Queensland

Casino Gaming Rule

[Section 63 of the *Casino Control Act 1982*]

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Part 1 Preliminary

1 Short title

This rule may be cited as the *Casino Gaming Rule*.

2 Casino games

(1) This rule provides for conducting and playing games in casinos.

(2) Each schedule states the rules for conducting and playing the game described in the schedule.[1]

(3) Subsection (2) has effect subject to section 28 of the *Casino Control Regulation 1999*.

3 Definitions

In this rule—

attendant means the person who conducts payments for electronic table games.

card machine means an item of gaming equipment combining a card shuffling machine and a card dealing device, approved by the chief executive under section 62 of the Act for use in the game stated in the approval, that is used—

(a) for randomly mixing cards into the stack from which cards are dealt; and

(b) as a shoe for dealing cards.

card shuffling machine means an item of gaming equipment approved by the chief executive under section 62 of the Act for randomly mixing cards.

dealer means the person responsible for conducting the game.

dealing shoe means an item of gaming equipment, approved by the chief executive under section 62 of the Act, that is used for a game involving playing cards—

[1] See sections 63 (Casino games) and 92 (Entry to and exclusion of entry from casino—generally) of the Act.

(a) into which the dealer inserts the cards; and

(b) from which the cards are dealt, when appropriate, 1 at a time.

discard rack means a rack required by this rule for certain table games involving playing cards into which the cards may be placed as part of the game.

display for a player terminal, means electronically display**.**

electronic review system means a CCTV system which monitors and records activities on a table and may be used to resolve gaming disputes and an assist in reviewing the conduct of the game.

electronic table game means a game system which facilitates a factual representation of a table game, including fully automated table games, which operate independently or in connection with a live table game, and can be played on a player terminal.

face value of a card means

(a) the number of the card, namely, 2, 3, 4, 5, 6, 7, 8, 9 or 10; or

(b) the type of card, namely, jack, queen, king or ace.

game system means the configuration of software and game hardware necessary to conduct a table game.

gaming manager, for a casino, means a person who is licensed for games management in the casino and is assigned the responsibility for the overall management of the operation and conduct of gaming, and may also act as a gaming supervisor.

gaming supervisor, for a casino, means a person who is licensed for games supervision in the casino.

layout is the layout for the game which is approved by the chief executive and must have—

(a) the name of, or logo for, the casino or gaming room; and

(b) areas to show boxes for applicable wagers.

non-value chip means a chip not of a specified denomination.

player terminal means a touch screen, used by a player for

playing an electronic table game.

preshuffled, in relation to cards, means cards that have been inspected and shuffled under the approved control system for a casino, before the cards are first placed on a table for play at the casino.

round of play for the game includes the placing of wagers, determining the outcome, taking losing wagers, and paying winning wagers**.**

shuffle means randomly mix cards.

stand-off means a wager that neither wins or loses

table means—

(a) if mentioned in a schedule—a table for playing the game mentioned in the schedule; or

(b) otherwise—a table for gaming.

table game means a game played at a table.

value chip means a chip of a specified denomination.

void, for a wager, means the wager neither wins nor loses but is a stand off.

voucher means a document approved by the chief executive for use at a player terminal in place of money to make a wager, give change from a wager or pay winnings.

wagering period means the period of time commencing with the announcement to players to place their bets and concludes with the announcement that no more bets can be placed

washing means putting cards face down on the table and moving them around so the cards are randomly mixed

Part 2 Miscellaneous

4 Use of devices prohibited

(1) A person must not, either alone or with another person, use or have in the person's possession or control at or near a table or location for the playing of a game a device that is capable, for a game or a part of a game, of influencing the outcome or the changing probabilities or the playing strategies to be used.

(2) If a gaming supervisor is satisfied a player has contravened subsection (1), the gaming supervisor may—

(a) declare any wager made by the person to be void; and

(b) exclude the person from taking part in the game.

(3) Subsection (1) does not apply to a person who uses or has possession or control of a device under a written approval granted by the chief executive.

(4) In this section—

device includes a calculator, computer and other electronic, electrical or mechanical apparatus.

5 Restrictions on wagering

For card-based games –

(1) A gaming manager may direct that (unless otherwise provided for under a Schedule)–

(a) a player may wager on only 1 box; and

(b) the player may wager only the minimum wager for the table.

(2) The gaming manger may give the direction only if the gaming manager reasonably believes the player is playing the game in a way that affects, or could potentially affect, the randomness of the outcome of the game as intended by this rule.

(3) The gaming manager must notify an inspector of the direction.

6 Use of cash in games

(1) A casino operator may—

(a) permit a player to place a wager using prescribed coins; and

(b) pay a winning wager using prescribed coins.

(2) A reference in this rule to chips may, if the context permits, be read as including a reference to prescribed coins.

(3) In this section—

prescribed coins means Australian coins of 50c, $1.00 or $2.00 denomination.

7 Tables operated for teaching purposes

A casino operator may operate the number and type of tables approved by the chief executive at which—

(a) the minimum wager permitted is $2 and the maximum wager permitted is $10; and

(b) casino patrons are instructed in the rules, procedures and basic playing strategies of casino games.

8 Players to be silent

If a gaming supervisor considers silence is necessary during the conduct of a game, the gaming supervisor may direct all players to be silent.

9 Side betting prohibited

Players must not engage in side bets with either other players or spectators.

10 Players must not exchange cards or communicate

A player must not—

(a) exchange cards with another player; or

(b) touch another player's cards unless permitted by a gaming supervisor; or

(c) exchange or communicate, or cause to be exchanged or

communicated, information about the player's hand; or

(d) speak in a language other than English if directed by a dealer or gaming supervisor.

11 Effect of contravention of rules

(1) This section applies if a gaming supervisor is satisfied a player—

(a) has contravened a provision of this rule in relation to a game; or

(b) does not comply with a direction given under section 8 or 10(d).

(2) The gaming supervisor may do any 1 or more of the following—

(a) declare the player's wager void;

(b) exclude the player from the game;

(c) exclude the player from playing the game at the same table as another player.

12 Drop box and discard rack

Tables must have a drop box attached unless otherwise approved by the chief executive, and where applicable, a discard rack.

13 Notice of change to game

(1) The minimum and maximum buy-in, betting limits, structure and amount of commission if applicable to be charged at a table may be changed at the discretion of the gaming supervisor—

(a) prior notice of at least three rounds of play has been provided to the players; and

(b) the signage is changed to reflect the change of game; and

(c) the minimum wager may only be changed to a higher minimum if a sign indicating the new minimum wager and proposed time of change has been displayed to the players at the table at least 20 minutes before the change.

(2) Notwithstanding subsection (1), a gaming supervisor may increase the minimum wager on a gaming table at any time,

provided that any player already playing on the table shall be entitled to play at the pre-existing table minimum—

(a) a marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum;

(b) when the player leaves the table, the marker shall be removed from the layout;

(c) should a player be controlling more than one box, the marker shall be placed in front of the box at which the player is seated.

14 Requirement for cards

(1) All decks of cards used on card games for a hand must have identical backs of the same colour and design.

(2) All cards must be dealt from a dealing shoe designed for the purpose as approved by the chief executive from time to time.

15 Verification and shuffling cards

(1) Cards must be inspected and shuffled –

(a) under the provisions of this part; and

(b) under the approved control system for the casino; or

(c) as prescribed under the provisions of a schedule.

(2) The cards must be shuffled –

(a) before being brought into play; and

(b) after the cutting card is reached in the dealing shoe, unless

(i) the cards are taken out of play; or

(ii) the table is closed at the end of the last round of play; and

(c) after a round of play if directed by a gaming manager.

(3) If a player asks to inspect the cards when the cards are first placed on the table for play, the dealer must spread the cards up on the table to enable a person inspecting them to see if each deck of cards is complete.

(4) The dealer must reshuffle cards that have been pre shuffled if a player asks the dealer to reshuffle the cards before the first card is removed from the dealing shoe.

(5) If the cards have been manually shuffled by the dealer, the dealer must cut the card and place them with the cutting card into a dealing shoe.

16 Use of card machine

If a card machine is used, the operation of 16(1) to (5) is changed to the extent necessary for the following to have effect—

(a) the number of decks used must be not less than the minimum, and not more than the maximum (which in turn must be not more than 8), number of decks approved by the chief executive for use in the card machine;

(b) when play is started, or if the cards in the card machine are replaced under section 18, the cards must be inspected and shuffled and then placed in the card machine.

(c) the cards do not need to be cut before being placed in the card machine;

(d) a cutting card may be used to conceal the bottom card of the cards placed into the machine, but it must be removed from the machine before cards for the first round of play are dealt;

(e) cutting cards are not used for the game, other than the way mentioned in paragraph (c);

(f) for dealing the cards, the card machine takes the place of the dealing shoe;

(g) cards that have been placed in the discard rack are placed in the card machine to be mixed with the remaining cards in the machine.

17 Card machine malfunction

(1) This section applies if a card machine malfunctions during a round of play.

(2) A gaming supervisor must ensure that the card machine is repaired or replaced in accordance with the casino's approved control system.

(3) If the gaming supervisor considers that the malfunction has disadvantaged a player, each player must be given the opportunity to retract their wagers prior to the round of play continuing.

Schedule 1 Baccarat

section 3(2)

Part 1 Preliminary

1 Conducting and playing baccarat

This schedule states the rules for conducting and playing the casino game known as baccarat, mini-baccarat and premium mini-baccarat.

2 Definitions for sch 1

In this schedule—

baccarat wager means a wager on the banker's hand, the player's hand or a tie bet.

banker's hand means one of the 2 hands dealt in baccarat.

designated player means the player who will deal the player's hand and banker's hand in accordance with section 22.

draw, for the banker's or player's hand, means take a third card.

initial deal is the dealing of 2 cards each to the banker's hand and the player's hand.

natural means if the point count of either the player's hand or the banker's hand after the first 2 cards are dealt to each is an 8 or 9.

player's hand means one of the 2 hands dealt in baccarat.

point count of a hand is decided by adding together the value of the cards in the hand. If the total value of cards is a 2 digit the left digit of the number must be discarded having no value and the right digit is the point count of the hard.

stay, for the banker's or player's hand, means not take a third card.

table differential means the maximum allowable difference

between the total amount wagered on the player's hand and the total amount wagered on the banker's hand for a round of play.

tie means after each hand has received all the cards it is entitled to the point count is the same for both hands.

3 Table and layout

(1) Baccarat is played on a table having numbered places for up to 14 seated players.

(2) The layout must be substantially as shown in diagrams 1.1 or 1.2, or as approved by the chief executive.

(a) if the chief executive has approved a change to the betting areas, for additional gaming wagers, the betting areas as approved.

(3) Where a table is used solely for determining the result displayed on a player terminal the table must have –

(a) the name of, or logo for, the casino or gaming room; and

(b) marked areas for the placement of the player cards and banker cards.

Part 2 General Rules

4 Number of decks and way cards are dealt

(1) Baccarat is played with 6 or 8 decks of cards and 2 additional cutting cards.

(2) Cards for a game of baccarat may be dealt all face up or all face down.

(3) There are 2 hands dealt in baccarat – the player's hand and the banker's hand.

5 Value of cards

(1) The value of the cards in each deck is as follows—

(a) a card from 2 to 9 has its face value;

(b) a 10, jack, queen or king has a value of 0;

(c) an ace has a value of 1.

6 Betting area at a table

(1) A casino operator may permit multiple players to place a wager on any one betting area at a baccarat table.

(2) For the wager to be considered valid –

(a) the bet must be placed inside the wagering area;

(b) each bet is to be treated as a single individual bet; and

(c) the bet must lay flat against the layout and must not be placed on top of another bet.

7 Standing players

(1) A person who is standing may participate in a game of baccarat even if all places at the table are not occupied by seated players.

(2) Standing players –

(a) may place a wager on any seated player's betting areas; and

(b) must not participate in the cut of the cards or touch or handle the cards used in the game; and

(c) must not be appointed designated player in accordance with section 22.

8 How wagers are made at a table and when a wager can be placed, changed or withdrawn

(1) A wager at baccarat is made by placing gaming chips on the appropriate wager area of the layout.

(2) *Additional gaming wagers* may be placed in accordance with Schedule 17.

(3) A wager can not –

(a) be made orally; or

(b) be placed, changed or withdrawn after the first card for a round has been exposed.

(4) A hand may be dealt without a wager placed by a player and must be played in accordance to sections 16 to 20.

9 Wagers and table differential

(3) A wager must be at least the minimum amount and no more than the maximum amount displayed.

(4) For baccarat at a table, a table differential may be in place.

(5) A tie bet must not be more than one-eighth of the maximum wager permitted for the table.

(6) Table limits apply to each individual player and not per box.

(7) The amount of the minimum wager must be the same for each player, when a player plays the game at a table.

10 Baccarat wagers and results

(1) A wager on the banker's hand—

(a) wins if the banker's hand has a point count higher than the player's hand; and

(b) loses if the banker's hand has a point count lower than the player's hand; and

(c) is void if the point counts of the banker's hand and the player's hand are equal.

(2) A wager on the player's hand—

(a) wins if the player's hand has a point count higher than the banker's hand; and

(b) loses if the player's hand has a point count lower than the banker's hand; and

(c) is void if the point counts of the banker's hand and the player's hand are equal.

(3) A wager on a tie wins if the point counts of the banker's hand and the player's hand are equal and loses if the point counts are not equal.

11 Payout odds

(1) A winning baccarat wager made on the player's hand is paid at odds of 1 to 1.

(2) A winning baccarat wager made on the banker's hand is paid at odds of 19 to 20.

(3) A winning tie bet is paid at odds of 8 to 1.

(4) Despite subsection (2), the payout for a winning baccarat wager on the banker's hand may be rounded down to the nearest sum consisting of a multiple of 50c.

12 Even money baccarat

(5) A casino operator may, at any time, offer a variation of the game of baccarat known as 'even money baccarat'.

(6) In even money baccarat, a winning wager on the banker's hand is paid—

(a) for a banker's hand with a point count of 6—at odds of 1 to 2; and

(b) for any other banker's hand—at odds of 1 to 1.

Part 3 Playing the Game

13 Use of a card machine

(1) A card machine may be used for baccarat.

(2) Sections 14 and 15 do not apply if a card machine is used.

14 Cutting the cards

(1) After the cards have been shuffled, the dealer places the first cutting card at the back of the stack of cards and must offer the stack of cards, with backs facing away from the dealer, to the players to be cut.

(a) If there are no players at the table, the dealer or gaming supervisor must cut the cards.

(2) The dealer must start with the player seated to the left of the dealer, working clockwise around the table, must offer the stack to each player until a player accepts the cut.

(3) The player who accepts the cut may ask another player to cut the cards.

(4) If no player accepts the cut, the dealer or gaming supervisor must cut the cards.

(5) The cards must be cut by placing the second cutting card in the stack at least 10 cards in from either end.

(6) If the cut is incorrect, the dealer must remove the cutting card and ask for the cards to be re-cut.

(7) After the second cutting card has been inserted into the stack, the dealer must take all cards in front of the cutting card and place them at the back of the stack.

(8) The dealer must then remove the first cutting card and insert it at least 14 cards in from the back of the deck.

(9) The stack of cards must then be placed in the dealing shoe for the start of play.

(10) Before starting play, the dealer must remove the first card from the shoe and place it in the discard rack.

(11) However, if a player asks, the dealer must show the face value of the card to the players.

(12) If a player asks and all other players at the table agree, a gaming supervisor may direct the dealer to remove an additional number of cards equal to the face value of the first card drawn and to place them in the discard rack after the faces of all cards drawn have been shown to the players.

(13) For subsection (12), a 10, jack, queen and king cards have a face value of 10 and an ace card a face value of 1.

(14) For a table used solely for determining the result displayed on a player terminal, a dealer must cut the cards and only subsections (5) & (7) to (10) apply.

15 Appearance of cutting card during play

(1) When the cutting card appears during play, it must be removed, and the round of play completed.

(2) When the round of play is completed, the dealer must tell the players the last round is about to be played, and a further round is then played.

(3) When the further round is completed, no more cards may be dealt until the cards are shuffled or new cards are brought into play.

(4) However, if the cutting card is the first card out of the shoe at the start of a round, the dealer must tell the players the last round is about to be played, and only that round may be played before the cards are shuffled or new cards are brought into play.

(5) Where a table is used solely for determining the result displayed on a player terminal, subsections (2) and (4) do not apply and a further round is completed as per subsection (3).

16 Dealing of first 2 cards to each hand

(1) At the start of each round of play, the dealer announces 'no more bets' immediately before the first card is turned over, exposing the first card's value; and—

(a) if a player is the designated player under section 22, the dealer must announce 'cards' and the designated player must then start dealing the cards.

(b) if a hand is dealt with no wagers placed, it must be played in accordance to sections 16 to 21.

(2) 4 cards are dealt from the shoe, all face up or all face down.

(3) The first and third cards dealt are the first and second cards of the player's hand and are placed on the player box.

(4) The second and fourth cards dealt are the first and second cards of the banker's hand and are placed on the banker box.

(5) After the cards are dealt to each hand, if the cards were dealt face down, the cards:

(a) must be placed face up in front of the dealer; or

(b) are passed to a patron designated to receive them in accordance with this schedule. That patron may expose the

player and /or banker hand or nominate another seated patron/s or dealer to expose any or all cards on their behalf.

17 Point count of each hand after first 2 cards

(1) The point count of the player's hand and the banker's hand will be announced immediately after the first 2 cards for each hand have been exposed.

(2) Following the announcement of the point counts of both hands, the dealer deals a third card to each hand, if required by sections 19 and 20.

(3) Only 1 additional card may be dealt to either hand.

18 No additional cards may be drawn in certain circumstances

If the point count of either the player's hand or the banker's hand after the first 2 cards are dealt to each is a natural (an 8 or 9), no more cards may be dealt to either hand.

19 When player's hand must draw or stay

(1) If the point count of the banker's hand on the first 2 cards is 0 to 7 and the point count of the player's hand is 0 to 5, the player's hand must draw.

(2) If the point count of the banker's hand on the first 2 cards is 0 to 7 and the point count of the player's hand is 6 or 7, the players must stay.

20 Additional cards for banker's hand in certain circumstances

(1) If the point count of the banker's hand on the first 2 cards is 0, 1, or 2, the banker must draw.

(2) If the point count of the banker's hand on the first 2 cards is 3, the banker must draw unless the player's third card is a face value of 8.

(3) If the point count of the banker's hand on the first 2 cards is 4, the banker must draw if the player stands or if the player's third card is a face value of 2 to 7.

(4) If the point count of the banker's hand on the first 2 cards is 5,

the banker must draw if the player stands or the player's third card is a face value of 4 to 7.

(5) If the point count of the banker's hand on the first 2 cards is 6, the banker must draw if the player's third card is a face value of 6 or 7.

(6) If the point count of the banker's hand on the first 2 cards is 7, the banker must stand.

21 Deciding the results of the round and dealing with wagers

(1) After each hand has received all the cards it is entitled to under this rule, the dealer announces the final point count of each hand indicating which hand has won the round.

(2) If the 2 hands have equal point counts, the dealer announces, 'tie hand'.

(3) After the result of the round is announced for games at a table the dealer must-

(a) collect all losing wagers; and

(b) pay all winning wagers.

22 Selecting a player to be the designated player

(1) This section applies subject to either

(a) a table having places for 10 to 14 players; or

(b) a table having places for up to 9 players where a gaming manager may direct the dealer to offer the dealing shoe to players seated at the table.

(2) The dealer must, at the start of play, offer the dealing shoe to the player seated to the dealer's left at the table.

(3) If the player rejects the dealing shoe, or there is no one seated in that place, the dealer must offer the shoe to each of the other seated players in turn, going clockwise until the shoe is accepted by a player or has been rejected by all of the players.

(4) If a player accepts the dealing shoe, the player is the designated player and must deal the cards under this rule and the instructions of the dealer.

(5) If no player accepts the dealing shoe, the dealer is the banker for the round of play and must deal the cards.

(6) If a player stops being the designated player (the ***former designated player***), the dealer must, before the start of the next round of play, offer the dealing shoe to the player seated nearest the former designated player, in a clockwise direction.

(7) If the player to whom the dealing shoe is offered under subsection (6) rejects the shoe, the dealer must offer the shoe to each of the other seated players in turn, clockwise, until the shoe is accepted by a player or has been rejected by all of the players.

(8) If a player to whom the dealing shoe is offered under subsection (6) or (7) accepts the shoe, subsection (4) applies.

(9) After a round of play, the designated player may elect to pass the shoe or remain as designated player.

(10) However—

(a) the designated player must pass the shoe whenever the designated player's hand loses; and

(b) the dealer or a gaming supervisor may order the designated player to pass the shoe if the designated player unreasonably delays the game, repeatedly makes invalid deals or violates the rules of the game.

(11) A gaming supervisor may direct the dealer to be the designated player during a game at a table. While this direction is in force—

(a) the dealer must be the designated player and is responsible for dealing the cards in accordance with this rule.

(b) a player must not touch or handle the cards other than to cut the cards or if permitted by the dealer.

23 Designated player must make minimum wagers

(1) A player wishing to continue as designated player must wager at least the permissible minimum wager on either the banker's hand or the player's hand.

(2) If the player declines to wager, the player stops being the designated player and must relinquish the shoe.

Part 4 Irregularities

24 Irregularities

(1) A third card dealt to the player's hand when no third card is authorised by this schedule becomes the third card of the banker's hand if, under section 20, the banker's hand must draw.

(a) If no third card is required for the banker's hand, the card dealt in error becomes the first card of the next round of play unless it has been exposed.

(2) A third card dealt to the banker's hand in error if not exposed, is used as the first card of the next round of play.

(3) A card that would have been the first card of the next round of play becomes the first card of a dummy round if the card—

(a) has been exposed; or

(b) is found face up in the shoe.

(4) If the dealer inadvertently—

(a) deals the player's card/s to the banker area and/or the banker's card/s to the player area; or

(b) deals the player's card/s to the player accepting the banker's hand and/or the banker's card/s to the player accepting the player's hand; under section 16(5) or

(c) exposes any card that should have been exposed by a player at a table under section 16(5); or—

(d) draws additional cards for the player's hand and/or the banker's hand which is not in accordance with sections 19 and 20 and the outcome of the round of play has not been determined; then

(i) all players are given the option to retract or reduce their wager if one or more wagers remain; or

(ii) becomes a dummy round if no wagers remain.

(5) A dummy round—

(a) can only arise under subsection (3) and 4(d)(ii); and

(b) must be played in accordance with rules 16 to 20.

(6) A player must not make a wager on a dummy round.

(7) If, after the start of a round of play, a card is found face up in the shoe, the card —

(a) is taken to be a live card; and

(b) must be played as if it were found face down.

(8) If there are not enough cards remaining in the shoe to complete a round of play —

(a) the round is voided; and

(b) a new round must start.

(9) Where the dealer forgets to burn the first card from the dealing shoe in accordance with 14(10), then play will continue with those cards remaining in play–

(a) Where the first hand of the shoe has not been completed, that hand may be reconstructed and the round recommenced, ensuring compliance with rules 16 to 20.

(10) Where a dealing shoe capable of recording the value of the cards is in use and if there is a discrepancy between the actual cards dealt and the results of the hand indicated by the dealing shoe, a gaming supervisor must seek to confirm the outcome. If a gaming supervisor is unable to confirm the outcome, the gaming supervisor will declare the hand void.

Diagram 1.1—Baccarat layout

section 3(2)

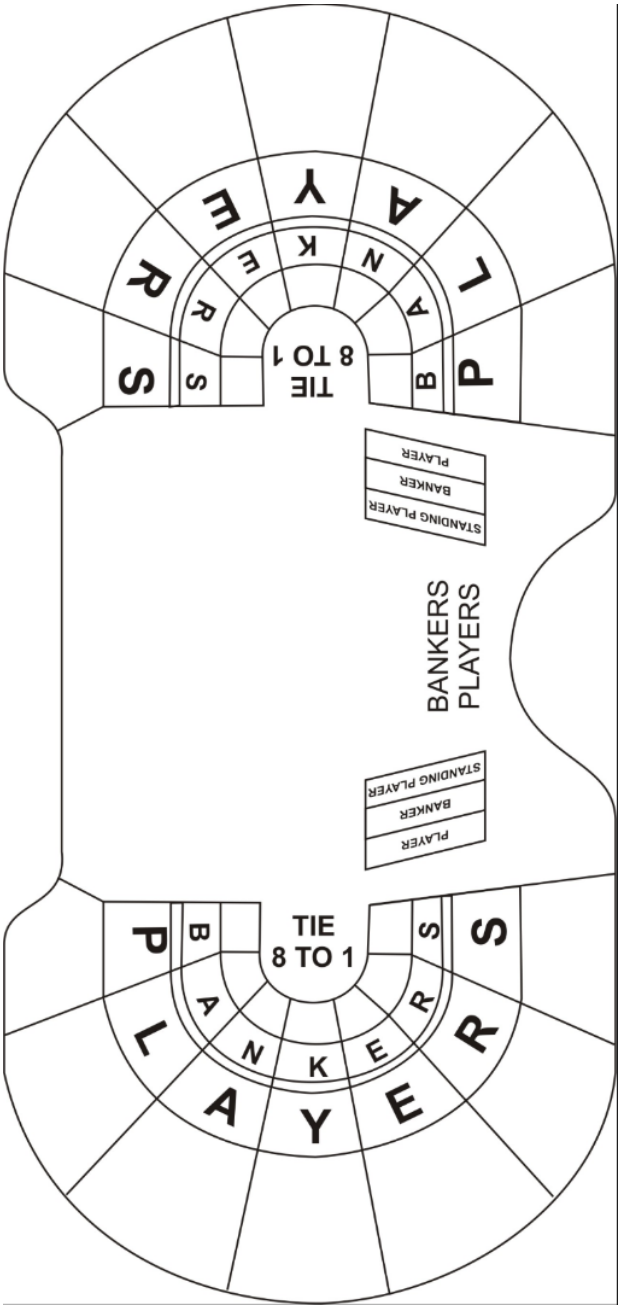
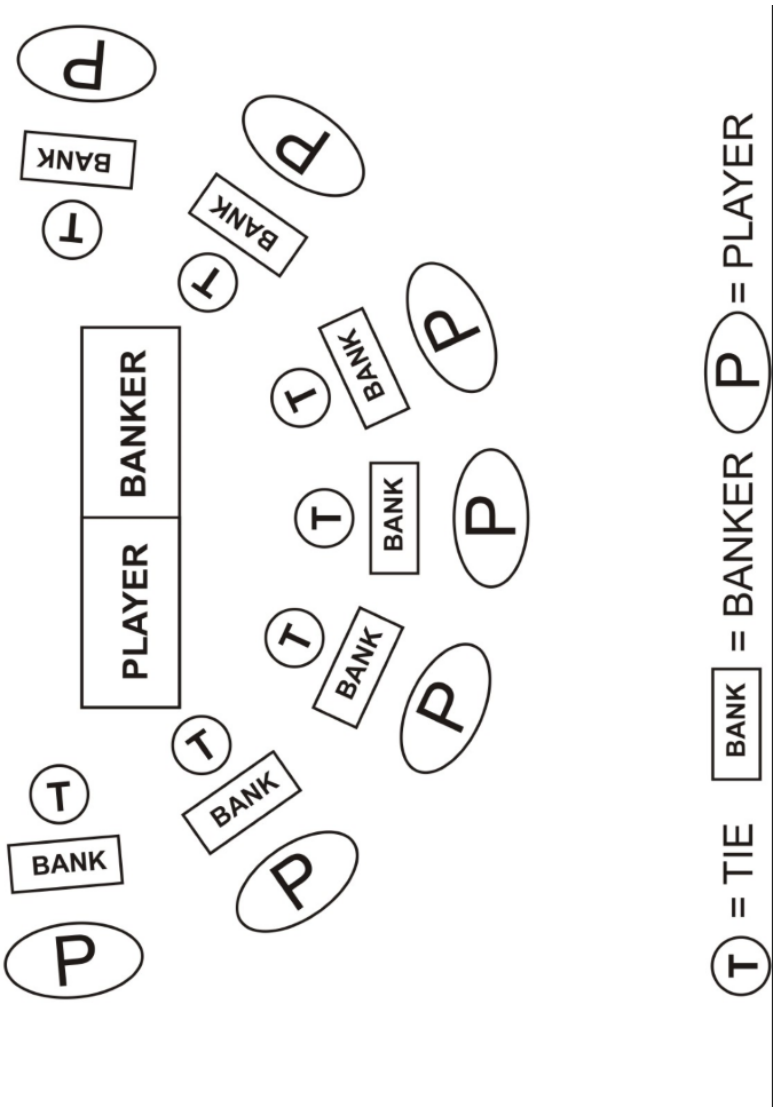


Diagram 1.2—Baccarat layout

section 3(2)



Schedule 2 Blackjack

Part 1 Preliminary

1 Conducting and playing blackjack

This schedule states the rules for conducting and playing the casino game known as blackjack.

