paid only 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; or
 - (b) for a keno bonus wager—the words ‘keno bonus’ are shown on the keno ticket for the related keno game; or
 - (c) otherwise—the numbers on the keno ticket representing the selected numbers correspond with the numbers of the winning wager.

24 Time for entering keno

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

Part 4 Winnings

25 Prizes

- (1) The prize for a winning wager in a keno game is—
- (a) if no keno bonus wager is made in conjunction with the winning wager—the prize for the winning wager under the relevant prize table in the schedule of prizes; or
 - (b) if a keno bonus wager is made in conjunction with the winning wager—
 - (i) for a game to which a multiplier applies—the prize for the winning wager under the schedule of prizes after the application of the multiplier to the winning wager; or
 - (ii) for a game to which a multiplier does not apply—the prize for the winning wager under the schedule of prizes.
- (2) Only 1 prize is payable for a winning 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.
- (4) 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.
- (5) If a keno ticket was not issued for an entry in a keno game, 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.

26 Way prizes may be paid

- (1) A prize for a winning wager may be paid by 1 or more of the following—
 - (a) cash;
 - (b) for a keno game conducted in a casino by a keno licensee under a keno licence—chips;
 - (c) cheque;
 - (d) change receipt;
 - (e) keno dollars;
 - (f) funds deposited to a person's deposit advance account established by a keno licensee for the person;
 - (g) electronic transfer of funds to a person's account with a financial institution;
 - (h) electronic transfer of funds to licensed wagering operator for crediting to a person's wagering deposit account.
- (2) An appointed agent must give notice in the keno gaming place of the maximum amount that may be paid by the agent for a prize and the maximum component of that amount that may be paid in cash.
- (3) Payment of an amount that is more than an appointed agent's payment limit must be made by the keno licensee.

27 Payment on destroyed, lost or stolen printed ticket or change receipt

- (1) This section applies if—
 - (a) a printed ticket or change receipt issued by an appointed agent to a player entitles the player to a payout or refund; and
 - (b) within 14 days after the event to which the printed ticket or change receipt relates, a person who claims to be the player (the *claimant player*) gives the keno licensee a notice under subsection (2)—
 - (i) advising the keno licensee the printed ticket or change receipt is destroyed, lost or stolen; and
 - (ii) asking the keno licensee to make the payout or pay the refund to the claimant player.
- (2) The notice must—
 - (a) contain enough information for the keno licensee to properly identify the printed ticket or change receipt; and
 - (b) be on the form supplied by the keno licensee; and
 - (c) be accompanied by the search fee approved by the chief executive.
- (3) The keno licensee may stop payment on the printed ticket or change receipt.
- (4) The keno licensee must not make payment on the printed ticket or change receipt to the claimant player unless the keno licensee —
 - (a) has investigated the ownership of the printed ticket or change receipt; and
 - (b) is reasonably satisfied the claimant player is entitled to payment on the printed ticket or change receipt.
- (5) If the keno licensee makes payment on the printed ticket or change receipt to the claimant player, the keno licensee must immediately record the cancellation of the printed ticket or change receipt.
- (6) Subsection (7) applies if the keno licensee has already made payment on the printed ticket or change receipt.
- (7) The keno licensee must—
 - (a) immediately advise the claimant player the keno licensee has already made payment on the printed ticket or change receipt; and
 - (b) if there is a police investigation into the payment—
 - (i) help in the investigation; and

- (ii)
- (iii) give the investigating police officer whatever details are known to the keno licensee about the name and address of the person to whom the payment was made.

Part 5 Miscellaneous

28 **Jackpot keno**

- (1) A person who enters a keno game by making a 7, 8, 9 or 10 spot wager is:
 - (a) played on keno classic, is automatically entered in jackpot keno for the keno classic prize table; and
 - (b) played on keno mega millions, is automatically entered in jackpot keno for the keno mega millions prize table.
- (2) There are separate jackpots for 7, 8, 9 and 10 spot wagers played on the keno classic prize table and for 7, 8, 9 and 10 spot wagers played on the keno mega millions prize table.
- (3) The amount of a keno bonus jackpot prize varies according to whether the related keno game, for the keno bonus wager to which the prize applies, is for a 7, 8, 9 or 10 spot wager.
- (4) A jackpot is made up of—
 - (a) for a spot wager—
 - (i) jackpot fill (if any); and either
 - (ii) jackpot growth; or
 - (iii) for a pooled jackpot – a pooled jackpot amount.
 - (b) for a keno bonus wager—a keno bonus jackpot prize.
- (5) A jackpot is payable—
 - (a) only for a total catch; and
Example for paragraph (a)—

On a 7 spot wager, all 7 spots selected must be winning numbers.
 - (b) for a keno bonus jackpot prize—only if a multiplier applies to the related keno game; and
 - (c) in addition to the prize for the winning wager.
- (6) If 2 or more persons (the *eligible persons*) are eligible for the same jackpot fill, jackpot growth, pooled jackpot amount or keno bonus jackpot prize (each the *relevant jackpot*), the

relevant jackpot is shared by the eligible persons.