2 Definitions for sch 2

In this schedule—

blackjack means an ace and any card having a point value of 10 dealt as the first 2 cards to a player or a dealer.

Double down see section 26.

Hard total means the point total of a hand containing no aces or containing aces that are each counted as 1 in value.

Insurance wager means a wager under section 25.

original wager see section 13(1).

soft total means the point total of a hand containing an ace if the ace is counted as 11 in value.

split, for cards or a hand of cards, means to split the cards or hand of cards under section 27.

Part 2 Table, layout and equipment

3 Table and layout

(1) Blackjack is played at a table having a place for the dealer on 1 side and places for the players on the opposite side.

(2) The table layout for the blackjack table must have printed on it the following words –

(a) blackjack pays 3 to 2

(b) dealer must stand on 17 and must draw to 16

(c) insurance pays 2 to 1.

(3) The layout must be substantially as shown in diagram 2 or as approved by the chief executive.

(a) If the chief executive has approved a change to the betting areas, for additional gaming wagers, the betting areas as approved.

Part 3 General rules of blackjack

1 Number of decks

Blackjack is played with 5 to 8 decks of cards and 2 additional cutting cards.

2 Value of cards

(1) The value of the cards contained in each deck is as follows—

(a) a card from 2 to 10 has its face value;

(b) a jack, queen or king has a value of 10; and

(c) unless subsection (2) or section 24(4) applies, an ace has a value of 11.

(2) If a value of 11 for an ace would give a player or the dealer a point total of more than 21, the ace has a value of 1.

3 Cutting the cards at a table

(1) The dealer must place the first cutting card at the back of

the stack of cards and then offer the stack of cards, with backs facing away from the dealer, to the players to be cut.

(2) The player to cut the cards must be—

(a) the first player to the table immediately before the start of play; or

(b) the player on whose box the cutting card appeared during the last round of play; or

(c) if the cutting card appeared on the dealer's hand during the last round of play — the player at the farthest point to the right of the dealer.

(3) The player who accepts the cut may ask another player to cut the cards. If the player specified in subsection (2) refuses to cut the cards, the cards must be offered to each player moving clockwise around the table until a player accepts the cut.

(4) If no player accepts the cut, the dealer or a gaming supervisor must cut the cards.

(5) The cards must be cut by placing the second cutting card in the stack at least 10 cards in from either end.

(6) If the cut is incorrect, the dealer must remove the cutting card and ask for the cards to be re-cut.

(7) After the second cutting card has been inserted into the stack, the dealer must take the cutting card and all cards in front of the cutting card and place them at the back of the stack.

(8) The dealer must then remove the first cutting card and insert it approximately 1 deck or more in from the back of the stack or at the discretion of a gaming supervisor insert the cutting card in a position between approximately 1 deck and approximately two- thirds of the way in from the back of the stack

(9) The stack of cards must then be inserted in the dealing shoe for the start of play.

4 One player for each box

(1) Subject to section 8 and Schedule 17 part 6 only 1 player may control a box at a blackjack table.

5 More than 1 player for a box

(1) A casino operator may permit up to 3 players to place a blackjack wager on 1 box at a blackjack table.

(2) The casino operator may direct that either—

(a) the total of all players' wagers on 1 box must not be more than the table maximum; or

(b) the separate wagers for each player must not be more than the table maximum.

6 Relationship between players placing original wagers on the same box

(1) This section applies—

(a) if more than 1 player places an original wager on a box; and

(b) to each player who places an original wager on the box.

(2) The dealer must decide the player who controls the box.

(3) The dealer must ensure the wager of the player who controls the box is in the part of the box closest to the dealer's side of the table.

(4) Only the player controlling the box may make decisions about the cards to be dealt to the box and all other players must place their wagers immediately behind and in a straight line with the wager of the player controlling the box.

(5) All players may make an insurance wager.

(6) If the player controlling the box doubles down, the other players may also double down but—

(a) are not required to do so; and

(b) only 1 additional card may be dealt to the hand involved in the double down.

(7) If the player controlling the box splits cards, the other players must either make an additional wager to cover each split card or specify to which of the split cards they wish their original wager to apply.

7 Circumstances when a player may wager on more than 1 box

(1) A player may be permitted by a casino operator to place an original wager on more than 1 box at a blackjack table with the understanding that the player must give up a box or boxes to accommodate other players.

(2) If a player is permitted to place a wager on more than 1 box at a table, the player must make at least the minimum wager on each hand played.

8 Players not to handle cards

A player or spectator must not handle, remove or alter any cards used in a game of blackjack.

9 Player responsible for own point total

Each player at the table is responsible for correctly computing the point total of the player's hand and may not rely on the point total announced by the dealer.

Part 4 Playing the game

10 How wagers may be made at a table

(1) An original wager at blackjack is made by placing chips in the appropriate area of the layout.

(2) A wager cannot be made orally.

(3) *Additional gaming wagers* may be placed in accordance

with Schedule 17.

11 Blackjack wagers and results

(1) Before the first card is dealt for each round of play, each player at a game of blackjack must make a wager (an original wager) against the dealer.

(2) The original wager—

(a) wins if the player's point total is not more than 21 and the dealer's point total is more than 21; or

(b) wins if the player's point total is more than the dealer's point total but neither is more than 21; or

(c) wins if the player has a blackjack and the dealer does not have a blackjack; or

(d) loses if the dealer has a blackjack and the player does not have a blackjack; or

(e) is void if the player's and the dealer's point totals are the same or the player and the dealer both have a blackjack; or

(f) loses if the player's point total is more than 21; or

(g) loses if the dealer's point total is more than the player's point total but neither is more than 21.

(3) If the player has doubled down or split cards and the dealer has a blackjack—

(a) the player's original wager loses; and

(b) the additional wager made by doubling down or splitting the cards is void.

12 Payout odds for winning wagers

(1) Winning wagers, other than for a blackjack, are paid at odds of 1 to 1.

(2) A blackjack is paid at odds of 3 to 2.

13 Time for wagering

(1) After the first card of a round of play has been exposed, a player must not handle, remove or alter the original wager on a hand until a decision about the wager has been made and has taken effect.

(2) After a wager on the insurance line, a wager to double down or a wager to split cards has been made and confirmed by the dealer, a player must not handle, remove or alter any wager until a decision about the wager has been made and has taken effect.

14 Entry to or exclusion from game after first round

(1) A gaming manager may refuse to allow a person who has not made an original wager on the first round of play to enter a later round, until the cards are reshuffled.

(2) A gaming manager who allows a person to enter a game after the first round of cards is dealt from the dealing shoe may allow the person to wager only the minimum wager for the table, until the cards are reshuffled, and a new shoe is started.

(3) A gaming manager may refuse to allow a person, who has placed an original wager on a round of play and declined to place an original wager on a later round, to place a further wager until the shoe is completed and a new shoe is started.

15 Minimum wagers for tables

A wager must be at least the minimum amount, and not more than the maximum amount displayed.

16 Replacing the cards

A gaming supervisor may, after a round of play, direct that the cards be replaced.

17 Using a dealing shoe

(1) All cards used in the game must be dealt from a dealing

shoe designed for the purpose and located on the table to the left of the dealer.

(2) The dealer must remove cards from the shoe with the left hand, and then with the right hand place them, face up, on the appropriate area of the layout.

18 Dealing the cards

(1) At the start of each round of play, the dealer must, starting on the dealer's left and continuing around the table, deal the cards in the following order—

(a) one card face up to each box on the layout which contains an original wager;

(b) one card face up to the dealer;

(c) a second card face up to each box which contains an original wager.

(2) After 2 cards have been dealt to each player and 1 card to the dealer, the dealer, starting from the dealer's left, must announce each player's point total and each player must indicate whether the player wishes to double down, split cards, stand, or draw.

(3) For subsection (2)—

(a) a player must indicate whether the player wishes to double down or split cards by placing an additional wager; and

(b) a player must indicate whether the player wishes to stand or draw by a hand signal.

(4) As each player indicates their decision, the dealer must deal face up the additional cards required and must announce the point total of the player after each additional card is dealt.

(5) After all additional cards have been dealt, the dealer must deal a second card face up to the dealer.

(6) Any additional cards dealt to the hand of the dealer must be dealt face up, after which the dealer must announce the dealer's point total.

19 Collecting and discarding cards after play

At the completion of a round of play, all cards still remaining on the layout must be picked up by the dealer in order and placed face down in the discard rack so that the cards can be easily arranged to indicate each player's hand if there is a question or dispute.

Alternatively, if an electronic review system is available to the gaming supervisor, the cards may be placed directly into a card machine or card shuffling machine.

20 Appearance of the cutting card during play

(1) When the cutting card is reached in a round of play, the dealer must continue dealing the cards until the round of play is completed and then reshuffle the cards.

(2) When the cutting card is drawn as the first card of a new round of play, the cards must be immediately shuffled.

(3) Notwithstanding 20(1) and 20 (2) the gaming supervisor may direct the dealer to continue dealing a further round of play before shuffling the cards.

21 Play if player has blackjack

(1) If the first face up card dealt to the dealer is 2, 3, 4, 5, 6, 7, 8 or 9 and a player has blackjack, the dealer must announce and pay the blackjack at odds of 3 to 2 and must remove the player's cards before any player receives a third card.

(2) If the first face up card dealt to the dealer is an ace, or 10 point value card and a player has a blackjack, the dealer must announce the blackjack but may make no payment nor remove any cards until all other cards are dealt to the players and the dealer receives a second card.

(3) If the dealer's second card does not give the dealer blackjack, the dealer must complete their hand and any player with blackjack must be paid at the odds of 3 to 2.

(4) Despite any other provision of this rule, when a player has blackjack and the dealer's first card is an ace, the dealer

must pay the player immediately at odds of 1 to 1 in full settlement of the player's wager if requested by the player.

Part 5 Different types of wagers and other matters

22 Insurance wagers

(1) If the first card dealt to the dealer is an ace and immediately after the second card is dealt to each player, the dealer must call for insurance wagers.

(2) Each player may make an insurance wager by placing on the insurance line an amount not more than half the amount staked on the player's original wager.

(3) Additional cards are dealt to each of the players and then the dealer draws a second card.

(4) If the dealer's second card is a 10 point value card, the insurance wagers wins and is paid at odds of 2 to 1, and loses if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.

(5) All losing insurance wagers must be collected by the dealer immediately after the dealer draws a second face up card for the dealer's hand and before the dealer draws any additional cards.

23 Doubling down

(1) If the point count of the first 2 cards dealt to a player or the first 2 cards of a hand made by splitting cards totals 9, 10 or 11, the player may elect to make an additional wager of not more than the amount of the player's original wager (to double down) on the first 2 cards dealt to the player or the first 2 cards of a hand made by splitting cards.

(2) However, only 1 additional card may be dealt to the hand on which the player has elected to double down.

(3) The additional card must be dealt face up and placed sideways on the layout.

(4) An ace in the first 2 cards of a double down has a value of 1, not 11.

(5) If the dealer obtains blackjack after a player doubles down, the dealer may collect only the amount of the player's original wager and not the additional amount wagered in doubling down.

24 Splitting cards

(1) If the first 2 cards dealt to a player are identical in value, the player may elect to split the hand, making each card the first card of a separate hand.

(2) However, the player must wager on each hand the amount wagered on the original hand before it was split.

(3) When a player splits cards, the dealer must deal a second card to the first of the hands formed and must complete the player's decisions about the hand before proceeding to deal cards to the second hand.

(4) After a second card is dealt to a split card, the dealer must announce the point total of the hand and the player must indicate to the dealer whether the player wishes to stand, draw or double down and

(a) a player may not split cards again; and

(b) a player splitting aces may have only 1 card dealt to each ace and may not elect to receive additional cards; and

(c) a player splitting aces or 10 point value cards can not achieve a blackjack.

(5) If the dealer obtains a blackjack after a player splits cards, the dealer may collect only the amount of the player's original wager and not the additional amount wagered in

splitting cards

25 Additional cards for players

(1) A player may elect to draw additional cards if the player's point total is less than 21.

(2) However, a player may draw only 1 additional card if—

(a) the player has doubled down; or

(b) the player's hand was formed by splitting aces.

(3) A player may elect to stand on any 2 or more cards.

26 Additional cards for dealer

(1) A dealer must draw additional cards to the dealer's hand until the dealer has a hard or soft total of 17 to 21 after which the dealer must not draw any further cards to the dealer's hand.

(2) A dealer must not draw additional cards to the dealer's hand, regardless of the point total, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round of play

Part 6 Irregularities

27 Exposed card in rack

A card found face up in the shoe must be removed from play and placed in the discard rack.

28 Card drawn in error to be used in play

(1) A card drawn in error without its face being exposed must be used as though it were the next card from the shoe.

(2) After the first 2 cards have been dealt to each player and a card is drawn in error and exposed to the players, the card

must be dealt to a player or the dealer as though it were the next card from the shoe.

(3) A player refusing to accept the card must not have any additional cards dealt to that hand during the round.

(4) If the card is refused by the players, it must become the dealer's second card.

29 Card drawn in error not to be used

(1) Subsection (2) applies if the dealer—

(a) has 17 or more points; and

(b) accidentally deals another card to the dealer's hand; and

(c) exposes the face of the card to the players.

(2) The card must be removed from play and placed in the discard rack.

30 Not enough cards in shoe to complete round of play

If there are not enough cards remaining in the shoe to complete a round of play, the dealer must shuffle and cut the cards in the discard rack and complete the round of play.

31 Incorrect placement of card

(1) If, during the original dealing of cards in a round of play, any of the cards are incorrectly placed, and the incorrect placement is noticed before the dealer acts on any hand, the cards must be placed in the order they would have been in if the incorrect placement had not happened.

(2) For subsection (1), a dealer is taken to have acted on a hand if—

(a) the dealer has received a hand signal from the player for the first box in play at the table; or

(b) the player for the first box in play at the table has decided to double down and a third card has been

delivered to the hand; or

(c) the player for the first box in play at the table has decided to split the hand and a second card has been delivered to the first of the hands formed; or

(d) a player's wager has been settled.

32 Dealer with too many cards

(1) If, contrary to section 21(1)(b), the dealer has inadvertently dealt 2 or more cards to the dealer's hand, and the dealer has started acting on a player's hand, the dealer must—

(a) inform the players that the cards held by the dealer are taken to have the point total usually counted after the dealer's cards have been dealt, but not a blackjack; and

(b) give each player the choice of withdrawing the player's original wager; and

(c) finish acting on all players' hands that have not been withdrawn.

(2) The dealer must finish hitting the dealer's hand if there is at least 1 player—

(a) who did not withdraw the player's original wager; and

(b) whose point total is not more than 21.

33 No cards or only 1 card dealt to a player's hand

(1) If no cards are dealt to a player's hand (player A), and the dealer has started acting on another player's hand, player A's hand is dead and player A must retract their original wager.

(2) If only 1 card is dealt to a player's hand (player B) and the dealer has started acting on another player's hand, player B may—

(a) retract player B's original wager; or

(b) receive a second card when the dealer starts acting on player B's hand.

34 No second card to last player if dealer has no second card

(1) This section applies to the player immediately before the dealer if—

(a) the dealer has not dealt a second card to the player; and

(b) all other players have been dealt a second card and hit with the additional cards each has requested; and

(c) the dealer has not dealt the dealer's hand a second card.

(2) The player may choose—

(a) to retract the player's original wager; or

(b) to be dealt a second card and additional cards before the dealer deals a second card to the dealer's hand.

35 Additional cards not offered or dealt to a player

(1) This section applies to a player if—

(a) the dealer does not—

(i) offer additional cards to the player; or

(ii) deal additional cards to the player and the player has indicated for additional cards; and

(b) the player is not the player immediately before the dealer.

(2) The player may retract their original wager or play out their hand after all other players have completed their hands and before any other card is dealt.

36 No second card or additional cards to last player if dealer has second card and more

(1) This section applies to the player immediately before the dealer if—

(a) the dealer has not dealt a second card to the player, or offered to hit the player with additional cards; and

(b) the dealer has dealt a second card and hit the dealer's hand with an additional card.

(2) The dealer must separate out the dealer's second card and any additional cards in the order in which they were dealt.

(3) Before taking any other cards from the shoe, the dealer must use the second card and any additional cards that have been separated out in the order the cards were originally taken from the shoe.

(4) The dealer must deal the player immediately before the dealer—

(a) if the player was not dealt a second card—a second card; and

(b) if the player indicates he or she wants to be hit with additional cards—as many additional cards as the player indicates.

(5) The dealer must deal a second card to the dealer's hand and may hit the dealer's hand in the usual way.

37 Dealer with no first card

(1) If a dealer is acting on a player's hand and discovers the dealer has missed dealing a first card to the dealer's hand, the dealer must—

(a) give each player the choice of withdrawing the player's original wager; and

(b) finish acting on all players' hands that have not been

withdrawn.

(2) The dealer must take 2 cards and, if necessary, finish hitting the dealer's hand, if there is at least 1 player—

(a) who did not withdraw the player's original wager; and

(b) whose point total is not more than 21.

(3) The dealer need not deal to the dealer's hand if either of the following applies to each of the players—

(a) the player withdrew the player's original wager;

(b) the player obtained a point total of more than 21.

38 Extra hand dealt

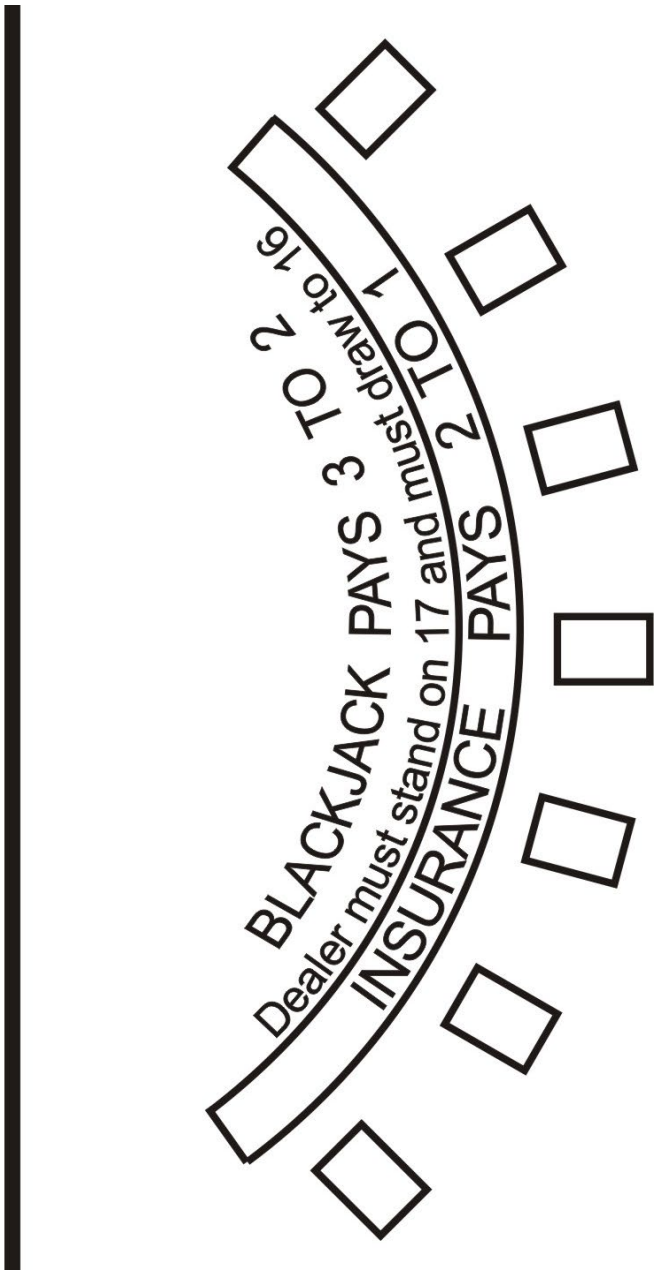
If the dealer has started acting on a player's hand, an extra hand dealt in error is void.

39 Player not acting on hand after wagering

If a player who has made an original wager does not act on the player's hand within a reasonable time, or refuses to act or is not present, a gaming supervisor may direct that further cards must be dealt to the player's hand, if the hard total of the hand is not more than 11 or the soft total of the hand is not more than 16.

Diagram 2 —Blackjack table layout

section 3(3)



Schedule 2(a) Spanish blackjack

section 3(2)

Part 1 Preliminary

1 Conducting and playing spanish blackjack

Where the version of blackjack in play is spanish blackjack, the approved rules of blackjack will apply. Where the spanish blackjack rules differ, this schedule will apply.

2 Definitions for sch 2(a)

In this schedule—

5 card 21 means 5 cards with a point total of 21.

6 card 21 means 6 cards with a point total of 21.

7 (or more) card 21 means 7 (or more) cards with a point total of 21.

original wager *see section 5(1).*

Part 2 Table, layout and equipment

3 Table and layout

(1) The layout for the spanish blackjack table must have printed on it the following words—

(a) spanish blackjack pays 3 to 2;

(b) dealer must stand on hard 17 or soft 18 and must draw to hard 16 or soft 17;

(c) insurance pays 2 to 1.

(2) The layout must be substantially as shown in diagram 2(a) or as approved by the chief executive.

(a) if the chief executive has approved a change to the betting areas for additional gaming wagers, the betting areas as approved.

Part 3 General rules of Spanish blackjack

4 Number of decks

Spanish blackjack is played with 5 to 8 decks of cards without the 10 of hearts, diamonds, clubs and spades and may have 2 additional cutting cards.

5 Spanish Blackjack wagers and results

(1) Before the first card is dealt for each round of play, each player at a game of spanish blackjack must make a wager (an original wager) against the dealer.

(2) An original wager—

(a) wins if the player's point total is not more than 21 and the dealer's point total is more than 21; or

(b) wins if the player's point total is more than the dealer's point total but neither is more than 21; or

(c) wins if the player has a blackjack; or

(d) wins if the player's point total is 21; or

(e) is void if the player's and the dealer's point totals are the same unless subsection (c) or (d) applies; or

(f) loses if the player's point total is more than 21; or

(g) loses if the dealer's point total is more than the

player's point total but neither is more than 21.

6 Payout odds for winning wagers

(1) Winning wagers with the following results are paid at the odds stated—

Results	Payout odds
blackjack	3 to 2
5 card 21	3 to 2
6, 7, 8 mixed suits	3 to 2
7, 7, 7 mixed suits	3 to 2
6 card 21	2 to 1
6, 7, 8 same suit (other than spades)	2 to 1
7, 7, 7 same suit (other than spades)	2 to 1
7 or more card 21	3 to 1
6, 7, 8 all spades	3 to 1
7, 7, 7 all spades	3 to 1

(2) All other winning wagers are paid at odds of 1 to 1.

(3) The following super bonus payouts are made if a player has three

(4) 7s of the same suit, the player has not split, and the dealer's first card is a 7 of any suit—

(a) if the player's original wager is not more than $24—$1000;

(b) if the player's original wager is at least $25—$5000;

(c) all other players who have made original wagers in the round of play—$50.

7 Play if player has blackjack or a point total of 21

If a player has blackjack or a point total of 21, the dealer must

announce and pay the hand and must remove the player's cards before any further cards are dealt.

Part 4 Different types of wagers and other matters

8 Surrender

(1) If 2 cards have been dealt to each player and the dealer's first card is a jack, queen, king or ace, the dealer must offer each player who has a point count of less than 21 the opportunity to surrender half the player's original wager.

(2) If a player indicates to the dealer that the player wishes to surrender, the dealer must place a marker button on top of the player's wager and not deal any further cards to the player's hand.

(3) Despite subsection (1), if the player controlling the box does not surrender, other players wagering on the box cannot surrender.

(4) If the dealer obtains blackjack, the surrender is void and the player loses the whole wager.

(5) If the dealer does not obtain blackjack, the dealer must complete the hand and take half the surrendered wager.

9 Doubling down

(1) A player, other than a player who has blackjack or a point total of 21, may elect to make an additional wager of not more than the amount of the player's original wager (to double down) on the first 2 or more cards dealt to the player or the first 2 or more cards of a hand made by splitting cards.

(2) However, only 1 additional card may be dealt to the hand on which the player has elected to double down.

(3) The additional card must be dealt face up and placed sideways on the layout.

(4) An ace in the first 2 cards of a double down has a value of 1, not 11.

(5) If the dealer obtains blackjack after a player doubles down, the dealer may collect only the amount of the player's original wager and not the additional amount wagered in doubling down.

(6) Despite section 6, a winning double down wager may be paid only at odds of 1 to 1 for both the original wager and the double down wager.

(7) A player who has doubled down forfeits the amount of the original wager if—

(a) the point count of the hand on which the player has doubled down is not more than 21; and

(b) the player elects to withdraw the doubled portion of the wager.

(8) If a player elects to withdraw the doubled portion of the wager, the dealer must, before the player withdraws the doubled portion of the wager and before any further cards are dealt—

(a) remove the amount of the original wager; and

(b) if all the players for the box have elected to withdraw the doubled portion of their wagers—remove the players' cards.

10 Splitting cards

(1) If the first 2 cards dealt to a player are identical in value, the player may elect to split the hand, making each card the first card of a separate hand.

Example –

If a player's hand consists of a queen and a jack, the 2 cards may be split, making the queen the first card of 1 hand and the jack the first card of a separate hand.

(2) However, the player must wager on each hand the amount wagered on the original hand before the split.

(3) When a player splits cards, the dealer must deal a second card to the first of the hands formed and must complete the player's decision about the hand before proceeding to deal cards to the second hand.

(4) After a second card is dealt to a split card, the dealer must announce the point total of the hand and the player must indicate to the dealer whether the player wishes to stand, draw or double down but –

(a) a player may not split cards again; and

(b) a player splitting aces may only have 1 card dealt to each ace and may not elect to receive additional cards; and

(c) a player splitting aces or 10 point value cards cannot achieve a blackjack.

(5) If the dealer obtains a blackjack after a player splits cards, the deal may collect only the amount of the player's original wager and may not collect the additional amount wagered in splitting cards.

(6) If the first 2 cards dealt to a player are 7s of the same suit, a super bonus is not payable on either of the hands formed after the split.

(7) In this section –

player's original wager means –

(a) the spanish blackjack wager on the first of the hands formed by splitting cards; or

(b) if the player has a point total of 21 on the first of the hands formed by splitting cards – the wager on the other hands; or

(c) if the player doubles down and forfeits on the first of the hands formed by splitting cards – the wager on the other hand if the point total on the other hands is not more than 20.

11 Additional cards for dealer

(1) A dealer must draw additional cards to the dealer's hand until the dealer has a hard total of 17 to 21 or a soft total of 18 to 21, after which the dealer must not draw any further cards to the dealer's hand.

(2) A dealer must not draw additional cards to the dealer's hand, regardless of the point total, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round of play.

Part 5 Irregularities

12 Card drawn in error not to be used

(1) This section applies if the dealer—

(a) has a hard total of 17 or more points or a soft total of 18 or more points; and

(b) accidentally deals another card to the dealer's hand; and

(c) exposes the face of the card to the players.

(2) The card must be removed from play and placed in the discard rack.

13 Dealer with too many cards

In addition to the requirements of section 35 of Schedule 2, the dealer must finish hitting the dealer's hand if there is at least 1 player—

(a) who did not withdraw the player's original wager; and

(b) whose point total is not more than 20.

14 Dealer with no first card

(1) If a dealer is acting on a player's hand and discovers the dealer has missed dealing a first card to the dealer's hand, the dealer must—

(a) give each player the choice of withdrawing the player's original wager; and

(b) finish acting on all players' hands that have not been withdrawn.

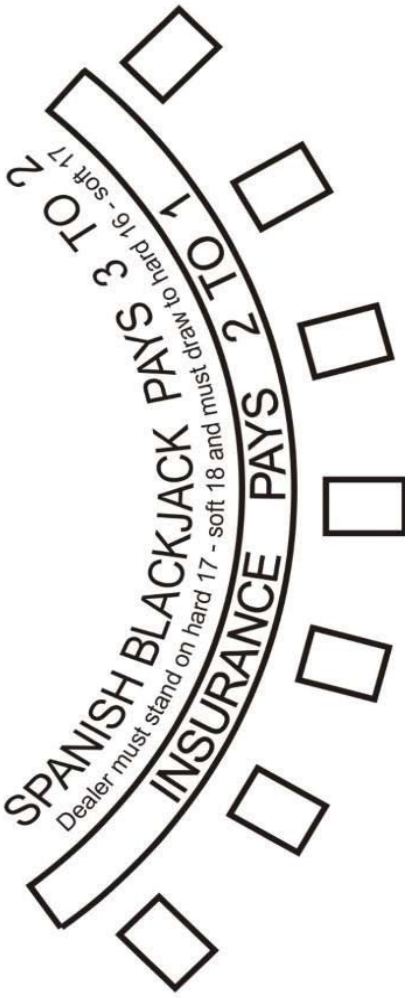
(2) The dealer must take 2 cards and, if necessary, finish hitting the dealer's hand, if there is at least 1 player—

(a) who did not withdraw the player's original wager; and

(b) whose point total is not more than 20.

Diagram 2(a) —Spanish blackjack layout

section 3(2)



Schedule 2(b) Blackjack challenge

section 3(2)

Part 1 Preliminary

1 Conducting and playing blackjack challenge

Where the version of blackjack in play is blackjack challenge, the approved rules of blackjack will apply. Where the blackjack challenge rules differ, this schedule will apply.

2 Definitions for sch 2 (b)

In this schedule—

blackjack means an ace and any ten point value card dealt as the first two cards to a player or a dealer and this shall include an ace and any ten point value card dealt to a player who has split pairs.

five card trick means five cards drawn to a hand without exceeding 21.

original wager see section 5(1)

Part 2 Table and layout

3 Table and layout

(1) The layout for the blackjack challenge table must have printed on it the following words—

(a) blackjack challenge

(b) blackjack pays 2 to 1

(c) dealer must stand on 17 and must draw to 16.

(2) The layout must be substantially as shown in diagram 2 (b) or as approved by the chief executive.

(a) if the chief executive has approved a change to the betting areas for additional gaming wagers, the betting areas as approved.

Part 3 General rules

4 Ranking of cards

The rank of cards for the purpose of determining blackjack payouts in accordance with section 11 will be from highest to lowest king, queen, jack and 10.

5 Wagers and results

(1) Before the first card is dealt for each round of play, each player at a game of blackjack challenge must make a wager (an original wager) against the dealer.

(2) The wager—

(a) wins if the player's point total is not more than 21 and the dealer's point total is more than 21; or

(b) wins if the player's point total equals 21; or

(c) wins if the player draws five cards to a hand and does not exceed 21 and will be paid in accordance to section 10(2); or

(d) wins if the player's point total is more than the dealer's point total but neither is more than 21; or

(e) wins if the player has a blackjack and the dealer does not have a blackjack; or

(f) wins if the player and the dealer have a blackjack and is

(g) paid in accordance to section 11.

(h) loses if the dealer has a blackjack and the player does not have a blackjack; or

(i) loses if the player's and the dealer's point totals are the same; or

(j) loses if the dealer's point total is more than the player's point total but neither is more than 21; or

(k) loses if the player's point total is more than 21.

(3) If the player has wagered a split and/or double down and the dealer has a blackjack –

(a) the player's original wager loses; and

(b) the additional wager made by the player is void.

6 Play if player has blackjack

(1) If the first face up card dealt to the dealer is 2, 3, 4, 5, 6, 7, 8 or 9 and a player has blackjack, the dealer must announce and pay the blackjack at odds of 2 to 1 and must remove the player's cards before any player receives a third card.

(2) If the first face up card dealt to the dealer is an ace, king, queen, jack or 10 and a player has a blackjack, the dealer must announce the blackjack but may make no payment nor remove any cards until the outcome is determined.

7 Doubling down

(1) A player may elect to make an additional wager of not more than the amount of the player's original wager (to double down) on the first two cards or the first three cards dealt on original or split hands.

8 Splitting cards

(1) After a second card is dealt to a split hand, the dealer shall announce the point total of that hand and the player shall indicate their decision to stand, draw, double or split again.

(2) A player splitting aces or 10 point value cards shall be capable of achieving blackjack.

(3) A player may only split twice per box on any value of cards if card values are of identical value to the original split cards:

(a) The wager on all split hands is of an amount equal to the original wager; and

(b) No more than three hands are formed per box in each round of play; and

(c) A player who abstains from splitting their initial two cards may not elect to split after having received a third card.

(4) If the player controlling a playing area decides to split, any other player who has placed a wager on that playing area shall either:

(a) Make an additional wager on the already formed split hand(s) of an amount equal to their original wager; or

(b) Have their original wager placed on the already formed first hand.

9 Insurance wagers

Insurance wagers are not offered on blackjack challenge.

10 Settlement where a player has a point total of 21 or 5 card trick

(1) Where a player has a point total of 21, but not a blackjack, regardless of the dealer's card, the dealer shall pay the wager(s) on that hand at odds of 1 to 1, remove the cards dealt to that box and place them in the discard rack.

(2) Where a player has achieved "five card trick" by drawing 5 cards to a hand without exceeding 21 regardless of the dealer's card, the dealer shall pay the wager(s) on that hand at odds of 1 to 1, remove the cards dealt to that playing area and place them in the discard rack.

11 Final Settlement

(1) Settlement of wagers remaining on the table after the completion of the dealer's hand will be as follows

(a) A player having blackjack;

(i) When the dealer’s hand is not blackjack, shall be paid at odds of 2 to 1;

(b) A player having blackjack when the dealer’s hand is also blackjack;

(i) And the player’s 10 value card is of a higher rank than the dealer’s 10 value card, shall be paid at odds of 5 to 1;

(ii) And the player’s 10 value card is the same rank as the dealer’s 10 value card, shall be paid at odds of 4 to 1;

(iii) And the player’s 10 value card is of a lower rank than the dealer’s 10 value card, shall be paid at odds of 3 to 1.

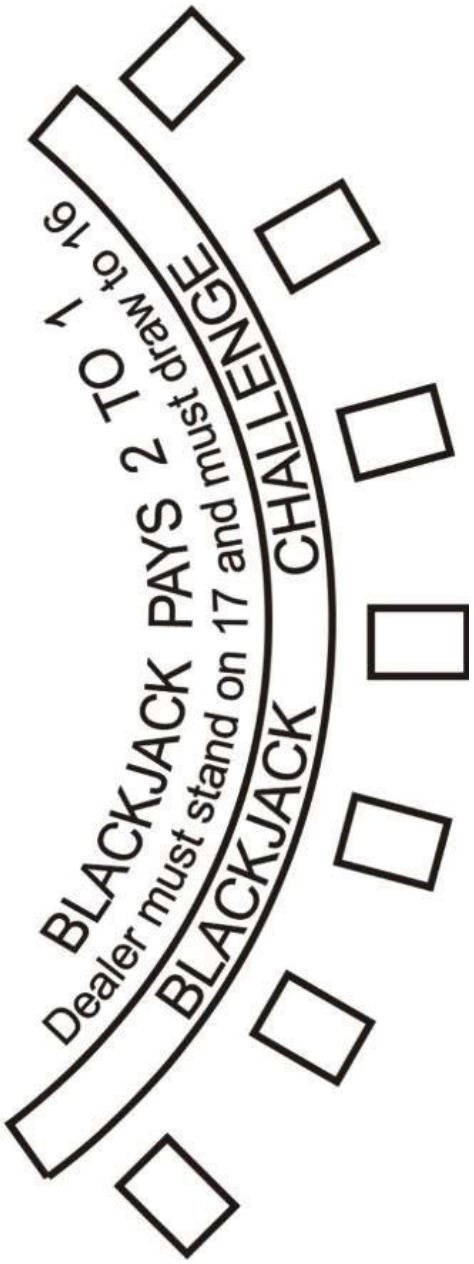
(2) A player having a point total of 20 or less shall win and be paid at odds of 1 to 1 if the point total exceeds that of the dealer's hand;

(3) A player having a point total of 20 or less shall win and be paid at odds of 1 to 1 if the point total of the dealer's hand exceeds 21;

(4) A player having a point total equal to or less than the point total of the dealer’s hand and the dealer’s hand does not exceed 21, the player shall lose.

Diagram 2(b) Blackjack Challenge layout

section 3(2)



Schedule 2(c) Blackjack switch

section 3(2)

Part 1 Preliminary

1 Conducting and playing blackjack switch

Where the version of blackjack in play is blackjack switch, the approved rules of blackjack will apply. Where the blackjack switch rules differ, this schedule will apply.

2 Definitions for sch 2 (c)

In this schedule—

original wager see section 5(1).

super match wager see section 5(1).

switch means to swap the second card of the first hand dealt to a player's box with the second card of the second hand dealt to the player's box.

switched blackjack means an ace and any card having a point value of 10 after a player has switched their cards.

Part 2 Table and layout

3 Table and layout

(1) The layout for the blackjack switch table must have printed on it the following words—

(a) blackjack switch

(b) blackjack pays 1 to 1

(c) dealer must draw to a soft 17 or hard 16 and will stand

on hard 22

(d) insurance pays 2 to 1.

(2) The layout must be substantially as shown in diagram 2c) or as approved by the chief executive.

(a) if the chief executive has approved a change to the betting areas for additional gaming wagers, the betting areas as approved.

Part 3 General rules

4 Number of decks

Blackjack switch is played with 6 to 8 decks of cards and 2 additional cutting cards.

5 How wagers may be made

(1) Before the first card is dealt for a round of play, each player must—

(a) make a wager (an original wager) of equal value on each blackjack switch betting area of their box against the dealer; and

(b) be given an opportunity to make a wager (a super match wager) on the super match betting area of their box.

6 Winning and losing wagers

(1) The original wager—

(a) wins if the player's point total is not more than 21 and the dealer's point total is more than 22; or

(b) wins if the player's point total is more than the dealer's point total but neither is more than 21; or

(c) wins if the player has a blackjack and the dealer does not have a blackjack; or

(d) loses if the dealer has a blackjack and the player does not have a blackjack; or

(e) loses if the player's point total is more than 21; or

(f) loses if the dealer's point total is more than the player's point total but neither is more than 21; or

(g) loses if the player has a switched blackjack and the dealer has a blackjack; or

(h) is void if the player's point total and the dealer's point total are the same; or

(i) is void if the dealer's point total is 22 and the player does not have a blackjack; or

(j) is void if the player and the dealer both have a blackjack.

(2) If a dealer obtains a blackjack after a player splits their cards—

(a) the player's original wager loses; and

(b) the additional wager made by the player in splitting their cards is void.

(3) If a dealer obtains a blackjack after a player doubles down—

(a) the player's original wager loses; and

(b) the additional wager made by the player in doubling down is void.

(4) A super match wager—

(a) wins if the first 4 cards dealt to the box on which the wager was placed are a pair, 2 pair, 3 of a kind or 4 of a kind; and

(b) loses if the first 4 cards dealt to the box on which the wager was placed do not comprise a pair, 2 pair 3 of a kind or 4 of a kind.

7 Payout odds for winning wagers

(1) A winning blackjack switch wager is paid at odds of 1 to 1.

(2) A winning insurance wager is paid at odds of 2 to 1

(3) A winning super match wager is paid—

(a) for a pair — at odds of 1 to 1; and

(b) for 2 pairs — at odds of 8 to 1; and

(c) for 3 of a kind — at odds of 5 to 1; and

(d) for 4 of a kind — at odds of 40 to 1.

8 Dealing the cards

(1) After 4 cards have been dealt to each player and 1 card to the dealer, the dealer must—

(a) take all losing super match wagers; and

(b) pay all winning super match wagers.

(2) When all super match wagers have been dealt with, the dealer starting from the dealer's left, must announce the point total of each player's hand and act on each player's decision to do any of the following—

(a) switch;

(b) double down;

(c) split cards;

(d) stand;

(e) draw.

(3) For subsection (2), a player must indicate an intention to—

(a) switch by verbally advising the dealer; and

(b) double down or split cards by placing an additional wager; and

(c) stand or draw by a hand signal.

(4) If a player wishes to switch, they must do so before they double down, split cards, stand or draw.

(5) As each player indicates his or her decision, the dealer must—

(a) switch cards if requested; and

(b) deal any additional cards face up and announce the point total of the hand after each additional card is dealt.

(6) If after switching, a hand has an ace and a ten point value card, the dealer must turn the second card sideways to indicate a switched blackjack.

(7) After all additional cards have been dealt, the dealer must deal a second card face up to the dealer.

(8) Any additional cards dealt to the hand of the dealer must be dealt face up after which the dealer must announce the dealer's point total.

9 Play if player has blackjack

(1) A player dealt a blackjack must still be given the opportunity to switch.

(2) If a player does not switch after receiving a blackjack and the dealer's card is 2, 3, 4, 5, 6, 7, 8 or 9, the dealer must announce and pay the blackjack and must remove the player's blackjack cards.

(3) If a player, after switching, has an ace and a ten point value card in one hand then that hand point total is 21 and not a blackjack.

Part 4 Different types of wagers, extra players and other matters

10 Insurance wagers

There may only be one insurance wager for each blackjack switch box.

11 Additional cards for dealer

A dealer must draw additional cards to the dealer's hand

until the dealer has a hard total of 17 to 22 or a soft total of 18 to 21 after which the dealer must not draw any further cards to the dealer's hand.

12 One player for each box

Subject to section 4(1)(b)–

(a) only 1 player may control on a box at a blackjack switch table; and

(b) the dealer must not allow a player to place a wager on another player's hand.

Part 5 Irregularities

13 No cards or only 1 card dealt to a player's hand

If, despite having valid bets on both blackjack switch betting areas of their box, a player receives less than the four initial cards required, the player may—

(a) retract their blackjack switch wagers on the box; or

(b) receive further cards to complete the original two hands when the dealer starts acting on the player box.

14 No second card to either of the last player's hands if the dealer has no second card

(1) This section applies to the player immediately before the dealer if—

(a) the dealer has not dealt a second card to either of the player's blackjack switch hands; and

(b) all other players have been dealt a second card to each of their blackjack switch hands and hit with the additional cards as requested; and

(c) the dealer has not dealt the dealer's hand a second

card.

The player may choose—

(a) to retract the player's blackjack switch wagers; or

(b) to be dealt a second card and additional cards before the dealer deals a second card to the dealer's hand.

15 Additional cards not offered or dealt to a player

(1) This section applies to a player if—

(a) the dealer does not—

(i) offer additional cards to the player; or

(ii) deal additional cards to the player and the player has indicated for additional cards; and

(b) the player is not the player immediately before the dealer.

(2) The player may retract his or her blackjack switch wagers or play out his or her hand after all other players have completed their hands and before any other card is dealt.

16 Player not acting on hand after wagering

If a player who has placed a blackjack switch wager on both blackjack switch betting areas of their box does not act on their hand within a reasonable time, or refuses to act or is not present, a gaming supervisor may direct that—

(a) the player's cards must not be switched; and

(b) further cards must be dealt to the player's hand if the hard total of the hand is not more than 11 or the soft total of the hand is not more than 17.

17 Player having only one bet on blackjack switch box

If a player places only one blackjack switch wager on a blackjack switch box and is dealt one hand to that wager, the following will apply –

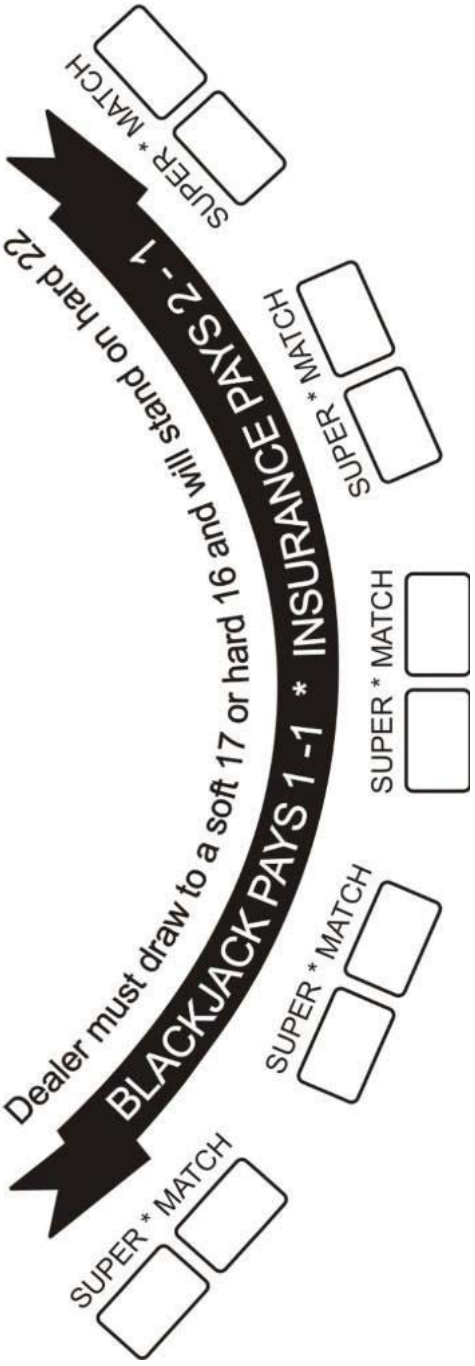
(a) the hand, and if applicable, the super match wager

placed on the player's box is void; and

(b) all other players on the table must be given the option to retract their blackjack switch wagers.

Diagram 2(c) —Blackjack switch layout

section 3(2)



Schedule 2 (d) Soft 17 Blackjack

Part 1 Preliminary

1 Conducting and playing soft 17 blackjack

Where the version of blackjack in play is Soft 17 blackjack, the approved rules of blackjack will apply. Where the Soft 17 blackjack rules differ, this schedule will apply.

Part 2 Table, layout and equipment

2 Table and layout

(1) The layout for the soft 17 blackjack table must have printed on it the following words—

(a) Soft 17 blackjack

(b) blackjack pays 3 to 2

(c) dealer must draw on a soft 17 and will stand on a hard 17

(d) insurance pays 2 to 1.

(2) The layout must be substantially as shown in diagram 2 (d) or as approved by the chief executive.

(a) if the chief executive has approved a change to the betting areas for additional gaming wagers, the betting areas as approved

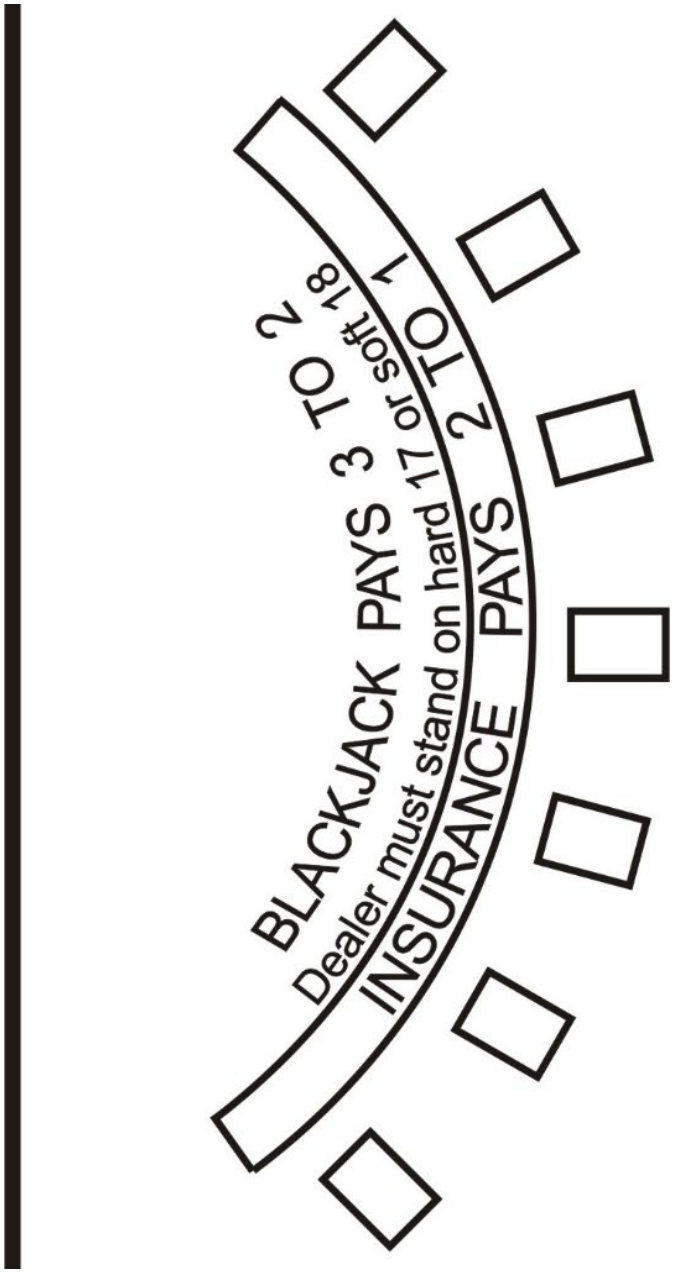
Part 3 General rules of Soft 17 blackjack

3 Additional cards for dealer

A dealer must draw additional cards to the dealer's hand until the dealer has a soft total of 18 to 21 or a hard total of 17 to 21 after which the dealer must not draw any further cards to the dealer's hand.

Diagram 2(d) – 'Soft 17'blackjack table layout

section 3(2)



Schedule 3 Caribbean stud poker

section 3(2)

Part 1 Preliminary

1 Conducting and playing caribbean stud poker

This schedule states the rules for conducting and playing the casino game known as caribbean stud poker.

2 Definitions for sch 3

In this schedule—

(1) ***pair*** see section 5.

(2) ***pairs*** see section 5.

(3) ***of a kind*** see section 5.

(4) ***of a kind*** see section 5.

ante wager means a wager made by a person to enable the person to take part in a round of the game as a player.

bet wager means a wager made by a player after the cards have been dealt and the player has had an opportunity to look at the player's hand.

closes a player's hand see section 3.

continuing player means a player who has made an ante wager and has not folded.

dealer's upcard see section 13.

flush see section 5.

fold means to stop taking part in a round of the game.

full house see section 5.

game means caribbean stud poker.

maximum payment, for a bet wager at a table, means the maximum amount stated by the casino operator in the sign mentioned in section 8(1)(b) for the table as the maximum payment for a winning bet wager.

odd card, in relation to another card or cards, means a card with a different face value to the other card or cards.

odd card hand see section 5.

poker ranking, of a hand, means the ranking of the hand worked out under section 6.

qualifies, for a dealer's hand, see section 4.

round, of the game, includes the wagering, dealing of cards, playing the game with the cards as dealt, deciding the winning hands, collecting losing wagers and paying for winning hands.

royal flush see section 5.

straight see section 5.

straight flush see section 5.

wager means an ante wager orbet wager.

3 Meaning of closes a player's hand

A dealer closes a player's hand by—

(a) collecting the player's ante wager and cards; and

(b) individually spreading out the collected cards, face down, and counting them; and

(c) placing the cards in the table's discard rack.

4 Meaning of qualifies for a dealer's hand

A dealer's hand qualifies if it is—

(a) an odd card hand and the combination of 5 cards includes an ace and a king; or

(b) a poker hand ranking higher than an odd card hand.

5 Meaning of various poker hands

The following poker hands have the meaning given opposite the hand—

Poker hand	Cards
odd card hand	any combination of 5 cards, other than another poker hand mentioned in this section
1 pair	2 cards with the same face value and 3 odd cards
2 pairs	2 cards with the same face value, another 2 cards with the same face value (other than the face value of the first 2 cards) and 1 odd card
3 of a kind	3 cards with the same face value and 2 odd cards
Straight	5 cards of more than 1 suit running consecutively in face value
Flush	5 cards of the same suit but not running consecutively in face value
full house	3 cards with the same face value and another 2 cards with same face value (other than the face value of the first 3 cards)
4 of a kind	4 cards with the same face value and 1 odd card
straight flush	5 cards of the same suit running consecutively in face value, other than a royal flush
royal flush	10, jack, queen, king and ace of the same suit.

6 Ranking of poker hands and cards

(1) The ranking of poker hands, from lowest to highest, is as

follows—

- odd card hand
- 1 pair
- 2 pairs
- 3 of a kind
- straight
- flush
- full house
- 4 of a kind
- straight flush
- royal flush.

(2) All suits of cards are of equal value.

(3) Hands ranking the same, but with cards of different face values, rank according to the cards' face values.

(4) The ranking of cards, from lowest to highest, is 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

(5) If a player has an ace, 2, 3, 4 and 5, the ace may rank as 1.

(6) If the dealer's hand and a player's hand have the same poker ranking and face values, it is a stand off.

Examples of application of section—

1 A 9, 10, jack, queen, king straight beats a 7, 8, 9, 10, jack straight.

2 If there are 2 hands, each containing 2 pairs, the hand holding the highest pair in face values is ranked the higher. If each hand has an equally ranked pair, the face values of the second pairs decide the outcome. If each hand has 2 equally ranked pairs, the face value of the fifth card of each hand decides the outcome. If each of the fifth cards is equally ranked, it is a stand off.

Part 2 Table, layout and equipment

7 Table and layout

(1) Caribbean stud poker is played at a table with places for players on 1 side and a place for the dealer on the opposite side.

(2) The layout cloth for the table must have printed on it—

(a) the name of, or logo for, the casino or gaming room; and

(b) the words ‘dealer only plays with ace & king or higher’; and

(c) rectangular, circular or oval areas for wagers.

(3) The areas for wagers must be marked—

(a) for ante wagers—by the word ‘ante’; and

(b) for bet wagers—by the word ‘bet’; and

(4) The layout for the table is the layout in diagram 3 or a similar layout approved by the chief executive.[2]

8 Other equipment

(1) A table for the game must also be equipped with—

(a) a dealing shoe or mechanical shuffling device; and

(b) a sign stating the maximum payment for the table; and

(2) A casino operator may comply with subsection (1)(b) for a table by stating the maximum payment on the sign required under section 64(1)(d) of the Act.

2 See section 62 (Gaming equipment and chips) of the Act

Part 3 Preparing for the game at a table

9 Cards

(1) Caribbean stud poker is played with 1 deck of cards with backs of the same colour and design and 1 cutting card.

(2) However, if a mechanical shuffling device is in use at a table—

(a) the device may be loaded with 1 deck of cards while another deck is used in play; and

(b) the backs of the 2 decks of cards must have different colours; and

(c) the discard rack must only contain the cards from 1 deck at a time

10 Procedures for inspecting, shuffling and cutting cards

(1) Cards must be inspected and shuffled—

(a) under the provisions of this part; and

(b) under the approved control system for the casino.

(2) Before being used in play, the cards must be inspected to check for marks and imperfections and that each deck of cards contains the correct cards.

(3) If a player asks to inspect the cards when the cards are first placed on the table for play, the dealer must spread the cards face up on the table to enable a person inspecting them to see if each deck of cards is complete.

(4) The cards must be shuffled—

(c) before being used in play; and

(d) at the end of each round of play.

(5) If the cards have been shuffled manually by the dealer, the dealer must cut the cards and place them with the cutting card into a dealing shoe.

Part 4 Placing wagers and playing the game

11 Placing ante wagers

(1) Before a round of the game starts, each player must make an ante wager.

12 How wagers are made

(1) All wagers must be made by placing chips in the appropriate areas for wagers on the table.

(2) A player must not wager on more than 1 hand in a round.

(3) Only 1 wager may be accepted on each area for wagers.

(4) After the first card of a round has been removed from the shoe, a person must not change, take away or touch a wager until a decision about the wager is made, and the wager is dealt with, by the dealer.

13 Dealing the cards

(1) After all ante wagers for a round of play have been made, the dealer must deal the cards by starting from the dealer's left and continuing clockwise around the table.