- (7) Each eligible person's share of the relevant jackpot is worked out using the formula—

$$\frac{RJ \times WW}{TAW}$$

where—

RJ means the relevant jackpot.

TAW the total amount wagered by the eligible persons.

WW means, for each eligible person, the amount of the eligible person's winning wager.

- (8) For subsection (7), the total amount wagered and a winning wager does not include the amount of a keno bonus wager.
- (9) Despite subsections (1) and (5)(a), 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 paragraph (b)—

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

- (10) A pooled jackpot amount may be won by a person or eligible persons in any participating jurisdiction, including but not limited to when there is any failure, disruption or malfunction of equipment, electrical power, telecommunications links or storage media at the central site used in the conduct of keno games whether at the central site or at any other location, or during a prescribed period.
- (11) For keno classic, 10% of 7, 8, 9 and 10 spot wagers is to be allocated as jackpot growth for each 7, 8, 9 and 10 spot jackpot respectively.
- (12) For keno mega millions:
- (a) 10% of 7 and 8 spot wagers is to be allocated as jackpot growth for each 7 and 8 spot jackpot respectively;
 - (b) 9% of 9 spot wagers is to be allocated as jackpot growth for each 9 spot jackpot; and
 - (c) 8% of 10 spot wagers is to be allocated as jackpot growth for each 10 spot jackpot.

Schedule Dictionary

section 3

catch means the spots drawn as winning numbers in a keno game.

central site means the site at which the keno computer system is operative and in direct control of the computing of the keno game.

change receipt means a printed receipt for use at a keno terminal in place of money to make a wager, give change from a wager or pay winnings.

chips see the *Casino Control Act 1982*, schedule.

Editor's note—

Casino Control Act 1982, schedule (Dictionary)—

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.

deposit advance account see section 11.

evens wager see section 17(3).

heads wager see section 17(1).

jackpot fill see section 15L of the *Keno Regulation 2007*.

jackpot growth has the meaning given in schedule 4 of the *Keno Regulation 2007* and, in the event a pooled jackpot is in existence, means the amount contributed to the pooled jackpot.

jackpot keno see section 28.

keno ball drawing device see schedule 4 of the *Keno Regulation 2007*.

keno bonus jackpot prize see section 15M of the *Keno Regulation 2007*.

keno bonus wager see section 21.

keno classic, means a game of keno where the minimum wager permitted is \$1 as specified in rule 22, with a corresponding prize table in the schedule of prizes that specifies the prizes for a winning 1 to 10, 15, 20 and spot wager.

keno computer system see schedule 4 of the *Keno Regulation*

2007.

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

keno dollars means a voucher for use at a keno terminal in place of money to make a wager.

keno drawing device see schedule 4 of the *Keno Regulation 2007*.

keno mega millions means a game of keno where the minimum wager permitted is \$2 as specified in rule 22, with a corresponding prize table in the schedule of prizes that specifies the prize for a winning 1 to 10, 15, 20 and 40 spot wager.

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 under section 8.

keno random number generator see schedule 4 of the *Keno Regulation 2007*.

keno self-service terminal means a keno terminal that may be used by a person in the playing of a keno game, 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; and
- (f) issuing a change receipt.

keno terminal see schedule 4 of the *Keno Regulation 2007*.

keno wager means a wager for a keno game.

kwikpik wager see section 18.

lucky last wager see section 20.

major prize see schedule 4 of the *Keno Regulation 2007*.

multiplik see section 18.

multiplier see section 4.

participating jurisdiction means a jurisdiction within which a

keno licensee is participating in a keno pooling agreement (as defined in section 137A of the *Keno Act 1996*) to facilitate a pooled jackpot.

pooled jackpot means the combining, by all participating jurisdictions, of jackpot growth into a pool.

pooled jackpot amount means the total amount of jackpot growth contributed by all participating jurisdictions at any given time.

prescribed period means a period prescribed in accordance with section 143 of the *Keno Act 1996*.

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 keno player for playing a keno game, means the numbers registered for the player under section 7.***related wager*** see section 21.

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

setbet wager see section 19.

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

spot wager see section 15.

tails wager see section 17(2).

wagering deposit account, of a person, means the person's deposit account under the *Wagering Regulation 1999* with the licensed wagering operator.

way wager see section 16.

winning wager see section 15J of the *Keno Regulation 2007*.