(2) The cards must be dealt in 1 of the following ways provided in the approved control system for the casino—

(a) by placing in turn—

(i) one card to each area containing an ante wager; and

(ii) one card to the dealer; and

(iii) a second, third, fourth and fifth card, in sequence, to each area containing an ante wager; and

(iv) a second, third, fourth and fifth card to the dealer;

(b) by placing in turn—

(i) 5 cards at a time to each area containing an ante wager; and

(ii) 5 cards at a time to the dealer.

(3) All cards must be dealt face down, other than 1 of the dealer's cards (the ***dealer's upcard***).

14 Players may look at cards and fold or place a bet wager

(1) After the cards for a round have been dealt, the players may look at their cards.

(2) If a player decides to fold, the player must place the cards face down on the table.

(3) If a player decides to continue to play in the round, the player must place a bet wager in the appropriate area and place the cards face down on the table.

(4) A player's bet wager must be twice the amount of the player's ante wager.

(5) If a player folds, the dealer must close the player's hand.

(6) A player's cards must be in full view of the dealer during a round of play.

15 Declaration by dealer

After all continuing players have made bet wagers and placed their cards face down on the table, the dealer must turn all the dealer's remaining cards face up and declare—

(a) whether or not the dealer's hand qualifies; and

(b) if the dealer's hand qualifies—the highest poker ranking of the dealer's hand.

16 If dealer's hand does not qualify

(1) This section applies if the dealer's hand does not qualify.

(2) After declaring that the dealer's hand does not qualify, the dealer must—

(a) pay the ante wagers of the continuing players at the odds of 1 to 1; and

(b) count and collect the cards of the continuing players and place them in the discard rack.

(3) The bet wagers are void.

17 If dealer's hand qualifies

(1) This section applies if the dealer's hand qualifies.

(2) After declaring that the dealer's hand qualifies, the dealer, starting on the dealer's right and continuing anticlockwise around the table, must—

(a) turn the cards of each continuing player face up; and

(b) decide the highest poker ranking of the player's hand.

Part 5 Deciding the outcome of wagers and paying winning wagers

18 Player's hand—when it wins, loses or is a stand off

(1) A player's hand wins if the poker ranking of the player's hand is higher than the poker ranking of the dealer's hand.

(2) If a player's hand wins, the dealer must—

(a) pay the ante wager at the odds of 1 to 1; and

(b) pay the bet wager at the odds mentioned in section 21(1); and

(c) collect the player's cards and place them in the discard rack.

(3) A player's hand loses if the poker ranking of the player's hand is lower than the poker ranking of the dealer's hand.

(4) If a player's hand loses, the dealer must—

(a) collect both the ante and bet wagers for the hand; and

(b) collect the player's cards and place them in the discard rack.

(5) A player's hand is a stand off if the poker ranking of the player's hand is equal to the poker ranking of the dealer's hand.

(6) If a player's hand is a stand off, the dealer must close the player's hand.

19 Payment odds for bet wagers

(1) The payment odds for winning bet wagers are as follows—

Winning hand	Payment odds
odd card hand or 1 pair	1 to 1
2 pairs	2 to 1
3 of a kind	3 to 1
Straight	4 to 1
Flush	5 to 1
full house	7 to 1
4 of a kind	20 to 1
straight flush	50 to 1
royal flush	250 to 1.

(2) However, the total payment for a bet wager at a table is limited to the maximum payment for the table.

Part 6 Irregularities

20 Bet wager under or over twice the ante wager

If, while acting on the hands, the dealer becomes aware that a bet wager is—

(a) more than twice the amount of the ante wager—the dealer must give the excess amount to the player and take or pay the wager accordingly; or

(b) less than twice the amount of the ante wager—the dealer must take or pay according to the amount wagered and tell the player that for subsequent rounds the player's bet wager must be twice the amount of the player's ante wager.

21 Cards dealt when no ante wager

If a card or cards are dealt to a player who has not placed an ante wager—

(a) the player's hand is void; and

(b) all players at the table must be given the option of retracting their wagers.

22 Player wagering on more than 1 betting area

If a player has been dealt more than 1 hand in a round of play—

(a) the player's hand, for the round, is the first hand dealt to the player; and

(b) other hands dealt to the player are void; and

(c) all players at the table must be given the option of retracting their wagers.

23 Incorrect number of cards

(1) If an incorrect number of cards are dealt to a player or the dealer's hand and none of the players have looked at the players' cards—

(a) the round of play is void; and

(b) the dealer must immediately tell a gaming supervisor; and

(c) the gaming supervisor must direct the dealer to count the cards to verify there are 52; and

(d) if the dealer finds the deck does not contain 52 cards—a gaming manager must notify an inspector.

(2) If an incorrect number of cards are dealt to a player or the dealer's hand and any player has looked at the player's cards—

(a) the dealer must immediately tell a gaming supervisor; and

(b) the gaming supervisor must direct the dealer to count the cards to verify there are 52.

(3) If the dealer finds the deck does not contain 52 cards—

(a) a gaming manager must notify an inspector; and

(b) the round of play is void; and

(c) all wagers placed for the round must be returned to the players.

(4) If the dealer finds the deck contains 52 cards and the dealer's hand has an incorrect number of cards—

(a) the dealer must declare the dealer's hand does not qualify; and

(b) the ante wager for other players who have folded must be reinstated; and

(c) all ante wagers must be paid even money; and

(d) all bet wagers are void.

(5) If the dealer finds the deck contains 52 cards and the player's hand has an incorrect number of cards—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) all players at the table must be given the option of retracting their wagers.

(6) If the dealer finds the deck contains 52 cards and both the player's and the dealer's hands have an incorrect number of cards—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) the dealer must declare the dealer's hand does not qualify; and

(d) the ante wager for other players who have folded must be reinstated; and

(e) all ante wagers for other players must be paid even money; and

(f) all bet wagers for other players are void.

24 Effect of cards being exposed during a deal

(1) If 3 or more cards are exposed during a deal, the round of play is void.

(2) However, if 3 cards are exposed during a deal and 1 or more of the exposed cards are dealt to the dealer—

(a) the first exposed card dealt to the dealer must be used as the dealer's upcard; and

(b) other exposed cards (whether dealt to the dealer or a player) must be turned face down; and

(c) play continues in the usual way.

(3) If 2 cards are exposed during a deal and both of the cards are dealt to the dealer—

(a) the first exposed card dealt to the dealer must be used as the dealer's upcard; and

(b) other exposed cards must be turned face down; and

(c) play continues in the usual way.

(4) If 2 cards are exposed during a deal and both of the cards are dealt to players—

(a) the exposed card or cards must be turned face down; and

(b) play continues in the usual way.

(5) If 2 cards are exposed during a deal and 1 of the cards is dealt to the dealer and the other to a player—

(a) the card dealt to the dealer must be used as the dealer's upcard; and

(b) the card dealt to the player must be turned face down; and

(c) play continues in the usual way.

(6) If 1 card is exposed during a deal and the card is dealt to the dealer—

(a) the card must be used as the dealer's upcard; and

(b) play continues in the usual way.

(7) If 1 card is exposed during a deal and the card is dealt to a player—

(a) the card must be turned face down; and

(b) play continues in the usual way.

25 Card placed in incorrect position

If a card has been placed in an incorrect position on the layout and no further cards have been dealt for the round of play—

(a) the card must be moved to its correct position on the layout;

and

(b) the round of play continues in the usual way.

26 Cards removed in error

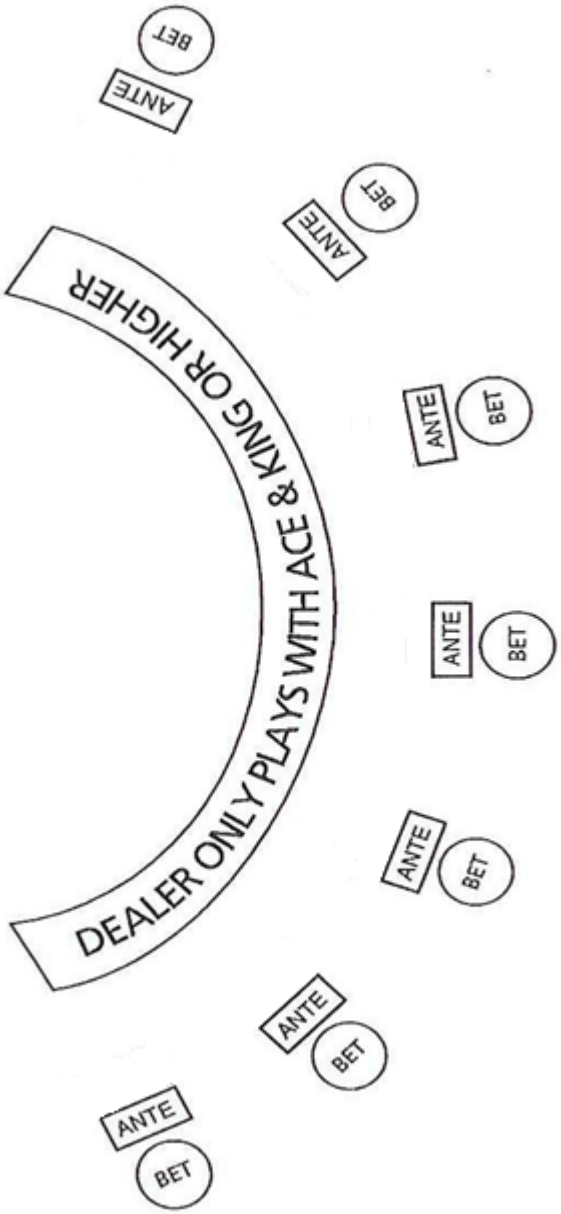
If the dealer removes the player's cards in error prior to dealer's remaining cards being turned face up, the dealer will notify a gaming supervisor who will—

(a) where the cards can be determined, direct the dealer to return the cards to the correct position on the layout

(b) where the cards cannot be determined, direct the dealer to return the player's ante wager.

Diagram 3 —Caribbean stud poker table layout

section 7(4)



Schedule 4 Craps

section 3(2)

Part 1 Preliminary

1 Conducting and playing craps

This schedule states the rules for conducting and playing the casino game known as craps.

2 Definitions for sch 4

In this schedule—

7 out means a total of 7 thrown by the shooter after the shooter's establishment of a come out point.

come out point means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

come out roll means the first roll of the dice at the opening of a game or after a decision about a win bet and don't win bet has been made.

come point means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll after placement of a come bet or don't come bet.

dice cup the object that is used to retain the dice not being used in play.

roll means the throw of the dice by the shooter.

shooter means the player who throws the dice.

stick means the object that is used to pass out and retrieve the dice.

total means the sum of the numbers shown on the high or uppermost sides of the 2 dice on a roll.

Part 2 Table, layout and equipment

3 Table and layout

(1) Craps is played on an oblong table with rounded corners and high walled sides.

(2) The cloth of the table must have the name of, or logo for, the casino or gaming room imprinted on it and must be marked as shown in diagram 4.1, or a similar layout approved by the chief executive.

Part 3 Playing the Game

4 Permissible wagers and results

(1) The wagers defined in this section are the permissible wagers by a player at the game of craps.

(2) In this schedule—

1 roll wager means a wager that is decided by the next throw of the die.

4 the hardway means a wager made at any time that—

(a) wins if a total of 4 is thrown with 2 appearing on each die before 4 is thrown in any other way and before a 7 is thrown; and

(b) is void on a come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on top of the player's wager.

6 the hardway means a wager made at any time that—

(a) wins if a total of 6 is thrown with 3 appearing on each die before 6 is thrown in any other way and before a 7 is thrown; and

(b) is void on a come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on top of the player's wager.

8 the hardway means a wager made at any time that—

(a) wins if a total of 8 is thrown with 4 appearing on each die before 8 is thrown in any other way and before a 7 is thrown; and

(b) is void on a come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on top of the player's wager.

10 in the hardway means a wager made at any time that—

(a) wins if a total of 10 is thrown with 5 appearing on each die before 10 is thrown in any other way and before a 7 is thrown; and

(b) is void on a come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on top of the player's wager.

11 in 1 roll means a 1 roll wager made at any time that—

(a) wins if a total of 11 is thrown on the roll immediately following placement of the wager; and

(b) loses if another total is thrown.

any 7 means a 1 roll wager made at any time that—

(a) wins if a total of 7 is thrown on the roll immediately following placement of the wager; and

(b) loses if another total is thrown.

any craps means a 1 roll wager made at any time that—

(a) wins if a total of 2, 3 or 12 is thrown on the roll immediately following placement of the wager; and

(b) loses if another total is thrown.

big 6 means a wager made at any time that—

(a) wins if a total of 6 is thrown before a 7; and

(b) loses if a 7 is thrown before a 6.

big 8 means a wager made at any time that—

(a) wins if a total of 8 is thrown before a 7; and

(b) loses if a 7 is thrown before an 8.

come bet means a wager made at any time after the come out roll

that—

(a) wins if, on the roll immediately following placement of the wager—

(i) a total of 7 or 11 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 is thrown; and

(b) loses if, on the roll immediately following placement of the wager—

(i) a total of 2, 3 or 12 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is thrown before that total is again thrown.

craps 2 means a 1 roll wager made at any time that—

(a) wins if a total of 2 is thrown on the roll immediately following placement of the wager; and

(b) loses if another total is thrown.

craps 3 means a 1 roll wager made at any time that—

(a) wins if a total of 3 is thrown on the roll immediately following placement of the wager; and

(b) loses if another total is thrown.

craps 12 means a 1 roll wager made at any time that—

(a) wins if a total of 12 is thrown on the roll immediately following placement of the wager; and

(b) loses if another total is thrown.

don't come bet means a wager made at any time after the come out roll that—

(a) wins if, on the roll immediately following placement of the wager—

(i) a total of 3 or 12 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is thrown before that total is again thrown; and

(b) loses if, on the roll immediately following placement of the wager—

(i) a total of 7 or 11 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 is thrown; and

(c) is void if, on the roll immediately following placement of the wager, a total of 2 is thrown.

don't win bet means a wager made immediately before the come out roll that—

(a) wins if, on the come out roll—

(i) a total of 3 or 12 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is thrown before that total is again thrown; and

(b) loses if, on the come out roll—

(i) a total of 7 or 11 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 is thrown; and

(c) is void if, on the come out roll, a total of 2 is thrown.

field bet means a 1 roll wager made at any time that—

(a) wins if a total of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the wager; and

(b) loses if a total of 5, 6, 7 or 8 is thrown.

horn bet means a 1 roll wager made at any time that—

(a) wins if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager; and

(b) loses if another total is thrown.

horn high bet means a 1 roll wager made at any time—

(a) in units of 5 with 4 units wagered as a horn bet and an additional unit wagered on a total of 2, 3, 11 or 12; and

(b) that—

(i) wins if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager; and

(ii) loses if another total is thrown.

place bet means a wager made at any time on 4, 5, 6, 8, 9 or 10 that—

(a) wins if the number on which the wager was placed is thrown before a 7; and

(b) loses if a 7 is thrown before the number; and

(c) is void on a come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on top of the player's wager.

win bet means a wager made immediately before the come out roll, that—

(a) wins if, on the come out roll—

(i) a total of 7 or 11 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 is thrown; and

(b) loses if, on the come out roll—

(i) a total of 2, 3 or 12 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is thrown before that total is again thrown.

5 Time and way for wagering

(1) A wager must be made before the dice are thrown.

(2) However, a wager may be made between when the dice leave the shooter's hand and the dice come to rest if the wager is confirmed orally by the dealer and a boxperson.

(3) A wager at craps is made by placing chips on the appropriate area of the layout.

(4) However, a wager made orally and accompanied by cash placed on the layout may be accepted if—

(5) the wager is confirmed orally by the dealer and a boxperson; and

(6) the cash is, as soon as practicable, replaced by chips placed on the appropriate area of the layout.

(7) A cash wager may be accepted only if there is not enough time to convert the cash into gaming chips (that is, when the dice are in the

air).

(8) If a cash wager wins, the cash must be immediately converted into gaming chips before the winning wager is paid.

6 Removal or reduction of wager

(1) A wager may be removed or reduced at any time before a roll that decides the outcome of the wager.

(2) However, a win bet and a come bet must not be removed or reduced after a come out point or come point is established for the bet.

(3) A don't come bet or a don't win bet may be removed or reduced at any time but may not be replaced or increased after the removal or reduction.

7 Circumstances when place bets inactive or active

(1) All buy and place bets to win, come odds, and hardway wagers are inactive on a come out roll unless called 'on' by the player and confirmed by the dealer or boxperson through placement of an on marker button on top of each player's wager.

(2) However, 1 wager marked with an on marker button indicates that all similar wagers for that player are 'on' unless otherwise specified by the players.

(3) All other wagers are taken to be 'on'.

8 Minimum and maximum wagers

(1) A craps wager must be at least the minimum, and not more than the maximum amount.

(2) The maximum wager on win, don't win, come, or don't come must not be an amount that stops a player from taking the odds or laying the odds in accordance with this schedule.

9 Player responsible if wagering or giving instructions

(1) A player is responsible for the correct positioning of the player's wagers on the craps layout regardless of whether the player is assisted by the dealer or stickperson.

(2) The player must ensure the instructions the player gives to the

dealer or stickperson about the placement of the player's wagers are correctly carried out.

10 Payout odds for winning wagers

(1) Winning wagers at the game of craps must be paid at the following odds—

Wager	Payout odds
win bet	1 to 1
don't win bet	1 to 1
come bet	1 to 1
don't come bet	1 to 1
place bet 4 to win	9 to 5
place bet 5 to win	7 to 5
place bet 6 to win	7 to 6
place bet 8 to win	7 to 6
place bet 9 to win	7 to 5
place bet 10 to win	9 to 5
big 6	1 to 1
big 8	1 to 1
4 the hardway	7.5 to 1
6 the hardway	9.5 to 1
8 the hardway	9.5 to 1
10 the hardway	7.5 to 1
field bet	1 to 1 on 3, 4, 9, 10, 11
	2 to 1 on 2
	2 to 1 on 12
any 7	4 to 1
any craps	7.5 to 1

craps 2	33 to 1
craps 3	16 to 1
craps 12	33 to 1
11 in 1 roll	16 to 1.

(2) A horn bet or horn high bet must be paid as if it were 4 separate wagers on 2, 3, 11 and 12.

11 True odds for buy bets

(1) In addition to the payout odds mentioned in section 10 for place bets to win on 4, 5, 6, 8, 9 and 10, a player is entitled to receive true odds on the bets in return for the player paying to the casino operator, when the player makes the bet, not more than 5% of the amount the player wagers on the bet.

(2) Winning wagers are paid at the following odds—

Wager	Payout odds
4 to win	2 to 1
5 to win	3 to 2
6 to win	6 to 5
8 to win	6 to 5
9 to win	3 to 2
10 to win	2 to 1.

12 True odds for lay bets

(1) A player may wager on 4, 5, 6, 8, 9 or 10 to lose and is entitled to receive true odds on the wagers in return for the player paying to the casino operator, when the player makes the wager, not more than 5% of the amount the player could win on the wager.

(2) Winning wagers are paid at the following odds—

Wager	Payout odds
4 to lose	1 to 2
5 to lose	2 to 3
6 to lose	5 to 6
8 to lose	5 to 6
9 to lose	2 to 3
10 to lose	1 to 2.

13 Percentages, fees and other matters

(1) A percentage, fee or vigorish paid by a player under section 11 or 12 must be returned to the player if the wager is removed before a roll that decides the outcome of the wager.

(2) No percentage, fee or vigorish (other than a percentage, fee or vigorish mentioned in section 11 or 12) may be charged to a player making a wager in the game of craps.

14 Supplemental wagers after come out roll for win bets

(1) If a player makes a win bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player may make an additional wager in support of the win bet.

(2) The additional wager can not be more the amount of the original win bet.

(3) However, the additional wager may be—

(a) an amount of more than the original win bet for the purpose of effecting a payable unit; or

(b) if the casino operator agrees—an amount of not more than twice the amount of the original win bet.

(4) If the amount of winnings for a wager mentioned in subsection (3)(a) or (b) would include part of a dollar, the amount of the winnings may be rounded up to the next whole dollar.

(5) If, in the circumstances, the win bet wins, the original amount of

the win bet is paid at odds of 1 to 1 and the supplemental amount is paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, or 6 to 5 if the come out point was 6 or 8.

15 Supplemental wagers after come out roll for don't win bets

(1) Whenever a player makes a don't win bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player may make an additional wager in support of the don't win bet.

(2) The additional wager can not be more than an amount calculated to provide winnings equal to the amount of the original don't win bet.

(3) However, the additional wager may be—

(a) an amount calculated to provide winnings of more than the original don't win bet for the purpose of effecting a payable unit; or

(b) if the casino operator agrees—an amount calculated to provide winnings of not more than twice the amount of the original don't win bet.

(4) If the amount of winnings mentioned in subsection (3)(a) or (b) would include part of a dollar, the amount may be rounded up to the next whole dollar.

(5) If, in the circumstances, the don't win bet wins, the original amount of the don't win bet is paid at odds of 1 to 1 and the supplemental amount is paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, or 5 to 6 if the come out point was 6 or 8.

16 Supplemental wagers after come out roll for come bets

(1) Whenever a player makes a come bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the bet, the player may make an additional wager in support of the come bet.

(2) The additional wager can not be more than the amount of the original come bet.

(3) However, the additional wager may be—

(a) an amount of more than the original come bet for the purpose of effecting a payable unit; or

(b) if the casino operator agrees—an amount of not more than twice the amount of the original come bet.

(4) If the amount of winnings for a wager mentioned in subsection (3)(a) or (b) would include part of a dollar, the amount of the winnings may be rounded up to the next whole dollar.

(5) If the come bet wins, the original amount of the come bet is paid at odds of 1 to 1 and the supplemental amount is paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, or 6 to 5 if the come point was 6 or 8.

(6) All additional wagers in support of the come bet are inactive on a come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on top of each player's wager.

(7) All other wagers are taken to be 'on'.

17 Supplemental wagers after come out roll for don't come bets

(1) Whenever a player makes a don't come bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the bet, the player may make an additional wager in support of the don't come bet.

(2) The additional wager can not be more than an amount calculated to provide winnings equal to the amount of the original don't come bet.

(3) However, the additional wager may be—

(a) an amount calculated to provide winnings of more than the original don't come bet for the purpose of effecting a payable unit; or

(b) if the casino operator agrees—an amount calculated to provide winnings of not more than twice the amount of the original don't come bet.

(4) If the amount of winnings mentioned in subsection (3)(a) or (b) would include part of a dollar, the amount may be rounded up to the next whole dollar.

(5) If the don't come bet wins, the original amount of the don't come bet is paid at odds of 1 to 1 and the supplemental amount is paid at odds of 1 to 2 if the come point was 4 or 10, 2 to 3 if the come point was 5 or 9, or 5 to 6 if the come point was 6 or 8.

18 Control of dice

(1) A set of 5 dice must be present at the craps table at the start of play.

(2) The stickperson at the table must keep all dice, other than the dice in active play, in a dice cup at the table.

19 Checking of dice during play.

In the following situations the dice must be checked by the boxperson.

(1) when the stickperson loses sight of the dice;

(2) when the dice are taken out of play; or

(3) when the shooter hands the dice to another player.

20 Selecting the shooter and matters about inactive dice

(1) At the start of play, the stickperson offers the set of dice to the player immediately to the left of the boxperson at the table.

(2) If the player rejects the dice, the stickperson offers the dice to each of the other players in turn clockwise around the table until 1 of the players accepts the dice.

(3) The first player to accept the dice becomes the shooter who selects and keeps 2 of the dice offered.

(4) The remaining dice of the set must be returned to the dice cup which must be placed immediately in front of the stickperson.

21 Procedure if die goes off table

(1) If a die or dice go off the table, the following procedures must be followed—

(a) an immediate effort must be made to retrieve the die or dice;

(b) the remaining dice must be offered to the shooter to select new dice;

(c) if the missing die or dice are found, they must be checked by the boxperson then—

(i) if requested by the player—returned to the player; or

(ii) if not requested by the player—placed back in the dice cup;

(d) if 2 dice are lost—a new set of dice must be promptly placed at the table and the remaining dice of the set previously in use must be removed from the table.

(2) Despite subsection (1)(b), the shooter may ask for the original dice to be returned.

(3) Despite subsection (1)(d), the shooter when 2 dice are lost may, to avoid delay in a game, continue with the remaining dice of the original set until the win bet is lost by the shooter rolling a 7 out or until the shooter's wager wins and the shooter declines further rolls of the dice.

22 Wagering and dice throwing by shooter

(1) After selection of the dice, the shooter must make a win or don't win bet, and throw the 2 selected dice so that they—

(a) leave the shooter's hand simultaneously; and

(b) strike the end of the table farthest from the shooter.

(2) Following the come out roll, a player must continue to wager on the win or don't win line on each roll to be eligible to continue as the shooter.

(3) The shooter must use only 1 hand to handle or throw the dice.

(4) The shooter may authorise another person to throw the dice on their behalf.

23 Invalid roll of the dice

(1) A roll of the dice is invalid if—

(a) either or both of the dice go off the table; or

(b) one die comes to rest on top of the other; or

(c) either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson; or

(d) either or both of the dice come to rest in the dice cup in front of the stickperson or on 1 of the rails surrounding the table; or

(e) more than 1 side of a die is resting on a stack of chips or other object: or

(f) a cheating crooked or fixed device or technique is used in the roll of the dice; or

(g) a dice other than those approved for the game are used in the roll; or

(h) either or both dice fall in or out of the dice cup after leaving the shooter's hand; or

(i) either or both dice knock other dice from the dice cup, so that the dice that land are not the original dice that the shooter used in the throw.

(2) A boxperson or stickperson may invalidate a roll of the dice by calling 'no roll' if—

(a) the dice do not leave the shooter's hand simultaneously; or

(b) either or both of the dice do not strike the end of the table farthest from the shooter; or

(c) for any other reason, the boxperson or stickperson considers the throw to be improper.

(3) The call of 'no roll' by the boxperson or stickperson under subsection (2) must be made, whenever possible, before both dice come to rest.

(4) A throw of the dice which causes the dice to come into contact with chips on the table, other than the craps bank of chips located in front of the boxperson is not a cause for a call of 'no roll'.

24 Declaration may be overruled

(1) The boxperson may overrule the stickperson if, in the boxperson's judgment, the stickperson has made an error in calling the throw of the dice.

(2) The gaming supervisor may overrule the stickperson or boxperson if, in the gaming supervisor's judgment, the stickperson or boxperson has made an error in calling the throw of the dice.

(3) A gaming manager may overrule the stickperson, boxperson or gaming supervisor if, in his or her judgment, the stickperson, boxperson or gaming supervisor has made an error in calling the throw of the dice.

25 Calling the results of throw and dealing with wagers

(1) When the dice come to rest from a valid throw, the stickperson must call out the sum of the numbers on the high or uppermost sides of the 2 dice.

(2) Only 1 face on each die may be considered uppermost.

(3) If either or both of the dice do not land flat on the table, the side directly opposite the side that is resting on the chips or other object is taken to be uppermost.

(4) After calling the throw, the stickperson must collect the dice and bring them to the centre of the table between the stickperson and the boxperson.

(5) All wagers decided by that throw must then be collected or paid, after which the stickperson must pass the dice to the shooter for the next throw.

(6) When collecting the dice and passing them to the shooter, the stickperson must use a stick designated for the purpose.

26 Continuing shooter or selecting new shooter

(1) The shooter may, after a roll, either pass the dice or remain the shooter.

(2) However—

(a) if the shooter throws a loser seven, the shooter must pass the dice; or

(b) if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game, the boxperson may order the shooter to pass the dice.

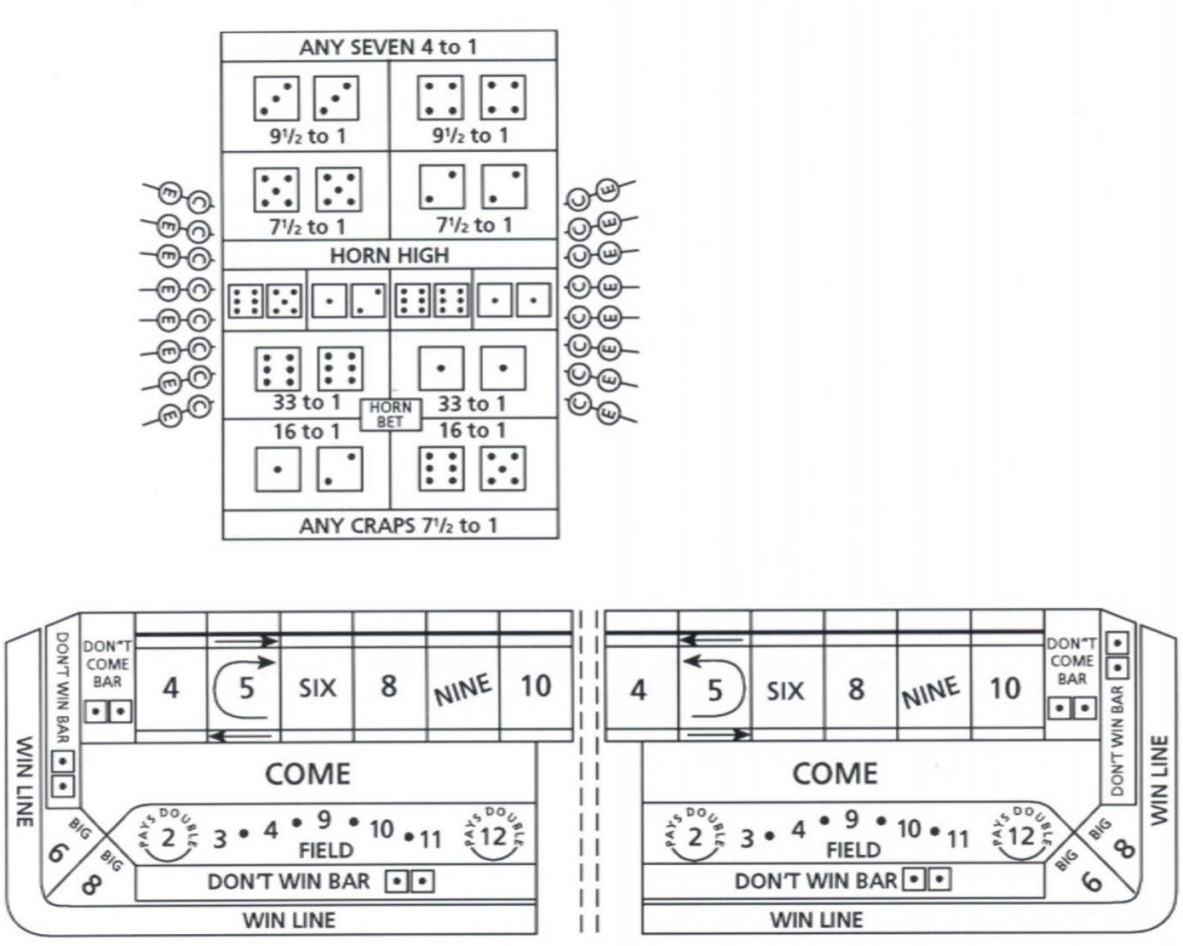
(3) If the shooter, either voluntarily or compulsorily, relinquishes the dice, the stickperson must offer the complete set of dice currently in play to the player immediately to the left of the previous shooter and, if the player does not accept, to each of the other players in turn clockwise around the table.

(4) The first player to accept the dice becomes the new shooter who selects and keeps 2 of the dice offered.

(5) The remaining dice of the set must be returned to the dice cup which must be placed immediately in front of the stickperson.

Diagram 4 —Craps table and layout

section 3(2)



Schedule 4(a) Mini Craps

section 3(2)

Part 1 Preliminary

1 Conducting and playing craps

Where the version of Craps in play is Mini Craps, the approved rules of Craps will apply. Where the Mini Craps rule differ, this schedule will apply.

2 Definitions for sch 4(a)

In this schedule –

Stickperson the dealer will perform the functions of stickperson referenced in Schedule 4.

Boxperson a gaming supervisor will perform the functions of boxperson referenced in Scheduled 4.

Part 2 Table, layout and equipment

3 Table and layout

(1) Mini craps is played at a table with two rounded corners and high walled sides with a place for players on 1 side and a place for the dealer on the opposite side.

(2) The layout of the table must have the name of, or the logo for, the casino or gaming room printed on it and must be marked as shown in diagram 4.1(a), or a similar layout approved by the chief executive.

Part 3 Playing the Game

4 Table and layout

The game of Mini Craps shall be conducted by one dealer, who will assume the role of the stickperson.

5 Time and way for wagering

(1) No more bets will be announced before the dice are thrown.

(2) A wager can not be made orally after no more bets has been announced.

(3) A wager must not be placed, changed, or withdrawn until a decision has been made in respect of any wager after the dealer has announced no more bets

6 Selecting the shooter and matters about inactive dice

At the start of play, the dealer offers the set of dice to the player immediately to their left at the table.

7 Invalid roll of the dice

A roll of the dice is invalid if either or both of the dice come to rest on the chips constituting the craps bank of chips.

8 Declaration may be overruled

(1) The gaming supervisor may overrule the dealer if, in the gaming supervisor's judgment, the dealer has made an error in calling the throw of the dice.

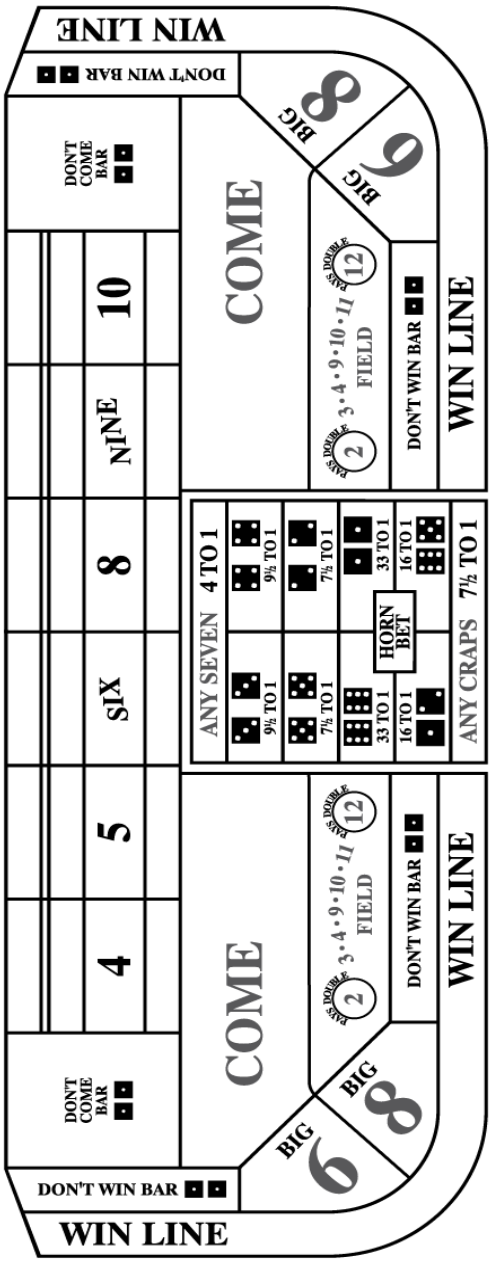
(2) A gaming manager may overrule the gaming supervisor, dealer if, in his or her judgment, the gaming supervisor, dealer has made an error in calling the throw of the dice.

9 Calling the results of throw and dealing with wager

(1) After calling the throw, the dealer must collect the dice and bring them to the centre of the table.

(2) When collecting the dice and passing them to the shooter, the dealer will use a stick designated for the purpose, or their upturned palm to retrieve and / or pass the dice.

Diagram 4.1(a) – Mini Craps table and layout



Schedule 5 Manila poker

section 3(2)

Part 1 Preliminary

1 Conducting and playing manila poker

This schedule states the rules for conducting and playing the casino game known as manila poker.

2 Definitions for sch 5

In this schedule—

1 pair see section 8.

2 pairs see section 8.

3 of a kind see section 8.

4 of a kind see section 8.

act, in a round of betting, means to check, fold, call, call and raise, or raise.

active player, for a round of play, means a player who has not folded or tapped out.

bet means an amount put out for a blind bet, an opening bet, a call or a raise.

blind bet see section 20.

buck means the marker used to show the player who is to place the blind bet and be dealt the first cards in a round of play.

buck position, for a round of play, means the position occupied by a player who has the buck for the round of play.

call see section 3.

check see section 30.

closest player see section 10.

commission means the amount the dealer deducts from a pot for payment to the casino.

communal cards see section 20.

designated player, for a round of play, means—

(a) the player in the buck position for the round of play; or

(b) if the player in the buck position is no longer an active player for the round of play—the next player after the player in the buck position who is still an active player for the round of play.

flush see section 8.

fold, for a player in a round of play, means to indicate to the dealer that the player wishes to stop taking part in the round of play.

full house see section 8.

game means the game made up of successive rounds of play of manila poker.

hand see section 4.

hole card see section 20.

inactive player, for a round of play, means a player who has tapped out or folded.

minimum table stake, for a game at a table, means the minimum stake to enter the game at the table.

misdeal see section 33.

next player see section 10.

odd card, in relation to another card or cards, means a card with a different face value to the other card or cards.

odd card hand see section 8.

opening bet, for a round of betting, means the bet with which a player opens the betting for the round.

player means a player in a game of manila poker.

poker hand see section 8.

poker ranking see section 9

pot means an accumulation of bets during a round of play.

raise see section 5.

reduced deck means a deck of 32 identically backed cards containing an ace, king, queen, jack, 10, 9, 8 and 7 in each of spades, hearts, diamonds and clubs.

round of betting means the betting that happens in a round of play after each communal card is dealt.

royal flush see section 8. ***showdown*** see section 7. ***straight*** see section 8. ***straight flush*** see section 8.

table stake, of a player, means the amount (in chips) the player has on the table, before a round of play of the game starts, for betting in the round of play.

tap out see section 27.

3 Meaning of call and called

(1) A player (***player A***) ***calls*** in a round of betting if player A makes the bet needed to make the total bets by player A for the round of betting equal to the total bets by the player (***player B***) who has bet the highest total amount in the round of betting.

(2) Under subsection (1), player B is the player who is called.

(3) In the first round of betting for a round of play after the first communal card is dealt, the first player entitled to call (or to call and raise or to fold) calls if the player makes a bet equal to the blind bet made by the designated player before the hole cards were dealt for the round of play.

4 Meaning of player's hand

A player's hand is the best poker hand available from a combination of—

(a) the player's hole cards; and

(b) 3 of the 5 communal cards.

5 Meaning of raise

(1) A player ***raises*** in a round of betting if the player calls and then bets an additional amount (a ***raise***).

(2) Additionally, if a player (***player A***) makes a blind bet and at least 1 other player calls the bet but no player raises, player A raises if player A then bets an additional amount.

6 Meaning of round of betting

(1) A ***round of betting*** is the betting that happens after each communal card is dealt.

(2) The first round of betting happens after the first communal card is dealt, the second round of betting happens after the second communal card is dealt, and so on until the final round of betting which happens after the fifth communal card is dealt.

7 Meaning of showdown

A showdown happens when, for deciding the winning hand or hands, 1 or more players show their hole cards after the final round of betting.

8 Meaning of various poker hands

The following poker hands have the meaning given opposite the hand—

Poker hand	Cards
odd card hand	any combination of 5 cards, other than another poker hand mentioned in this section
1 pair	2 cards with the same face value and 3 odd cards
2 pairs	2 cards with the same face value, another 2 cards with the same face value (other than the face value of the first 2 cards) and 1 odd card
3 of a kind	3 cards with the same face value and 2 odd cards
straight	5 cards of more than 1 suit running

	consecutively in face value
full house	3 cards with the same face value and another 2 cards with same face value
flush	5 cards of the same suit but not running consecutively in face value
4 of a kind	4 cards with the same face value and 1 odd card
straight flush	5 cards of the same suit running consecutively in face value, other than a royal flush
royal flush	10, jack, queen, king and ace of the same suit.

9 Ranking of poker hands and cards

(1) The ranking of poker hands (***poker ranking***), from lowest to highest, is as follows—

- odd card hand
- 1 pair
- 2 pairs
- 3 of a kind
- straight
- full house
- flush
- 4 of a kind
- straight flush
- royal flush.

(2) All suits of cards are equal.

(3) Hands ranking the same, but with cards of different face values, rank according to the cards' face values.

(4) The ranking of cards, from lowest to highest, is 7, 8, 9, 10, jack, queen, king and ace.

(5) However, if a player has an ace, 7, 8, 9 and 10, the ace ranks as the lowest card of a straight having a 10 as its highest card if, before the rounds of play for the game start, the dealer announces the ace to be both high and low for the game.

(6) If 2 or more players' hands have identical poker ranking and face values, the hands are of equal value.

Examples of application of section—

1 A 9, 10, jack, queen, king straight beats a 7, 8, 9, 10, jack straight.

2 If there are 2 hands, each containing 2 pairs, the hand holding the highest pair in face values is ranked the higher. If each hand has an equally ranked pair, the face values of the second pairs decide the outcome. If each hand has 2 equally ranked pairs, the face value of the fifth card of each hand decides the outcome. If each of the fifth cards is equally ranked, the 2 hands are of equal value.

10 Clockwise direction to be used

(1) The ***next player*** to another player (the ***other player***), means the player seated next to, or the player positioned after, the other player, going around the table in a clockwise direction.

(2) The ***closest player*** to another player (the ***other player***) means the player seated closest to the other player, going around the table in a clockwise direction.

(3) If, in a round of play, the dealer has to deal with players in turn, or the players have to act in turn, the dealer must deal with the players, or the players must act, going around the table in a clockwise direction.

Part 2 Table, layout and equipment

11 Table and layout

(1) Manila poker is played at a table with places for not more than 13 players and 1 dealer.

(2) The layout for the table is the layout approved by the chief executive,[3] but the layout must include—

[3] See section 62 (Gaming equipment and chips) of the Act.

(a) a circle for discards; and

(b) the name of, or logo for, the casino or gaming room.

12 Equipment and information

(l)A table for the game must be equipped with the following—

(a) a buck;

(b) a cutting card;

(c) a dealing shoe

Part 3 Preparation for the game at a table

13 Cards

Manila poker is played with a reduced deck.

14 Sorting, inspecting and shuffling cards

(1) After receiving a complete deck of 52 cards at the table, the dealer and a gaming supervisor must sort and inspect the cards independently.

(2) After the cards have been sorted and inspected and the cards not forming part of a reduced deck have been removed, the dealer must spread the remaining cards face up on the table to make it easy for a person inspecting them to see if the cards form a reduced deck.

(3) After a player has been given an opportunity to look at the cards, the cards must be turned face down on the table, washed, stacked and shuffled by hand.

(4) The dealer must receive a complete deck of cards at the table, and act under subsections (1) to (3)—

(a) before the rounds of play for a game start; and

(b) if, after a round of play, the dealer or gaming supervisor considers at least 1 of the cards in the deck used for the last round of play is unfit for further use.

(5) A gaming supervisor may, after a round of play, ask the dealer to check that the 32 cards required for the reduced deck are all present.

15 Seating positions

(1) If, before the rounds of play start, 2 or more persons wish to sit at a particular position at the table, the seating position must be decided by a draw of the cards.

(2) However, if a seat becomes vacant during the rounds of play—

(a) the order of priority for filling the seat is the following—

(i) players who have been taking part in the game since the rounds of play started at the table are first in priority;

(ii) other players are second in priority;

(iii) persons who wish to become players are third in priority; and

(b) if there are 2 or more persons having the same priority to fill the vacant seat, and there is no-one with a higher priority, the seating position must be decided by a draw of the cards.

16 Shuffling cards before each round of play

(1) The dealer must shuffle the cards by hand immediately before the start of a round of play.

(2) After the dealer has shuffled the cards, the dealer must, in order—

(a) cut the cards once at least 2 cards from either end of the deck; and

(b) place the cards that, before the cut, formed the top of the deck squarely on top of the cutting card; and

(c) place the cards that, before the cut, formed the bottom of the deck squarely on top of the other cards and the cutting card; and

(d) place the deck and cutting card in a dealing shoe.

17 The buck

(1) The player to the immediate left of the dealer receives the buck for the first round of play.

(2) At the start of each round of play after the first round of play, the buck is passed to the next player after the player who had the buck for the previous round of play.

(3) A player may not decline to receive the buck when it is the player's turn to receive it.

18 Ace high and low or high only

Before the rounds of play for a game start, the dealer must announce whether the ace is both high and low or high only.

19 Minimum table stake

(1) Before a person becomes a player in the first round of play for a game, or in a later round of play for the game if the person was not a player for the immediately preceding round of play, the person must place on the table, in full view of the dealer and all players or intending players for the next round of play, the player's table stake in the form of chips, or in the form of cash to be immediately converted into chips.

(2) The table stake must be at least the minimum table stake.

(3) Subsection (2) does not apply if a player—

(a) leaves the table for a legitimate reason with the approval of a gaming supervisor; and

(b) re-joins the game in accordance with the approval.

(4) A player must not add to or reduce (other than by taking part in a round of betting) the player's table stake during a round of play.

20 Play sequence

(1) This section states the sequence for a round of play that includes all steps.

(2) The designated player makes a bet (the ***blind bet***), equal to the minimum permissible table wager.

(3) The dealer deals 2 cards (***hole cards***), face down, to the designated player, and then deals 2 cards (also ***hole cards***), face down, to each other player in turn, making sure each player is dealt both hole cards before the next player is dealt cards.

(4) The dealer then deals not more than 5 cards (***communal cards***) face up in the middle of the table.

(5) There is a round of betting after each communal card is dealt.

(6) Finally, a showdown decides who wins the amounts bet.

Part 4 Playing the game

21 How to wager

(1) A player wagers in a round of play by placing gaming chips in the appropriate area of the table layout.

(2) A wager can not be made orally.

22 Placing the blind bet and dealing the first cards

(1) Before a round of play can start, the designated player must make the blind bet.

(2) When the blind bet has been made, the dealer deals the hole cards and the first communal card.

23 Sequence for first round of betting

(1) After the first communal card is dealt, each player (other than the designated player) in turn, starting with the player next to the designated player—

(a) calls; or

(b) calls and raises; or

(c) folds.

(2) When all the players other than the designated player have called, called and raised, or folded—

(a) if all the other players have folded—the round of play is completed, and the blind bet is returned to the designated player; or

(b) if none of the players has raised but at least 1 has called—the designated player—

(i) raises; or

(ii) declines to raise; or

(c) if 1 or more of the other players have raised, the designated player—

(i) calls; or

(ii) calls and raises; or

(iii) folds.

(3) After the designated player has acted under subsection (2)(b) or (c), each player (including the designated player) in turn, starting with the player next to the designated player, and until the first round of betting finishes—

(a) calls; or

(b) calls and raises; or

(c) folds.

(4) The first round of betting finishes when—

(a) a player raises and no player calls; or

(b) 2 or more players have each contributed an equal amount to the pot, and both of the following apply—

(i) no other player has contributed a greater amount to the pot;

(ii) no player raises.

(5) If subsection (4)(a) applies—

(a) the dealer—

(i) announces that the pot has been won; and

(ii) returns the uncalled raise to the player so that the uncalled raise does not form part of the pot; and

(iii) calculates the amountof the casino

operator's commission; and

(iv) announces the amount of the pot and the amount of the commission; and

(v) deducts the commission from the pot; and

(vi) passes the pot, with the commission deducted, to the player who raised; and

(b) the round of play, as well as the first round of betting, is completed.

(6) If subsection (4)(b) applies, the dealer deals the second communal card.

24 Sequence for second, third, fourth and final rounds of betting

(1) This section explains the betting sequence for each of the second, third, fourth and final rounds of betting.

(2) For the second, third and fourth rounds of betting, the opening bet must be equal to, or twice, the blind bet.

(3) For the final round of betting, the opening bet be must equal to, or twice, 3 times or 4 times, the blind bet.

(4) After the communal card needed to start the round of betting has been dealt, the designated player—

(a) opens the betting by placing a bet in the pot; or

(b) checks; or

(c) folds.

(5) If the designated player does not make an opening bet, each player in turn, starting with the player next to the designated player—

(a) opens the betting by placing a bet in the pot; or

(b) checks; or

(c) folds.

(6) If each active player checks in the second, third or fourth round of betting, the round of betting finishes and the next communal card is dealt.

(7) If no player makes an opening bet in the final round of betting—

(a) the dealer—

(i) announces that the pot has been won; and

(ii) calculates the amountof the casino operator's commission; and

(iii) announces the amount of the pot and the amount of the commission; and

(iv) deducts the commission from the pot; and

(v) passes the pot, with the commission deducted, to the player with the highest ranking poker hand; and

(b) the round of play, as well as the round of betting, is completed.

(8) After an opening bet has been made, each active player in turn, starting with the player next to the player who made the opening bet, and until the round of betting finishes—

(a) calls; or

(b) calls and raises; or

(c) folds.

(9) If a player makes an opening bet but no player calls—

(a) the dealer—

(i) announces that the pot has been won; and

(ii) returns the uncalled opening bet to the player so that the uncalled opening bet does not form part of the pot; and

(iii) calculates the amountof the casino operator's commission; and

(iv) announces the amount of the pot and the amount of the commission; and

(v) deducts the commission from the pot; and

(vi) passes the pot, with the commission deducted, to the player who made the uncalled opening bet; and

(b) the round of play, as well as the round of betting, is

completed.

(10) If a player calls and raises and no player calls—

(a) the dealer—

(i) announces that the pot has been won; and

(ii) returns the uncalled raise to the player so that the uncalled raise does not form part of the pot; and

(iii) calculates the amountof the casino operator's commission; and

(iv) announces the amount of the pot and the amount of the commission; and

(v) deducts the commission from the pot; and

(vi) passes the pot, with the commission deducted, to the player who raised; and

(b) the round of play, as well as the round of betting, is completed.

(11) The round of betting, but not the round of play, finishes if 2 or more players have each contributed an equal amount to the pot, and both of the following apply—

(a) no other player has contributed a greater amount to the pot;

(b) no player raises.

(12) If subsection (11) applies, and not all of the communal cards have been dealt, the dealer deals the next communal card.

25 Showdown

(1) This section applies if—

(a) the final round of betting is finished; but no player has won the pot.

(2) The last player to be called in the final round of betting (the ***called player***) shows the called player's hole cards.

(3) However, if all active players checked in the final round of betting, the designated player for the final round of betting (the ***designated player***) shows the designated player's hole cards.

(4) If another active player (the ***other player***) has a hand equal in

value to or of greater value than the called player's hand (if subsection (2) applies) or the designated player's hand (if subsection (3) applies), the other player shows the other player's hole cards.

(5) The dealer—

(a) announces the winning hand or winning hands; and

(b) calculates the amount of the casino operator's commission; and

(c) announces the amount of the pot and the amount of the commission; and

(d) deducts the commission from the pot; and

(e) passes the pot, with the commission deducted, to the winning player or players.

(6) For subsection (5)(e), if there are 2 or more winning players, the pot is divided equally, in units of $1.

(7) If there is an amount left over after the division under subsection (6), the amount is given to the player who

(a) shared in the pot; and

(b) is seated closest to the designated player in the final round of betting.

(8) The pot must not be divided on the basis of an agreement between 2 or more players, and each round of play must be played to its conclusion.

26 Raises

(1) Not more than 3 players (not including a player who bets less than the amount needed for a raise and taps out) may raise in a round of betting.

(2) If a player makes a raise in the first, second, third or fourth round of betting, the raise must be equal to or twice the amount of the blind bet.

(3) If a player makes a raise in the final round of betting, the raise must be equal to, or twice, 3 times or 4 times the amount of the blind bet.

(4) A raise made in a round of betting must not be less than any previous raise made in the round.

(5) Despite subsections (2) to (4), if only 2 players are contesting a pot, each player may raise until the player has used the player's table stake.

27 Tapping out

(1) A player ***taps out*** in a round of betting if the player—

(a) wishes to stay in the round of play, but—

(i) has some table stake remaining, but not enough to call; or

(ii) has only enough table stake remaining to call; or

(iii) after calling, has some table stake remaining, but not enough to raise; or

(iv) has only enough table stake remaining to call and raise; and

(b) bets the remaining amount of the player's table stake by putting all the chips remaining in the player's table stake into the pot.

(2) If a player taps out, the player stays in the round of play until the showdown, but takes no further part in the round of betting in which the player taps out, and takes no part in a later round of betting for the round of play.

(3) Amounts bet by players that are more than the player who has tapped out has bet are placed in a separate pot.

(4) A player who taps out is eligible to win a pot only if it was formed before the player tapped out.

(5) Subsection (6) applies to a round of betting if, in the round of betting—

(a) a player (***player A***) raises when tapping out; and

(b) the amount player A bets is less than the amount needed for a raise; and

(c) all other active players (the ***other players***) have the opportunity to act for the round of betting before player A

acts.

(6) For the remainder of the round of betting after player A raises and taps out, the other players may only call.

(7) If a player (***player B***) taps out and another player (***player C***) makes an uncalled opening bet or an uncalled raise for a round of betting, entitlement to the pot formed before player B tapped out is decided on a comparison of player B's hand and player C's hand.

(8) If, when player B's hand and player C's hand are to be compared under subsection (7), all 5 communal cards have not been dealt, the remaining communal cards must be dealt before the comparison is made.

(9) The size of the pot is announced, and commission is deducted from it, before it is handed over.

Example of operation of section—

Player A taps out in the third round of betting. The final round of betting finishes and there is a showdown. Players B and C are the only still active players at the showdown, all other players (other than player A who tapped out) have folded. Player A's hand is greater in value than player B's hand, which in turn is greater in value than player C's hand. Player A wins the pot formed before player A tapped out. Player B wins the separate pot formed after player A tapped out.

28 Commission

(1) The commission to be deducted from a pot is as follows—

(a) for a pot of not more than $19—nil;

(b) for a pot of more than $19—5% of the highest amount of the pot that is wholly divisible by 20.

(2) However, for deducting commission from a pot that is more than 100 times the minimum permissible wager for the game, the pot is taken to be 100 times the minimum permissible wager.

(3) The casino operator may deduct less commission from a pot for a game if the players are told, before the rounds of play start, about the way the commission is to be calculated.

(4) For calculating commission, if—

(a) a player wins more than 1 pot in a round of play, the amount

of the pot is taken to be the total of all pots won; and

(b) a player raises but is not called, the raise is taken not to be part of a pot; and

(c) 2 or more players, holding hands of equal value, share a pot for a round of play and no other player has contributed to the pot, no commission is deducted from the pot.

29 Table stake

(1) Before the dealer starts to deal the hole cards for a round of play (the ***new round***), a player who wishes to stay in the game but who has no table stake remaining, or whose remaining table stake is less than the minimum table stake, must be given the opportunity to increase the player's table stake to at least the minimum table stake for the game.

(2) If the player has no table stake remaining, and does not increase it under subsection (1) to at least the minimum table stake, the player must leave the game before the new round starts.

(3) A player can not, in a round of play, bet for another player, or give or loan chips to another player.

30 Checking

(1) A player ***checks*** in a round of betting if the player declines to make a bet but does not fold.

(2) A player may check only in the second, third, fourth or final rounds of betting.

(3) When a player checks, the player is taken to indicate that the player wishes to continue as an active player in the round of play, but does not wish to make an opening bet.

(4) The first player who may check in a round of betting is the player who is entitled to make the opening bet for the round of betting.

(5) If a player checks, the next active player may also check.

(6) However, a player may not check if a player has made an opening bet for the round of betting.

31 How to fold

(1) A player ***folds*** in a round of play if, in a round of betting—

(a) the player places the player's hole cards face down on the table; and

(b) the player clearly indicates to the dealer that the player wishes to stop taking part in the round of play; and

(c) the cards are collected by the dealer and placed in the circled area of the table layout.

(2) Subsection (1) is the correct way under this rule for a player to fold in manila poker.

(3) However, a player is taken to have folded, even though the player has not complied with this rule, if the player—

(a) puts the player's hole cards in the circled area of the table layout; or

(b) in some other way clearly indicates to the dealer that the player wishes to stop taking part in the round of play.

Part 5 Irregularities

32 Collusion

(1) A player is required to play only in the player's interest, and must not help, or try to help, another player in a way that could adversely affect a third player.

(2) Only 1 player is allowed to play a hand, and the player must make all decisions affecting the hand without help or advice from another person.

(3) In a round of play, a player must make sure no other person finds out what the player's hole cards are.

(4) Subsection (3) applies even if the player becomes an inactive player in the round of play.

(5) Despite subsections (3) and (4), if information about the hole cards of a player who has become an inactive player is gained,

through inadvertence or otherwise, by an active player, the active player must make sure the information is given to all other active players.

(6) If information about the hole cards of a player who has made a bet and has not been called is gained by another player, the other player must make sure the information is given to all other players.

(7) A player may not look at the cards of a player who has folded, or at any undealt cards, in or after a round of play.

33 Misdeals

(1) A ***misdeal*** happens for a round of play only if—

(a) a card is exposed when the cards are cut; or

(b) the cards are not cut before the first card is dealt for the round of play; or

(c) the dealer exposes a hole card during the deal; or

(d) the card intended to be the second communal card is found face up in the deck; or

(e) the dealer—

(i) deals a hole card out of turn; or

(ii) deals no hole cards to a player; or

(iii) does not deal a second hole card to a player; or

(iv) deals too many hole cards to a player; or

(v) deals a hole card to a position where there is not a player for the round of play.

(2) Only the dealer may declare a misdeal.

(3) The dealer must declare a misdeal if the dealer becomes aware, before the first round of betting for the round of play starts, that the misdeal has happened.

(4) However, the dealer must not declare a misdeal, and the round of play may be continued, if an event mentioned in subsection (1)(e) happens, but—

(a) no player who has received a card the player should not

have received has looked at the card; and

(b) the dealer reconstructs the deal and gives the players the cards they should have received.

(5) The dealer must reconstruct the deal under subsection (4)(b) unless it is not practicable to reconstruct it.

(6) If an event mentioned in subsection (1)(e)(v) happens, but a misdeal can not be declared, the dealer, on becoming aware the event has happened, must place each card that should not have been dealt to the position into the circled area of the table layout.

(7) If the dealer declares a misdeal for a round of play, the round of play is taken not to have started, and the cards must be shuffled and cut for a fresh round of play.

34 Betting out of turn

(1) As soon as it is discovered in a round of betting that a player (the out of turn player) has acted out of turn in the round of betting, each player (a missed player) who should have had the opportunity

(2) to act in the round of betting before the out of turn player acted must be given the opportunity to act in the round of betting.

(3) If, when acting out of turn, the out of turn player made a bet (the out of turn bet), the out of turn bet stands if each missed player—

(a) folds; or

(b) checks; or

(c) makes a bet of not more than the out of turn bet.

(4) However, the out of turn player may fold, call or, if the round of betting is limited to 3 raises and there has not already been 3 raises in the round of betting, call and raise, if a missed player makes a bet of more than the out of turn bet.

(5) If the out of turn player folds under subsection (3), the out of turn bet must be returned to the out of turn player.

(6) Despite subsection (2), if the out of turn bet is more than the betting limit, the difference between the out of turn bet and the betting limit is returned to the out of turn player.

35 Premature exposure of communal cards

(1) If it becomes evident to the dealer, after a round of betting (the current round of betting) has started, but before it has finished, that the dealer has exposed the card intended to be the communal card to be exposed after the current round of betting is finished, the current round of betting continues, but a player may call or fold, but may not raise.

(2) If the third, fourth or fifth communal card is exposed before, respectively, the second, third or fourth round of betting has started, the card is laid out with the previously exposed communal cards and when the round of betting starts, betting is restricted to the table minimum, and a player may call or fold, but may not raise.

36 Holding the wrong number of hole cards

(1) The dealer must declare a player's hand dead for a round of play if—

(a) the dealer becomes aware the player holds too few or too many hole cards; and

(b) a misdeal is not declared for the round of play.

(2) If a player's hand is declared dead, the player is taken to have folded, and all bets made by the player on the hand before the hand is declared dead stay in the pot.

(3) If a player's hand is, or 2 or more players' hands are, declared dead at a showdown and there is only 1 active player remaining to complete the showdown, the active player wins the pot.

(4) If a player's hand is, or 2 or more players' hands are, declared dead at a showdown and there is no active player remaining to complete the showdown, the pot is won by the player who last folded (other than a player who is taken to have folded because the player's hand was declared dead).

Schedule 6 Pai gow

section 3(2)

Part 1 Preliminary

1 Conducting and playing pai gow

This schedule states the rules for conducting and playing the casino game known as pai gow.

2 Definitions for sch 6

In this schedule—

chong ranking 3 see section 3.

chung see section 9.

co-banker means a player banking in equal partnership with the house.

exceptions see section 35.

first player for a box, see section 15.

game means the game of pai gow described in this schedule.

hand means a 2 tile setting.

high hand, for a player or banker, means—

(a) the player or banker's hand that has a ranking or point count higher than the ranking or point count of the player or banker's other hand; or

(b) if the player or banker has 2 hands of equal ranking or point count—the hand containing the highest individually ranked tile.

house means the casino operator.

house way means the way the dealer sets the house's tiles.

la ja see section 22.

low hand, for a player or banker, means—

(a) the player or banker's hand that has a ranking or point count lower than the ranking or point count of the player or banker's other hand; or

(b) if the player or banker has 2 hands of equal ranking or point count—the hand that does not contain the highest individually ranked tile.

off marker see section 12.

player/banker means a player who has taken over the bank and who is covering the declared wagers of all other players.

priority set marker see section 14.

round of play, for a game, includes the following—

(a) shuffling and stacking the tiles;

(b) placing wagers;

(c) dealing the tiles;

(d) setting the players' tiles;

(e) setting the bank's tiles;

(f) deciding and paying the winning wagers, deciding and collecting the losing wagers, deciding stand offs and deducting commission.

shuffle means to turn the tiles face down on the table and mix thoroughly by hand.

standoff means a wager—

(a) in which a player and the banker have the same point count; and

(b) that neither wins nor loses.

tiles means the dominos with pai gow markings used for playing pai gow.

tumbler means a non-transparent cover in the shape of a cup, used to contain and shake the 3 dice used in pai gow.

3 Meaning of chong ranking 3

(1) ***Chong ranking 3*** is made up of 2 tiles with a total point count of

3.

(2) The higher ranking tile of the 2 tiles must have a ranking of high 6 (chong).

4 How to achieve chong ranking 3 or better

(1) To achieve chong ranking 3 or better, a low hand must have a point count of 3 or higher.

(2) However, if the point count is 3, the hand must include a tile with a ranking of high 6 (chong) or higher (that is, 12, 2, high 8 or high 4).

Part 2 Table, layout, tiles and tile ranking

5 Table and layout

(1) Pai gow is played at a table having places for the players on 1 side and a place for the dealer on the opposite side.

(2) The layout for the table—

(a) is the layout in diagram 6.1 or a similar layout approved by the chief executive; and

(b) must include the following—

(i) the name of, or logo for, the casino or gaming room;

(ii) not more than 8 numbered circular areas to indicate boxes for wagers;

(iii) 2 circular areas in front of the dealer for placing winning and losing wagers.

6 Tiles

Pai gow is played with 32 tiles with—

(a) faces bearing the markings shown in diagram 6.2; and

(b) backs of the same colour and design.

7 Tile ranking

(1) The ranking of pairs from highest to lowest is shown in diagram 6.2, and is as follows—

- gee jun or 3/6
- teen or 12
- day or 2
- yun or high 8
- gor or high 4
- mooy or high 10
- chong or high 6
- bon or low 4
- foo or 11
- ping or low 10
- tit or high 7
- look or low 6
- chop gow or 9
- chop bot or low 8
- chop chit or low 7
- chop ng or 5.

(2) The ranking of wongs, gongs and high 9s from highest to lowest is as follows—

- teen wong (a 12 (teen) tile with any 9 tile)
- day wong (a 2 (day) tile with any 9 tile)
- teen gong (a 12 (teen) tile with any 8 tile)
- day gong (a 2 (day) tile with any 8 tile)
- teen high 9 (a 12 (teen) tile with any 7 tile)
- day high 9 (a 2 (day) tile with any 7 tile).

(3) Examples of wongs, gongs and high 9s are shown in diagram 6.3.

(4) The ranking of individual tiles from highest to lowest is shown in diagram 6.4, and is as follows—

- 12
- 2
- high 8
- high 4
- high 10
- high 6
- low 4
- 11
- low 10
- high 7
- low 6
- 9
- low 8
- low 7
- 5
- 3/6.

8 Tile point counts

(1) The point count of a hand, if no ranking hand is to be played, is decided by adding together the point counts of the 2 tiles forming the hand.

(2) If the total of the tiles in a hand is a 2 digit number, the left digit of the number is discarded as having no value, and the right digit (from 0 to 9) becomes the point count of the hand.

Part 3 Other equipment and its use

9 Chung

(1) A marker (a ***chung***) is used to indicate the banker, or the co-banker, in a round of play.

(2) If a player and the house are co-bankers, a chung or a co-bank marker is used to indicate the co-bankers.

10 Tumbler, dice and cover

(1) Three identical dice are used to decide which box receives the first set of tiles.

(2) A tumbler is used to shake the dice.

11 Use of dice

(1) After the tiles are cut, the dice are shaken to ensure all dice tumble.

(2) The total of the 3 dice decides which box receives the first set of tiles.

(3) The dealer—

(a) counts in an anticlockwise direction, starting with the box identified by the chung as 1, 9 or 17; and

(b) counts by box until the dealer reaches the box with the same number as the total of the dice; and

(c) delivers the first set of tiles to the box.

12 Off marker

(1) A casino operator may take a box out of play by placing an off marker on the box before a round of play.

(2) If an off marker is placed on a box, a player is not permitted to wager on the box.

Part 4 Wagers

13 Placing wagers

(1) After the dealer starts pushing the tiles out to the first player, a player must not handle, remove or change a wager, or place an additional wager, until the wager has been decided and dealt with.

(2) A wager at pai gow is made by placing gaming chips in the appropriate wager area of the pai gow layout.

14 Minimum and maximum wagers

(1) In accepting a wager, a player/banker must consider the player/banker's ability to meet the maximum liability that might arise to the player/banker from other players' wagers.

(2) If the house is co-banker—

(a) the maximum house liability, for the table, must be displayed at or near the table; and

(b) wagers must be placed in a way that ensures—

(i) the house's maximum liability is not more than the amount displayed; and

(ii) the co-banker's maximum liability is not more than the amount the co-banker is able to meet.

(3) If, under an arrangement under section 64A of the Act, a player wagers more than the permissible maximum wager for the table, the player is the only player allowed to wager on the box the player is using.

(4) If the total of all wagers on a box is at least half the permissible maximum wager for the table—

(a) a marker (a ***priority set marker***) must be placed at the box before the tiles are dealt for the round of play; and

(5) the tiles for the box must be set before players at other boxes look at or start setting their tiles. However, it is not necessary to place a priority set marker at a box if—

(a) there is only 1 box in play at the game; or

(b) all boxes in play have total wagers of at least half the permissible maximum wager for the table.

15 Number of players for a box

(1) Not more than 3 players may wager on each box.

(2) If more than 1 player wagers on a box, the decision about setting the tiles is called by—

(a) the player who has wagered on the box for the longest time (the ***first player***); or

(b) at the discretion of the first player—another player with a wager on the box; or

(c) if the first player is not present—the player whose wager is closest to the dealer.

16 Number of hands for a player

(1) A player may set the tiles for only 1 box in a round of play.

(2) However, a player may wager on 2 boxes and set the tiles for both boxes against the house if—

(a) the player is the only player wagering on that round of play; and

(b) the total wagered on 1 box is at least twice the amount wagered on the other box; and

(c) the player first sets the tiles for the box with the higher wager before looking at the tiles for the other box; and

(d) the player does not change the setting of the tiles for the box with the higher wager after they have been set.

Part 5 The bank

17 Use of the chung

(1) If a player is banker for a round of play, a chung is placed in front of the player's box to show that the player is banker.

(2) If the house is banker for a round of play, a chung is placed in front of the area designated for the game as box 1 to show that the house is banker.

(3) If a player and the house are co-bankers, a chung or a co-bank marker is placed to show that the player and the house are co-bankers.

18 Appointment as banker

(1) The house is banker exclusively unless a player is a player/banker or co-banker.

(2) For a player to be a player/banker or co-banker, the player must have played the previous round of play on the box on which the player intends to take the bank.

(3) However, if a player is player/banker or co-banker for the round of play immediately after a round of play for which the house was banker, the player may be player/banker or co-banker on the box designated as box 1.

(4) For a player to be player/banker, the player must be able to cover all other players' wagers.

(5) A player qualified to be player/banker may choose to be co-banker.

(6) Two or more players may combine their chips to become player/banker.

(7) If subsection (6) applies, the players who are player/banker—

(a) must choose a player or players to handle the tiles; and

(b) must not wager on another hand for the round of play for which they are player/banker.

(8) The house, through the dealer, is banker for the first round of play after—

(a) the start of play for the game; or

(b) the game is restarted after a break in play.

(9) After the first round of play mentioned in subsection (8), the bank is offered around the table to the first player at each box, starting with the first player at the box designated as box 2, and moving around the table from box to box in an anticlockwise direction.

(10) A player (***player A***) may be player/banker or co-banker for not more than 2 consecutive rounds of play.

(11) After player A has been player/banker or co-banker for 2 consecutive rounds of play, the bank is again offered around the table in an anticlockwise direction, starting with the player next to player A.

(12) If the bank is offered under subsection (11) but no player, or only

player A, wishes to be player/banker or co-banker, the house must take over the bank for at least 1 round of play.

(13) If the house is banker for a round of play, the tiles for the bank's hand are delivered to box 1 and another player must not wager on box 1 for the round of play.

Part 6 Payout odds and commission

19 Winning wagers and commission

(1) A winning wager on a player's hand is paid at the odds of even money, but 5% is deducted from the payout for commission.

(2) However, the commission may be rounded up to the nearest multiple of 50c.

(3) A player who is player/banker or co-banker for a round of play is charged 5% commission on any profits made after all players' losing wagers have been collected and all players' winning wagers have been paid.

(4) However, the commission may be rounded down to the nearest multiple of 50c.

Example for subsection (4)—

If the amount on which a co-banker is to pay commission is $97.50, the commission is paid on $90.

Part 7 Opening of table for gaming

20 Sorting, inspecting and shuffling the tiles

(1) After receiving the 32 tiles at the table, the dealer and the gaming supervisor must inspect the tiles independently.

(2) After the tiles have been inspected, the dealer must arrange the tiles face up on the table in ranking pairs for visual inspection by the first player or players to arrive at the table.

(3) A player must be given an opportunity to look at the tiles before the tiles are shuffled and stacked in preparation for the first round of play.

Part 8 Shuffling and cutting the tiles

21 Shuffling and stacking for each round of play

(1) The dealer must shuffle the tiles face down on the table by a thorough washing motion and stack the tiles at the start of each round of play.

(2) The dealer must stack the tiles into 8 groups of 4.

22 La ja

(1) After the tiles have been stacked, the dealer may perform an additional form of shuffle known as a 'la ja', but only if asked by—

(a) a player/banker; or

(b) if the house is banker—a player; or

(c) if a player is co-banker—the player.

(2) The dealer must perform a la ja in a way approved by the chief executive

23 Cutting the tiles

(1) Tiles must be cut in a way approved by the chief executive.

(2) The approved cuts must be displayed on a sign on or near the table.

(3) If the house is banker, the tiles must be cut in an approved way.

(4) If a player is player/banker or co-banker, the player may choose the approved cut to be used.

(5) A player must not touch a tile during the shuffle or cut of the tiles for a round of play.

24 Replacing the tiles

(1) If a gaming supervisor decides a tile is unfit for further use, the tile or all the tiles must be replaced after a round of play.

(2) If it is decided to replace all the tiles rather than a tile, the new tiles must be checked, shuffled and cut in the way stated in sections 20 and 21.

(3) The casino operator may, at the completion of a round of play but before dealing the tiles for the next round of play, check the tiles, arrange them in rank order and, if appropriate, remove tiles from the table and replace them with new tiles.

Part 9 Dealing the tiles

25 Dealing the tiles

(1) After the dealer decides which box is to receive the first tiles, a group of 4 tiles is dealt to each box in turn, going around the table in an anticlockwise direction.

(2) However, if a box does not contain a wager, it is not necessary for the dealer to deliver the tiles for that box directly to the box.

26 Controlling the tiles

(1) When a player sets the player's tiles, the player must keep the faces of the tiles concealed from all other players.

(2) A player must keep all tiles under the player's control—

(a) in the playing area; and

(b) in view of the dealer and the gaming supervisor.

(3) Only the player who is to set the tiles for a box may handle the tiles.

(4) However, if 2 players are player/banker, both may handle the tiles.

(5) If more than 2 players are player/banker, only 2 of the players may handle the tiles.

Part 10 Setting the hands

27 Hands

Each player and the banker must form a low hand and a high hand from the group of 4 tiles dealt to the player or banker.

28 Setting the hands

(1) A player to whom tiles are dealt must set the player's tiles into a low hand and a high hand.

(2) Each player must work out the point count of the player's hand.

(3) After a player's tiles have been set into a low hand and a high hand, the tiles must be placed face down on the table as 2 separate hands.

(4) The 2 tiles forming a hand must be set and positioned with 1 tile on top of the other.

(5) The setting of a player's hand must not be changed once the banker turns and starts setting the bank's tiles.

(6) The hands of all the players must be set before any of the players' tiles are exposed to other players or the banker.

(7) However, the tiles of a player who has asked for a house way set may be set after the bank's tiles are set if—

(a) a house way marker is placed near the player's tiles before the banker's tiles are exposed; and

(b) a computer or house way document is available at or near the table to confirm the setting is correct.

(8) After all players (other than a player who is a player/banker or a co-banker) have set their tiles, the banker—

(a) exposes the bank's tiles; and

(b) sets the bank's hands.

(9) The dealer or a player may view unplayed tiles only if—

(a) the settlement of all wagers is completed; and

(b) the casino operator allows it.

29 Particular settings

(1) A player or player/banker may ask the dealer to set the tiles of the player or player/banker in the house way.

(2) After the tiles are exposed, the dealer must show—

(a) the low hand by placing the low hand tiles horizontally to the dealer; and

(b) the high hand by placing the high hand tiles vertically to the dealer.

(3) When the house is banker or co-banker, the dealer must set the bank's tiles the house way.

Part 11 Setting hands the house way

30 Setting hands the house way

(1) The provisions of this part apply for setting hands the house way.

(2) Subject to section 35, the provisions apply in priority order.

(3) If hands are set in the house way and higher play is possible, the hands must be set for the higher play.

31 Play the pairs

(1) Only the following pairs may be split—

(a) 12s (teens);

(b) 2s (days);

(c) 7s, 8s and 9s.

(2) However, the pairs may not be split if higher play is possible.

(3) The pairs are split in the following ways—

(a) split teens and days—

(i) to make 6 and 8 or better; or

(ii) with a 9 tile and 11 tile;

(b) split 9s to make 9 and 9 or better;

(c) split 8s to make 8 and 8, or 7 and 9 or better;

(d) split 7s to make 7 and day 9 or better.

32 Wongs, gongs and high 9s

If no pair play is possible, tiles are set by—

(a) playing a high 9, gong or wong in that order if chong ranking 3 or better is achieved on the low hand; or

(b) playing a wong, gong or high 9 in that order if chong ranking 3 or better is not achieved on the low hand.

33 Maximise point count

If no pair play or wong, gong or high 9 play is possible, tiles are set way by—

(a) maximising the point count of the low hand if the low hand achieves chong ranking 3 or better; and

(b) if it is not possible to set the low hand at chong ranking 3 or better—maximising the point count of the high hand if a high hand of 7 or better can be achieved; and

(c) if a high hand of 7 or better can not be achieved—maximising the point count of the low hand.

34 High ranking tiles

(1) High ranking tiles are played in the following way only if the playing does not alter the point count of the hands—

(a) the high ranking tile is played on the low hand when the high hand is 7 or less;

(b) the high ranking tile is played on the high hand when the high hand is 8 or more.

(2) However, if there is a choice, the 2 highest ranking tiles are not played on the same hand.

35 Exceptions

(1) This section states exceptions for setting tiles under this part.

(2) With a 7, high 8, high 10 and 11, play 7 and 9.

(3) With a 3/6, 5, 6 and a 2 or 12, play 7 and 9 instead of 8 and 8.

(4) With a 3/6, 4, 5 and any tile not making a pair, play the 9.

Part 12 Payment and collection of wagers

36 Deciding on hands

(1) A player's wager wins if—

(a) the player's low hand tiles are higher ranking than the bank's low hand tiles; and

(b) the player's high hand tiles are higher ranking than the bank's high hand tiles.

(2) A player's wager loses if—

(a) the player's low hand tiles are lower ranking than the bank's low hand tiles; and

(b) the player's high hand tiles are lower ranking than the bank's high hand tiles.

(3) A stand off happens between a player and the bank if—

(a) the player's low hand tiles are higher ranking than the bank's low hand tiles, but the player's high hand tiles are lower ranking than the bank's high hand tiles; or

(b) the player's high hand tiles are higher ranking than the bank's high hand tiles, but the player's low hand tiles are lower ranking than the bank's low hand tiles.

(4) If a player and the banker have the same high hand total or the same low hand total, the highest ranking tile from each hand is considered for deciding the winning hand.

(5) If the bank and a player have high hands of the same value and the bank's highest ranking high hand tile is of equal ranking to the player's highest ranking high hand tile, the bank's high hand

is taken to be higher than the player's high hand.

(6) If the bank and a player have low hands of the same value and the bank's highest ranking low hand tile is of equal ranking to the player's highest ranking low hand tile, the bank's low hand is taken to be higher than the player's low hand.

(7) Despite subsection (6), if both the bank and a player have low hands that total 0, the bank's low hand wins regardless of who holds the highest ranking tile.

37 Wagers and commission

After the result of a round of play is decided, the dealer must collect all losing wagers, pay all winning wagers and collect any commission owed.

Part 13 Irregularities

38 Dice

If, after the dice have been shaken 1 or more of the 3 dice are not lying flat on the base of the dice cup—

(a) the shake of the dice is taken to have been ineffective; and

(b) the dice cup must be shaken again.

39 Dealing irregularities

(1) If the dealer distributes tiles incorrectly, and the incorrect distribution is noticed before any player has handled the player's tiles, the dealer must re-distribute the tiles correctly.

(2) However, if the dealer is unsure of the correct distribution or is unable to re-distribute the tiles correctly, the tiles must be shuffled, stacked and dealt again.

(3) If the incorrect distribution is not noticed before the tiles are handled, the round of play must be completed as if the distribution were correct.

40 Exposed tiles

(1) If the dealer exposes a tile while shuffling or stacking the tiles (including while performing a la ja or setting the cut), the dealer must shuffle the tiles again.

(2) If the dealer exposes 1 of a player's tiles (including a player/banker's tiles), the tiles must be played.

(3) If the dealer exposes 2 or more of a player's tiles (other than a player/banker's tiles), and the player has not looked at any tile the dealer did not expose, the player may choose to—

(a) have the player's tiles removed from play and retrieve the player's wager; or

(b) play the tiles as dealt.

(4) If the dealer exposes 2 or more of a player/banker's tiles and the player/banker has not looked at any tile the dealer did not expose, the player/banker may choose to—

(a) require the tiles to be shuffled, stacked and dealt again; or

(b) play the tiles as dealt.

(5) If a player/banker exposes the player/banker's own tiles, the tiles must be played.

(6) If tiles in the house's or co-banker's hand are exposed, the tiles must be played.

41 Incorrect setting of tiles

(1) If tiles should be set in the house way but are not, the tiles must be rearranged so that they are set in the house way.

(2) If a wager has been decided before the tiles are re-arranged, the wager must be decided again after the tiles are re-arranged.

42 Abandoned round of play

If a round of play (including the dealing for the round) is not completed because the tiles must be reshuffled, the players may retrieve the wagers they have made for the round of play.

43 Failure to wager

If a player fails to make a wager for 3 consecutive rounds of play, the dealer may require the player to vacate the player's seat at the table before a new round of play starts.

Diagram 6.1—Table layout

section 5(2)

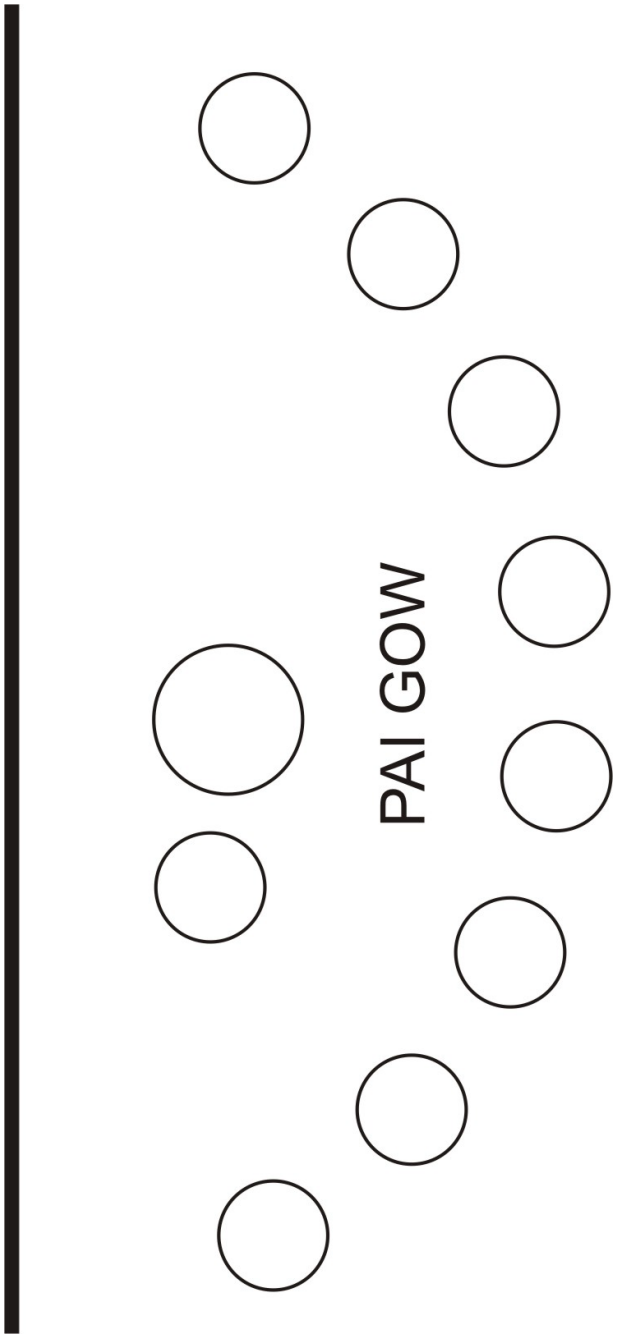


Diagram 6.2—Ranking pairs

sections 6 and 7

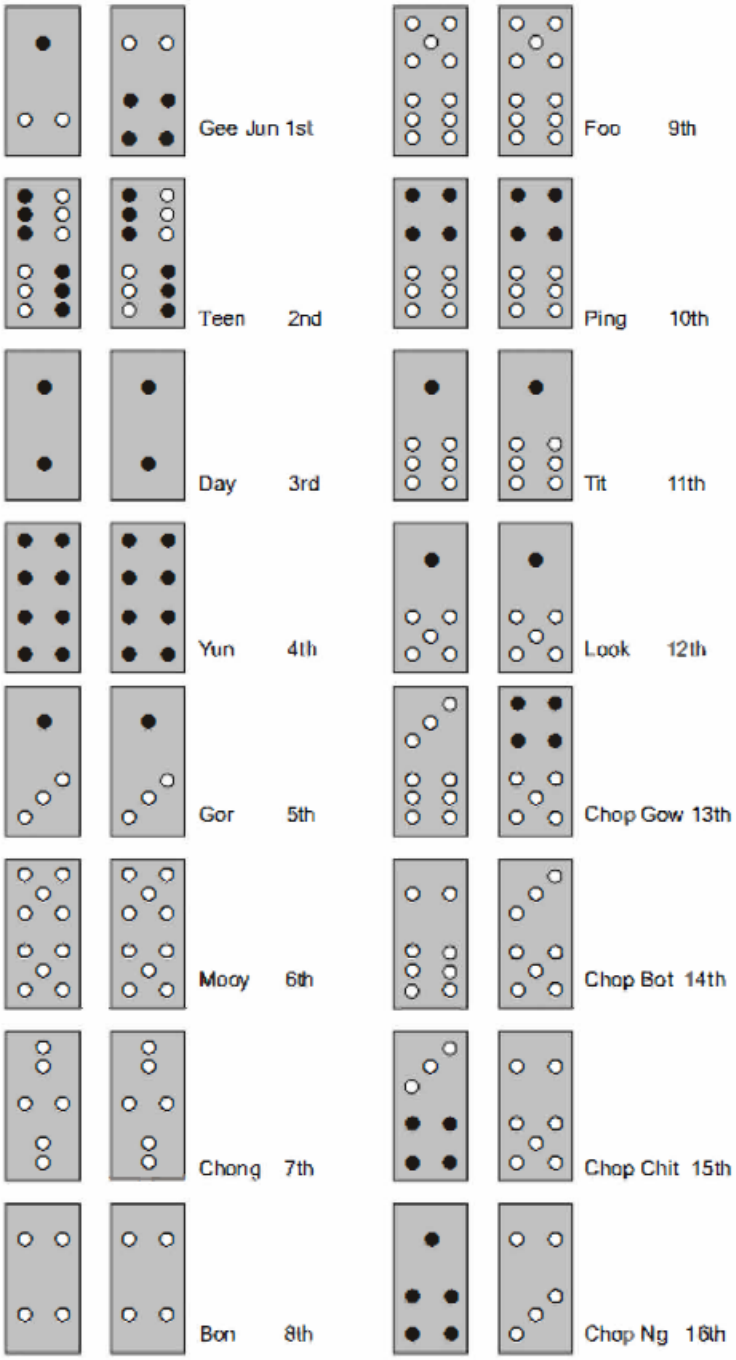


Diagram 6.3—Wongs, gongs and high 9s

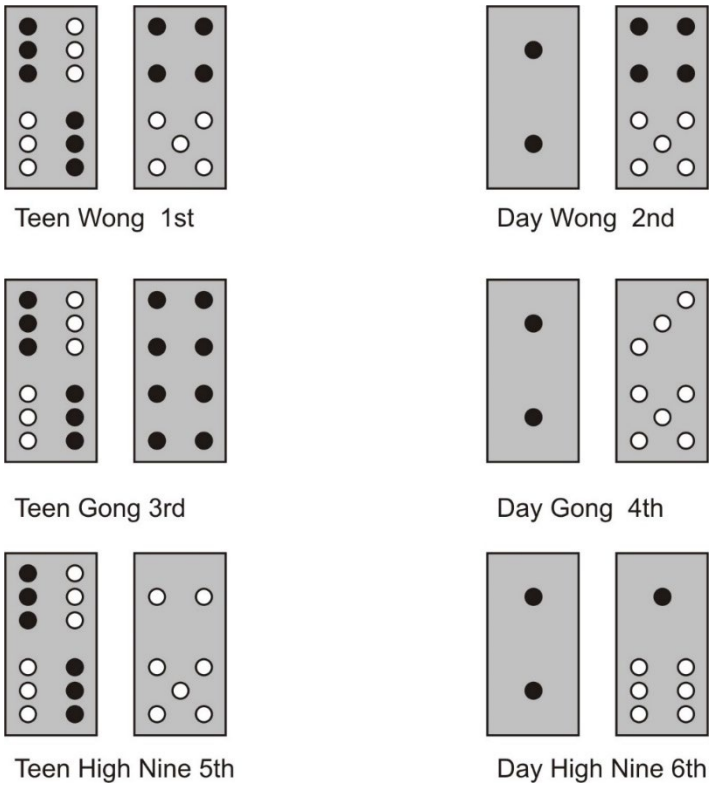
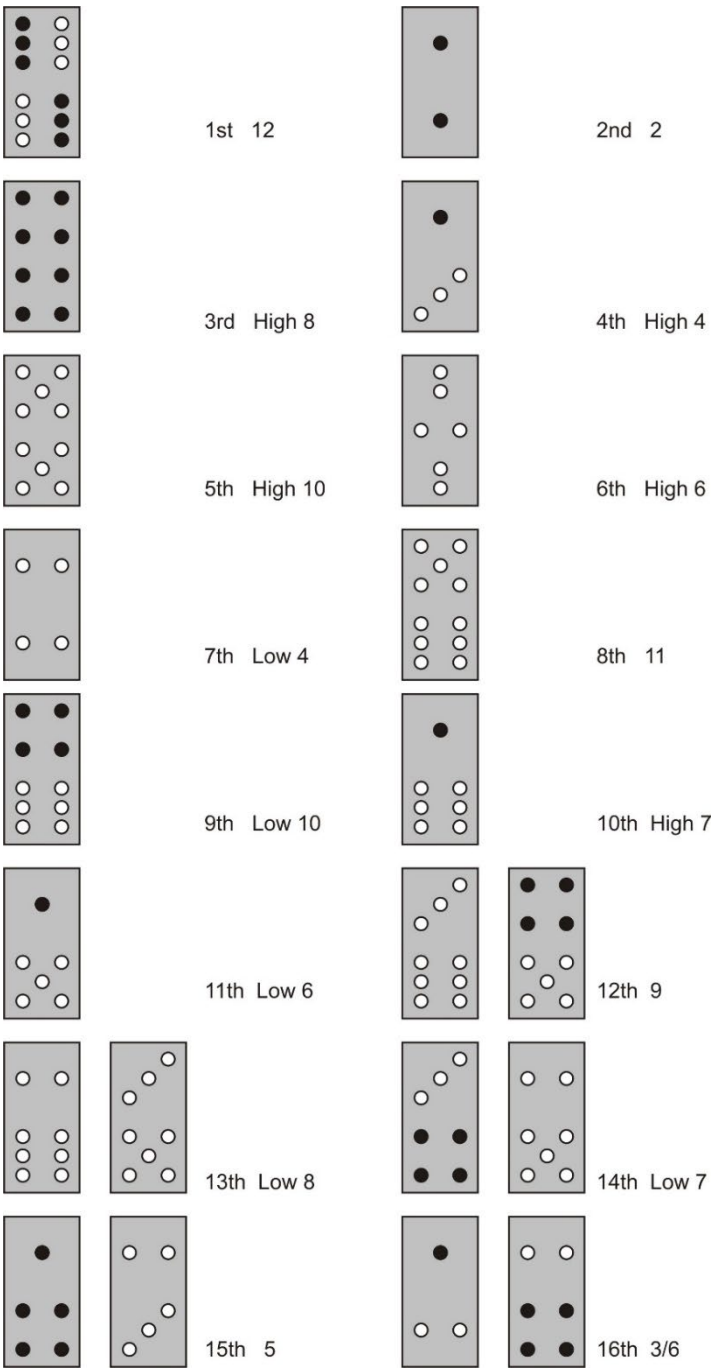


Diagram 6.4—Ranking tiles

section 7



Schedule 7 Roulette

section 3(2)

Part 1 Preliminary

1 Conducting and playing roulette

This schedule states the rules for conducting and playing the casino game known as roulette.

Part 2 Equipment for roulette

2 Roulette wheel and ball

(1) A roulette wheel must have:

(a) 37 equally spaced compartments with one marked zero and indicated by the colour green and the other compartments marked 1 to 36 and indicated by the colours alternatively red and black around the wheel; or

(b) 38 equally spaced compartments with one marked zero and another marked double zero and both indicated by the colour green and the other compartments marked 1 to 36 and indicated by the colours alternatively red and black around the wheel; or

(c) 39 equally spaced compartments with one marked zero and another marked double zero and another marked triple zero and all indicated by the colour green and the other compartments marked 1 to 36 and indicated by the colours alternatively red and black around the wheel

(2) The numbers and colours on a roulette wheel must be arranged around the wheel in the way approved by the chief executive.

(3) However, it is not necessary to obtain the chief executive's

approval under subsection (2) for the arrangement of numbers and colours shown in diagrams 7.1, 7.2 or 7.3.

3 Roulette table and layout

(1) A roulette table must have a roulette wheel at 1 end of the table and a layout imprinted on the opposite end of the table.

(2) The table layout must be substantially as shown in diagrams 7.4, 7.5 or 7.6 or as approved by the chief executive.

Part 3 General rules

4 Playing roulette

A player plays roulette using a roulette table.

5 Rotating the wheel and ball and controlling wagering

(1) The roulette ball must be spun by the dealer in the opposite direction to the rotation of the wheel and must complete at least 4 revolutions around the track of the wheel to be a valid spin.

(2) Alternatively, the roulette ball will be automatically spun by an electronic device and must complete at least 4 revolutions around the track of the wheel to be a valid spin.

(3) Before the ball comes to rest in a compartment, the dealer must announce ‘no more bets’.

6 Announcing the winning number, placing the crown and dealing with wagers

(1) After the ball comes to rest in a compartment around the wheel, the dealer must announce the number of the compartment and must place a point marker to be known as a crown on that number on the roulette layout.

(2) After placing the crown on the layout, the dealer must collect all losing wagers and then pay all winning wagers.

7 No unauthorised interference with gaming equipment

During play a person, other than a dealer, a gaming supervisor or a gaming manager involved in the conduct of the game, must not interfere with the following—

(a) the wheel;

(b) the ball;

(c) the rotation of the wheel or ball;

(d) any other gaming equipment used for the game.

8 Permissible wagers and results

(1) The wagers defined in this section are the permissible wagers by a player at the game of roulette.

(2) In this schedule—

1 number or straight up means a wager that wins if a single number is wagered and spun and loses if another number is spun.

2 numbers or split means a wager that wins if either of the 2 numbers wagered is spun and loses if another number is spun.

3 numbers or street means a wager that wins if any of the 3 numbers wagered is spun and loses if another number is spun.

4 numbers or corner means a wager that wins if 1 of the 4 numbers wagered is spun and loses if another number is spun.

5 numbers or 5-line (for double zero and triple zero roulette only) (00, 0, 1, 2, 3) means a wager that wins if 1 of the 5 numbers wagered is spun and loses if another number is spun.

6 numbers or 6-line means a wager that wins if 1 of the 6 numbers in the 2 rows wagered is spun and loses if another number is spun.

black means a wager that wins if the colour of the number wagered and spun is black and loses if another colour is spun.

column means a wager that wins if 1 of the 12 numbers in the column wagered is spun and loses if another number is spun.

dozen means a wager that wins if 1 of the 12 numbers in the 12 wagered (1–12, 13–24, or 25–36) is spun and loses if another number is spun.

even means a wager that wins if the number wagered and spun is an

even number and loses if the number spun is an odd number, 0, 00 or 000.

high—(19–36) means a wager that wins if 1 of the 18 numbers wagered is spun and loses if another number is spun.

low—(1–18) means a wager that wins if 1 of the 18 numbers wagered is spun and loses if another number is spun.

odd means a wager that wins if the number wagered and spun is an odd number and loses if the number spun is an even number, 0, 00 or 000.

red means a wager that wins if the colour of the number wagered and spun is red and loses if another colour is spun.

9 How wagers are made and changed at a table

(1) A player makes a wager by placing gaming chips in the appropriate wager position on the roulette layout or by having someone else place the gaming chips in the appropriate position on the player's behalf.

(2) A wager may be made orally, but it has no effect as a wager until the chips have been placed under subsection (1).

(3) Diagram 7.7, 7.8 or 7.9 shows the correct placement of wagers on the roulette layout.

(4) No wagers may be placed, changed or withdrawn after the dealer has called 'no more bets'.

(5) A winning wager may be withdrawn before the next spin.

10 Use of non-value chips at a table

(1) The dealer must give a non-value chip a value before issuing the chip to a player at the table.

(2) A non-value chip has the value given by the dealer under subsection (1).

(3) The dealer must not issue the same coloured non-value chips to more than 1 player unless all the players issued with the chips agree to the issue.

(4) A non-value chip may be used only at the table at which it was issued.

(5) The dealer may accept a non-value chip in exchange for a value chip only if—

(a) the non-value chip was issued at the dealer's table; or

(b) the non-value chip was issued at a table that is closed when the player asks for the non-value chip to be redeemed.

11 Use of value chips

The casino operator may permit, limit or prohibit the use of value chips by a player at the roulette table.

12 Player responsible for placing wagers at a table

(1) Each player is responsible for correctly positioning the player's wager or wagers on the layout regardless of whether the player is helped by the dealer.

(2) Each player must ensure instructions the player gives to the dealer about placing the player's wager or wagers are correctly carried out.

13 Wagers dealt with when ball falls to rest

(1) Each wager must be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

14 Change to application of ss 12 and 13 if unfair

(1) This section applies if—

(a) either of the following happens—

(i) a player's chip is moved from its original position by another person to another position on the layout and the chip and its original position can be identified by the casino operator;

(ii) a dealer does not place a player's wager as instructed by the player, or incorrectly places the wager, and the instructions can be confirmed by the dealer; and

(b) the casino operator is satisfied the application of sections

12 and 13 would be unfair to the player.

(2) Despite sections 12 and 13, the casino operator may settle the player's wager as if the chip were in the original or correct position.

15 Minimum and maximum wagers

(1) The amount of the minimum wager for a game of roulette must be the same for each player, when a player plays the game at a roulette table.

(2) A wager must be at least the minimum amount and no more than the maximum amount displayed on the table limit sign or player terminal.

16 Payout odds for winning wagers

(1) Winning wagers at the game of roulette are paid at the following odds—

Wager	Payout odds
1 number or straight up	35 to 1
2 numbers or split	17 to 1
3 numbers or street	11 to 1
4 numbers or corner	8 to 1
5 numbers or 5-line	6 to 1
6 numbers or 6-line	5 to 1
column	2 to 1
dozen	2 to 1
low—(1–18)	1 to 1
high—(19–36)	1 to 1
even	1 to 1

odd	1 to 1
red	1 to 1
black	1 to 1.

(2) When the ball comes to rest in the compartment of the wheel marked '0' , '00' or '000', all wagers lose other than the wagers made straight up on the 0, 00, or 000 or made in any combination of the 0, 00 or 000.

Part 4 Irregularities

17 Irregularities and announcing no spin

(1) If the ball is spun in the same direction as the wheel, the dealer, gaming supervisor or gaming manager must immediately announce 'no spin' and the dealer must attempt to remove the ball from the wheel before it comes to rest in 1 of the compartments.

(2) If the dealer anticipates that the ball will not complete 4 revolutions around the track of the wheel, the dealer, gaming supervisor or gaming manager must immediately announce 'no spin' and the dealer must attempt to remove the ball from the wheel before it comes to rest in 1 of the compartments.

(3) If a foreign object enters the wheel before the ball comes to rest, or if the ball is unduly hung up in an air pocket, the dealer, gaming supervisor or gaming manager must immediately announce 'no spin' and the dealer must attempt to remove the ball from the wheel before it comes to rest in 1 of the compartments.

(4) If the ball is propelled or falls out of the wheel head during a spin, the dealer, gaming supervisor or gaming manager must announce 'no spin'.

(5) After the dealer, gaming supervisor or gaming manager has announced 'no spin', it is an invalid spin whether or not the ball comes to rest in 1 of the compartments before the dealer's attempt to remove the ball from the wheel.

Diagram 7.1—Single zero roulette wheel

Section 2(4)

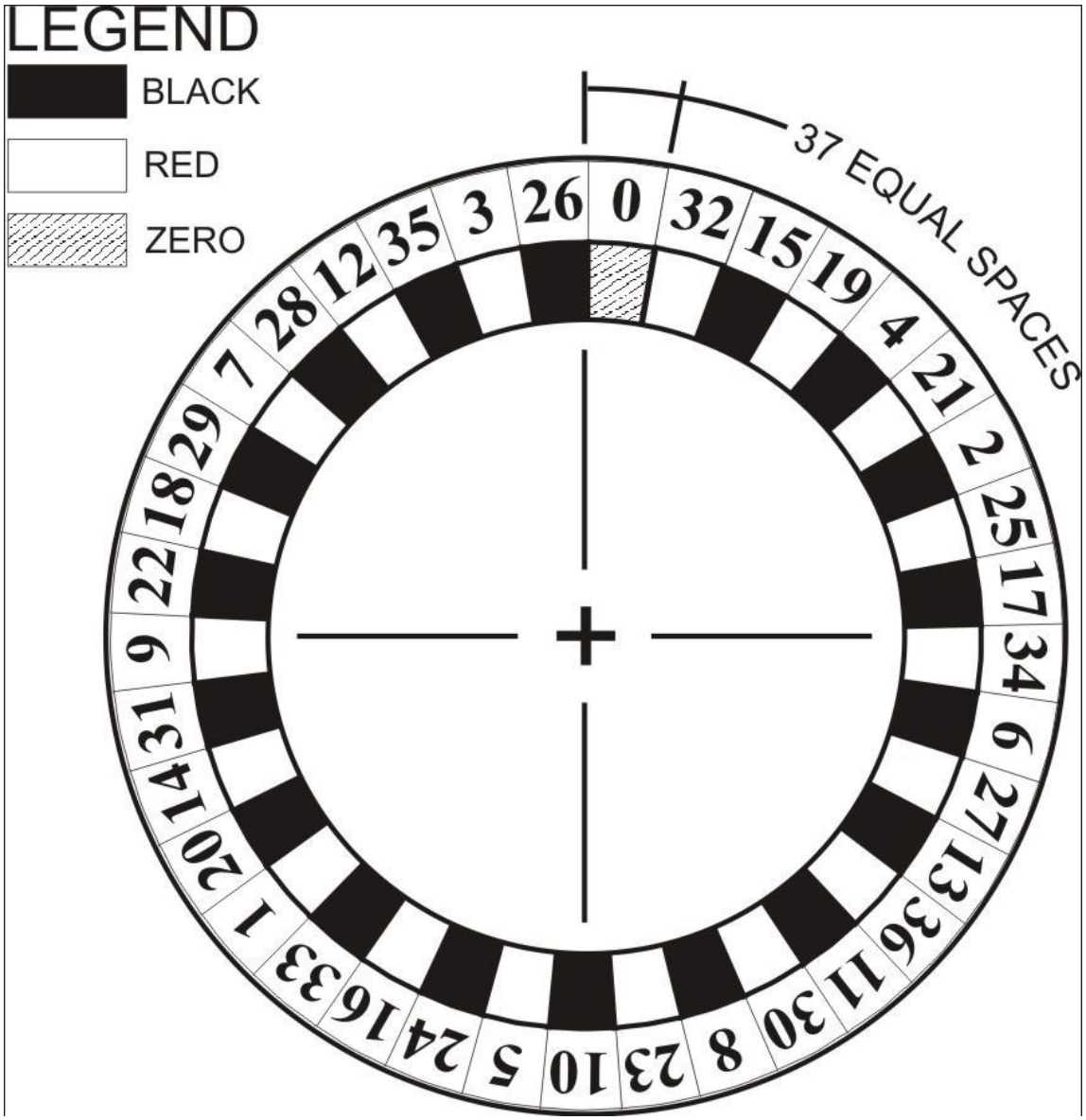


Diagram 7.2—Double zero roulette wheel

Section 2(4)

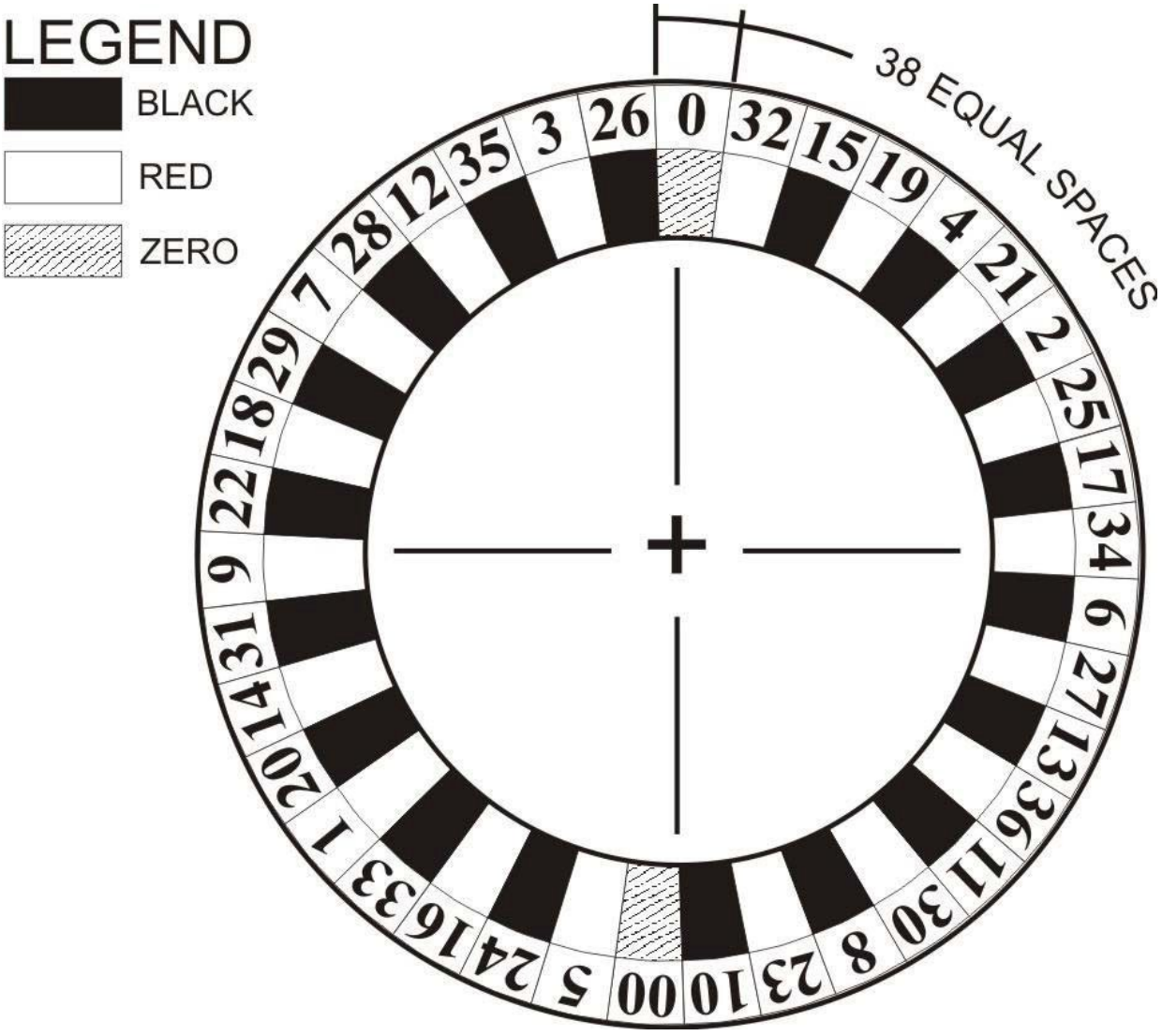


Diagram 7.3—Triple zero roulette wheel

Section 2(4)

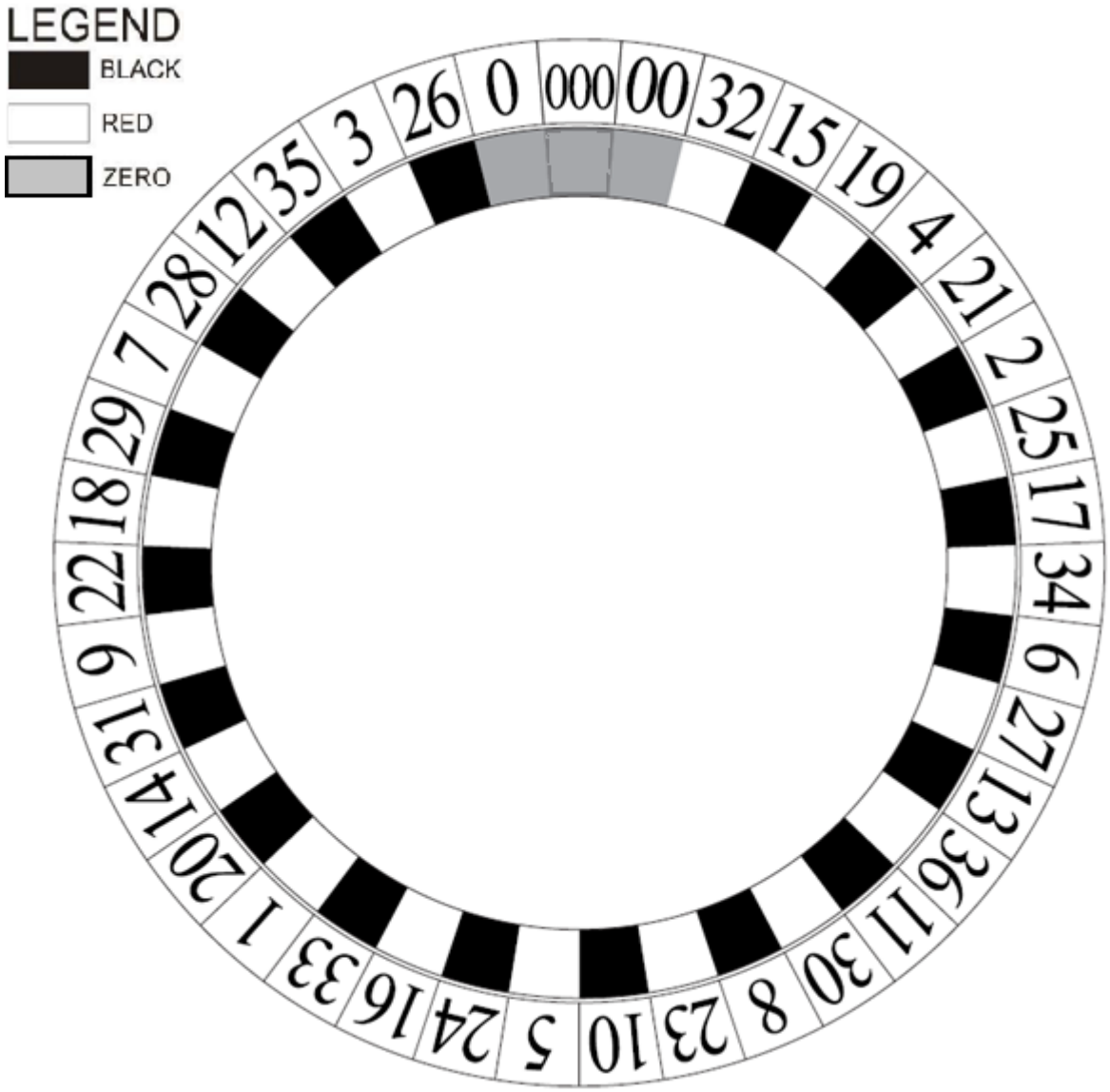


Diagram 7.4—Layout for single zero roulette wheel

Section 3(2)

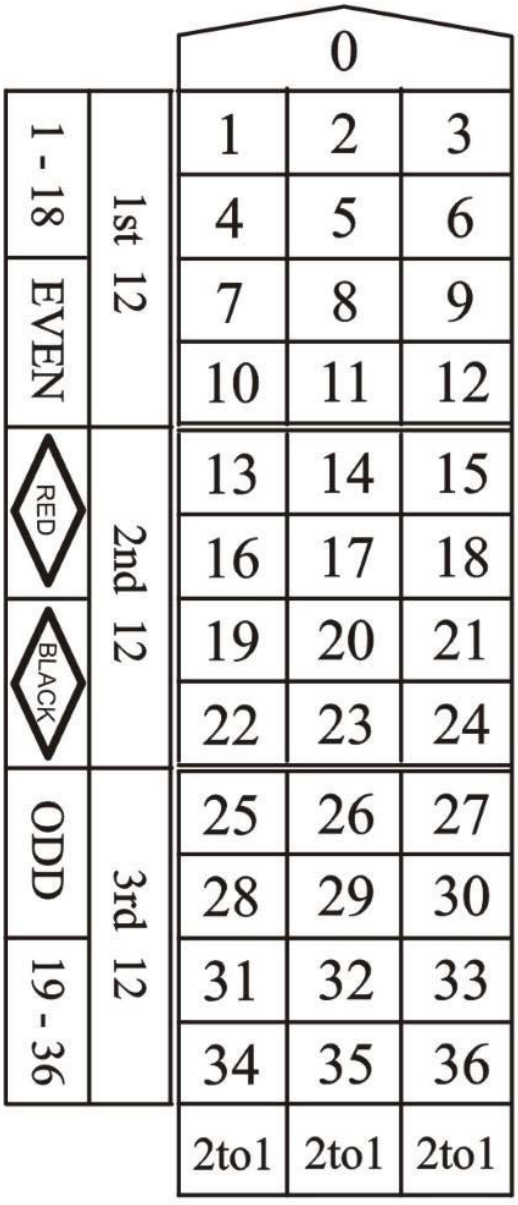


Diagram 7.5—Layout for double zero roulette wheel

Section 3(2)

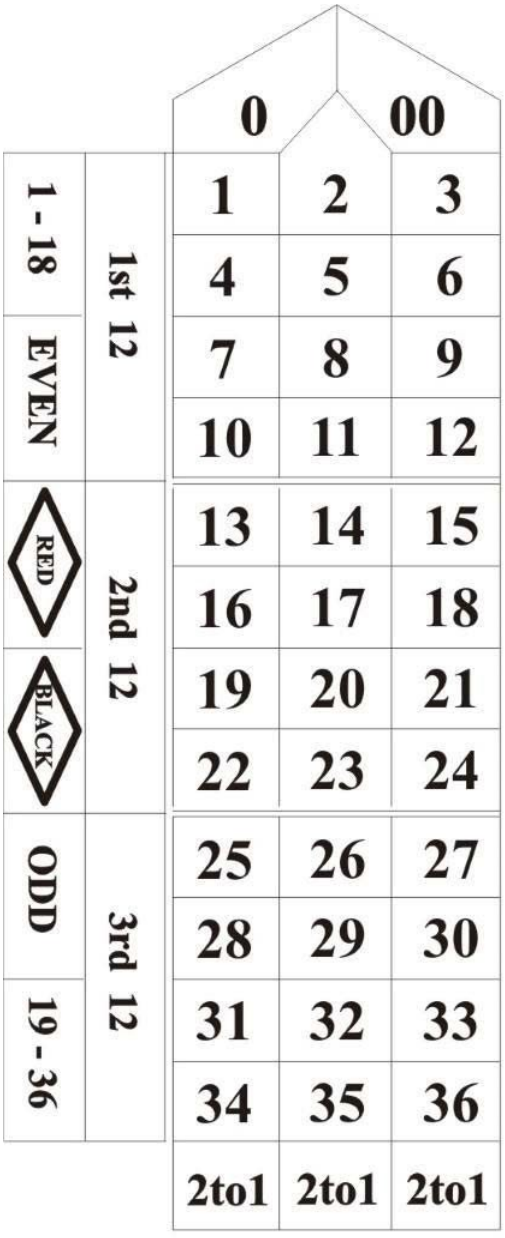


Diagram 7.6—Layout for triple zero roulette wheel

Section 3(2)

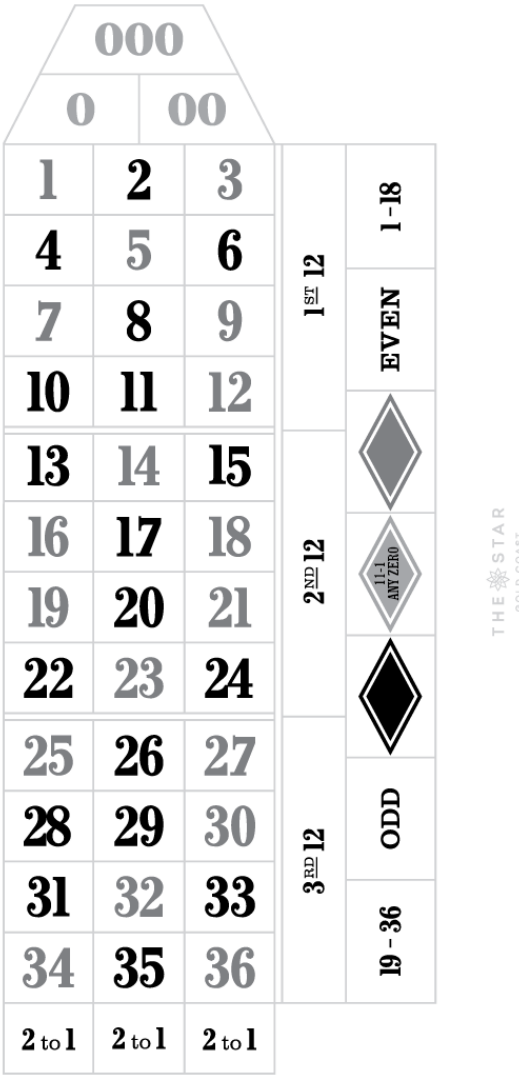
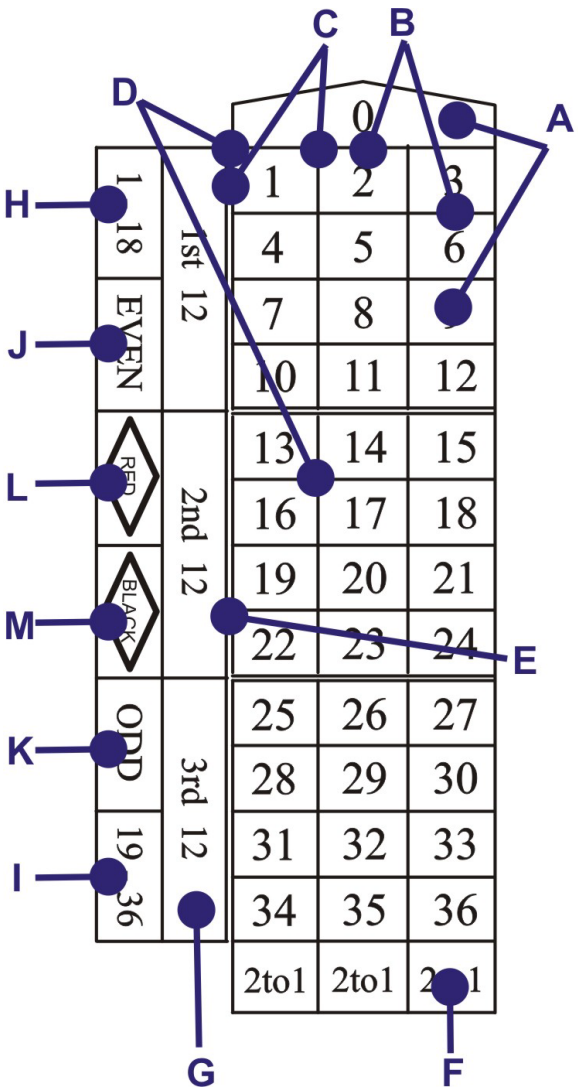


Diagram 7.7—Illustration of manner of placement of wagers at single zero roulette wheel

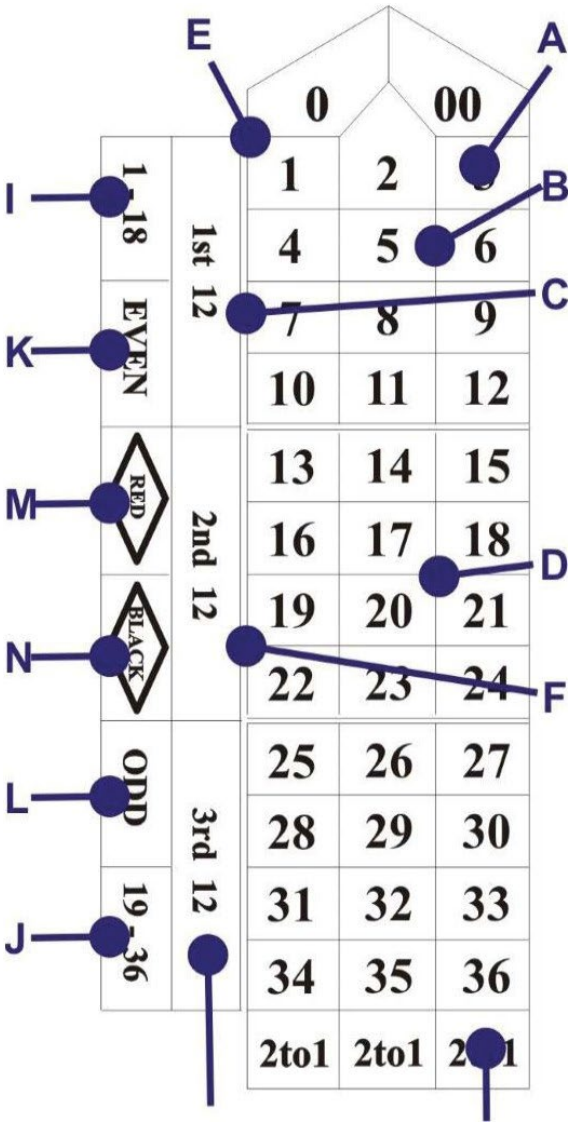
Section 9(3)



A = STRAIGHT UP
B = SPLIT
C = STREET
D = CORNER
E = SIX-LINE
F = COLUMN
G = DOZEN
H = LOW
I = HIGH
J = EVEN
K = ODD
L = RED
M = BLACK

Diagram 7.8—Illustration of manner of placement of wagers at a double zero roulette table

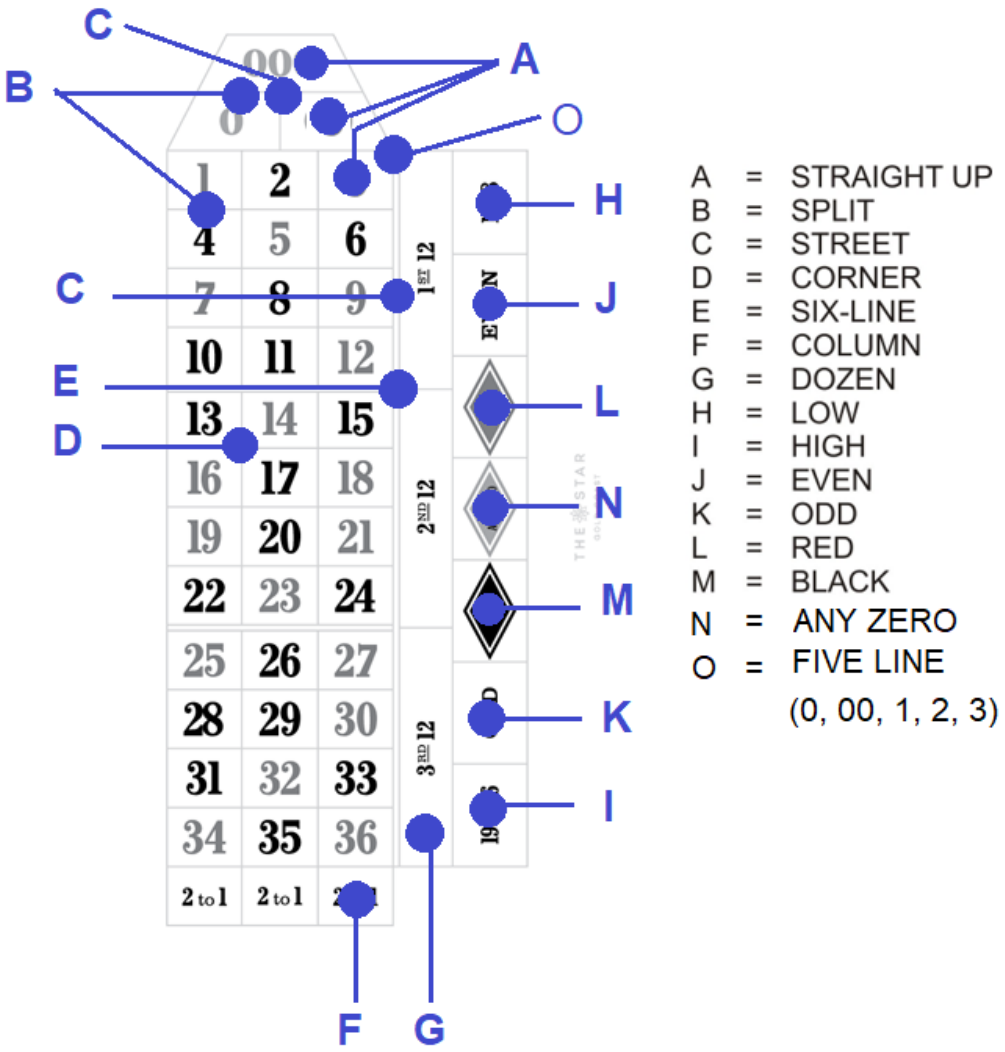
Section 9(3)



A = STRAIGHT UP
B = SPLIT
C = STREET
D = CORNER
E = FIRST 5 NUMBERS
F = SIX-LINE
G = COLUMN
H = DOZEN
I = LOW
J = HIGH
K = EVEN
L = ODD
M = RED
N = BLACK

Diagram 7.9—Illustration of manner of placement of wagers at triple zero roulette wheel

Section 9(3)



Schedule 8 Sic-bo

section 3(2)

Part 1 Preliminary

1 Conducting and playing sic-bo

This schedule states the rules for conducting and playing the casino game known as sic-bo.

Part 2 Table, layout and equipment

2 Table layout, dice tumbler and 3 identical dice

(1) Sic-bo is played at a table having places for players on 1 side and a place for the dealer on the opposite side.

(2) The table must –

(a) have a dice tumbler containing 3 identical dice and an entry terminal; and

(b) the dice tumbler and entry terminal must be attached to the table; and

(c) the 3 dice must remain in the dice tumbler under seal.

(3) The table layout must be substantially as shown in diagram 8.1 or 8.2 and must include –

(a) the name of, or logo for, the casino or gaming room; and

(b) the wagers and their respective payout odds.

(4) Where a table is used solely for determining the result displayed on a player terminal subsection 3(b) does not apply.

3 Electronic equipment and entry terminal for results at a table

(1) Electronic equipment must be located directly below the glass top of the table.

(2) The equipment must be programmed to illuminate all winning areas of the layout when 3 numbers corresponding to a declared result of the game are entered into it.

(3) An entry terminal attached to the top of the table must be linked to the electronic equipment.

(4) The entry terminal must have—

(a) a display which gives visual verification of the 3 numbers entered into the electronic equipment; and

(b) either—

(i) a touch screen console; or

(ii) 6 buttons, numbered from 1 to 6, and an entry button.

4 Uppermost sides of dice used to decide results

The win or loss of a wager is decided by the numbers appearing on the high or uppermost sides of the dice.

Part 3 Preparing for the game

5 Permissible wagers

(1) The permissible wagers by a player in a game of sic-bo are defined in subsection (2).

(2) In this schedule—

3 dice totals, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17, means a wager on any 1 of these totals which wins if the total appears in any combination of the 3 dice and loses if any other total appears.

any triple means a wager which wins if triple 6, 5, 4, 3, 2 or 1 appears and loses if any other combination appears.

big means a wager which wins if a total of 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the 3 dice, other than a triple

4 or triple 5, and loses if any other total appears or if the totals of 12 or 15 are decided because of the combination of the dice showing triple 4 or triple 5 respectively.

dice combinations means a wager on 1 of the following combinations which wins if the combination appears and loses if any other combination appears—

- 1 and 2, 3, 4, 5 or 6
- 2 and 3, 4, 5 or 6
- 3 and 4, 5 or 6
- 4 and 5 or 6
- 5 and 6.

double, 6, 5, 4, 3, 2 or 1, means a wager on 1 of these doubles which wins if the double appears and loses if the double does not appear.

even means a wager which wins if a total of 4, 6, 8, 10,12,14 or 16 appears in any combination of the three dice, other than a triple 2 or triple 4.

four number combination means a wager on the specific combinations of:

1,2,3 and 4

2,3,4 and 5

2,3,5 and 6

3,4,5 and 6

which wins once if any three of the four numbers appear on the dice.

individual die face values, 1, 2, 3, 4, 5 or 6, means a wager on 1 of these numbers which wins if the number appears on 1 or more of the dice and loses if the number does not appear.

odd means a wager which wins if any of the totals of

5,7,9,11,13,15 or 17 appears in any combination of the three dice with the exception of triple 3 or triple 5.

small means a wager which wins if a total of 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the 3 dice other than a triple 2 or

triple 3 and loses if any other total appears or if the totals of 6 or 9 are decided because of the combination of the dice showing triple 2 or triple 3 respectively.

total means the total of the high or uppermost sides of the 3 dice in a spin of the dice in the dice tumbler.

triple, 6, 5, 4, 3, 2 or 1, means a wager on 1 of these triples which wins if the triple appears and loses if any other combination appears.

Part 4 Placing wagers and playing the game

6 How wagers are made at a table

(1) A wager at a sic-bo table is made by placing gaming chips on the appropriate wager area of the sic-bo layout.

(2) A wager can not be made orally.

7 Player responsible for placing wagers at a table

(1) Each player is responsible for correctly positioning the player's wager or wagers on the layout regardless of whether the player is helped by the dealer.

(2) Each player must ensure instructions the player gives to the dealer about placing the player's wager or wagers are correctly carried out.

8 Time for wagering

(1) If the dice tumbler is not covered, the dealer must call 'no more bets' before activating the dice tumbler.

(2) If the dice tumbler is covered, the dealer must call 'no more bets' before the dealer removes the cover to reveal the result.

(3) A wager must not be placed, changed or withdrawn after the dealer has called 'no more bets'.

9 How wagers are dealt with

Each wager must be settled strictly in accordance with its position on the layout when the result is decided or revealed.

10 Change to application of ss 7 and 9 if unfair

(1) This section applies if—

(a) either of the following happens at a table—

(i) a player's chip is moved from its original position by another person to another position on the table layout and the chip and its original position can be identified by the casino operator;

(i) a dealer does not place a player's wager as instructed by the player, or incorrectly places the wager, and the instructions can be confirmed by the dealer; and

(b) the casino operator is satisfied the application of sections 7 and 9 would be unfair to the player.

(2) Despite sections 7 and 9, the casino operator may settle the player's wager as if the chip were in the original or correct position.

11 Use of non-value chips at a table

(1) The dealer must give a non-value chip a value before issuing the chip to a player at the table.

(2) A non-value chip has the value given by the dealer under subsection (1).

(3) The dealer must not issue players with identically coloured non-value chips unless all the players who are issued with the chips agree to the issue.

(4) A non-value chip may be used only at the table at which it was issued.

(5) The dealer may accept a non-value chip in exchange for a value chip only if—

(a) the non-value chip was issued at the dealer's table; or

(b) the non-value chip was issued at a table that is closed when

a player asks for the non-value chip to be redeemed.

Part 5 Deciding the outcome of wagers and paying winning wagers

12 Payout odds for winning wagers

Winning wagers at the game of sic-bo are paid at the following odds—

Wager		Payout odds
small		1 to 1
big		1 to 1
triples—	triple 6, 5, 4, 3, 2 or 1	180 to 1
doubles—	double 6, 5, 4, 3, 2 or 1	11 to 1
any triple		31 to 1
3 dice totals—	total 4 or 17	62 to 1
	total 5 or 16	31 to 1
	total 6 or 15	18 to 1
	total 7 or 14	12 to 1
	total 8 or 13	8 to 1
	total 9 or 12	7 to 1
	total 10 or 11	6 to 1
dice combinations—	1 and 2, 3, 4, 5 or 6	6 to 1
	2 and 3, 4, 5 or 6	6 to 1
	3 and 4, 5 or 6	6 to 1
	4 and 5 or 6	6 to 1
	5 and 6	6 to 1
individual die face values - 1, 2, 3, 4, 5 or 6	if number appears on 1 die	1 to 1
	if number appears on 2 dice	2 to 1
	if number appears on 3 dice	12 to 1
even		1 to 1
four number	1,2,3 and 4	7 to 1

combination	2,3,4 and 5	7 to 1
	2,3,5 and 6	7 to 1
	3,4,5 and 6	7 to 1
odd		1 to 1

13 Use of dice tumbler

The dice tumbler must be activated so that—

(a) the bottom of the dice tumbler is brought to the top at least 3 times; or

(b) the dice are spun within the dice tumbler at least 3 times.

14 Announcing result of spin

(1) Subsection (2) applies—

(a) if a covered dice tumbler is used—after the dice tumbler has been activated, the 3 dice have come to rest in the bottom section of the dice tumbler, and the dice tumbler's cover has been taken off; or

(b) if a dice tumbler other than a covered dice tumbler is used— after the dice tumbler has been activated and the 3 dice have come to rest in the bottom section of the dice tumbler.

(2) If all the dice are lying flat,[4] the dealer must announce—

(a) the result by calling the numbers on the uppermost face of each die in order from the smallest number to the highest; and

(b) the total of the numbers on the 3 uppermost faces of the dice.

(3) Doubles and triples and the total must be called in a similar way.

Example—

double 3, 4; total 10

triple 5; total 15

[4] Section 17 explains what happens if 1 or more of the dice are not lying flat.

15 Entering results into the electronic equipment

(1) The dealer must enter the result into the electronic equipment.

(2) When the result is entered, all winning areas are illuminated.

(3) A result is valid even if a winning area does not illuminate.

(4) If an incorrect result is entered, the incorrect result must be cleared and the correct result must be entered into the electronic equipment.

16 No unauthorised operation of dice tumbler or entry terminal

A person, other than a dealer or a gaming supervisor who is responsible for the operation of the game, must not activate the dice tumbler or operate the entry terminal.

Part 6 Irregularities

17 Irregularities

(1) If any of the 3 dice are not lying flat in the bottom section of the tumbler after the dice have been spun, the dealer must announce ‘no spin’.

(2) If the dice tumbler does not operate correctly after being activated, the dealer must announce ‘no spin’.

Schedule 8 – Sic-bo (continued)

Diagram 8.1 —Sic-bo table layout

section 2(3)

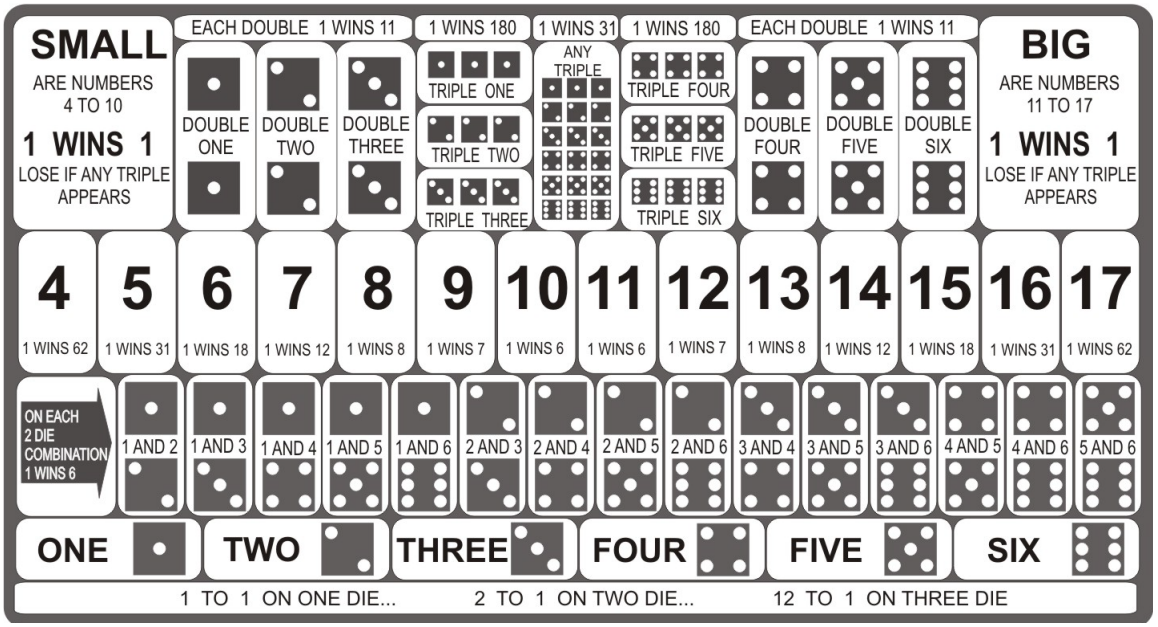
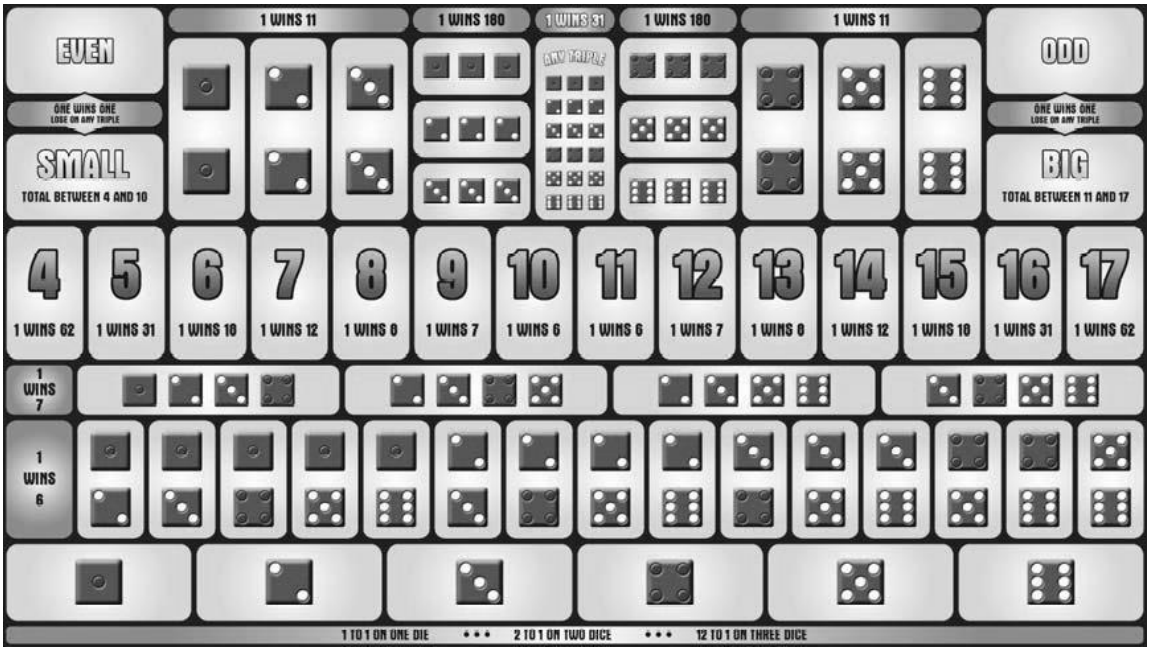


Diagram 8.2 —Sic-bo betting terminal layout



Schedule 8(a) Electronic Sic Bo

Part 1 Preliminary

1 Conducting and playing Sic-bo on a player terminal

Where the version of sic-bo in play is electronic sic-bo, the approved rules of sic-bo and Electronic Table Games will apply. Where electronic sic-bo rules differ, this schedule will apply.

2 Definitions for sch 8(a)

In this schedule –

jackpot prize means an amount worked out or stated or the amount displayed on a progressive meter for the game under the approved control system for the casino

jackpot wager means a wager made by a player by placing the wager in the area for jackpot wagers by activating the extra bet button on the terminal when the jackpot round is offered

nominated player means the player who activates the dice tumbler

Part 2 Table layout and equipment

3 Table and layout

The terminal layout must be substantially as shown in diagram 8 (a) or as approved by the chief executive.

The terminal layout must have –

(a) an area for a jackpot wager by each player; and

(b) a meter or sign that shows the amount of the jackpot prize for the table.

4 Permissible wagers

(1) The wagers defined under Schedule 8 part 3, section 5 are the permissible wagers by a player at a game of electronic sic-bo with the following differences –

Odd or Even	not offered
Four Number combination	not offered

5 How wagers are made

Wagers are made in accordance with Schedule 16, section 5.

6 Payouts for winnings wagers

Winning wagers are paid in accordance with schedule 8 part 5, section 12 with the following differences for sic-bo played as an electronic table game terminal –

Odd or Even	not offered
Four Number combination	not offered
Doubles	12 to 1
Triples	190 to 1

7 Use of Dice tumbler

The nominated player will activate the dice at the end of the wagering period by pressing the shoot button.

The nominated player will be:

(1) determined in turn, in a clockwise direction, around each of the terminals with a wager placed.

(2) the nominated player will have 10 seconds from the end of the wagering period to activate the dice, after which the dice are automatically activated.

8 Jackpots

(1) A jackpot prize may be available on electronic sic bo at a player terminal as an additional gaming wager.

(2) A player must place a permissible wager for that game to be eligible to place a jackpot wager.

(3) Prior to the commencement of the round, a player will place a wager on the jackpot area to be eligible for the jackpot prize.

(4) The winner of a jackpot prize will be determined by an approved random number generator and will be displayed on the player terminal.

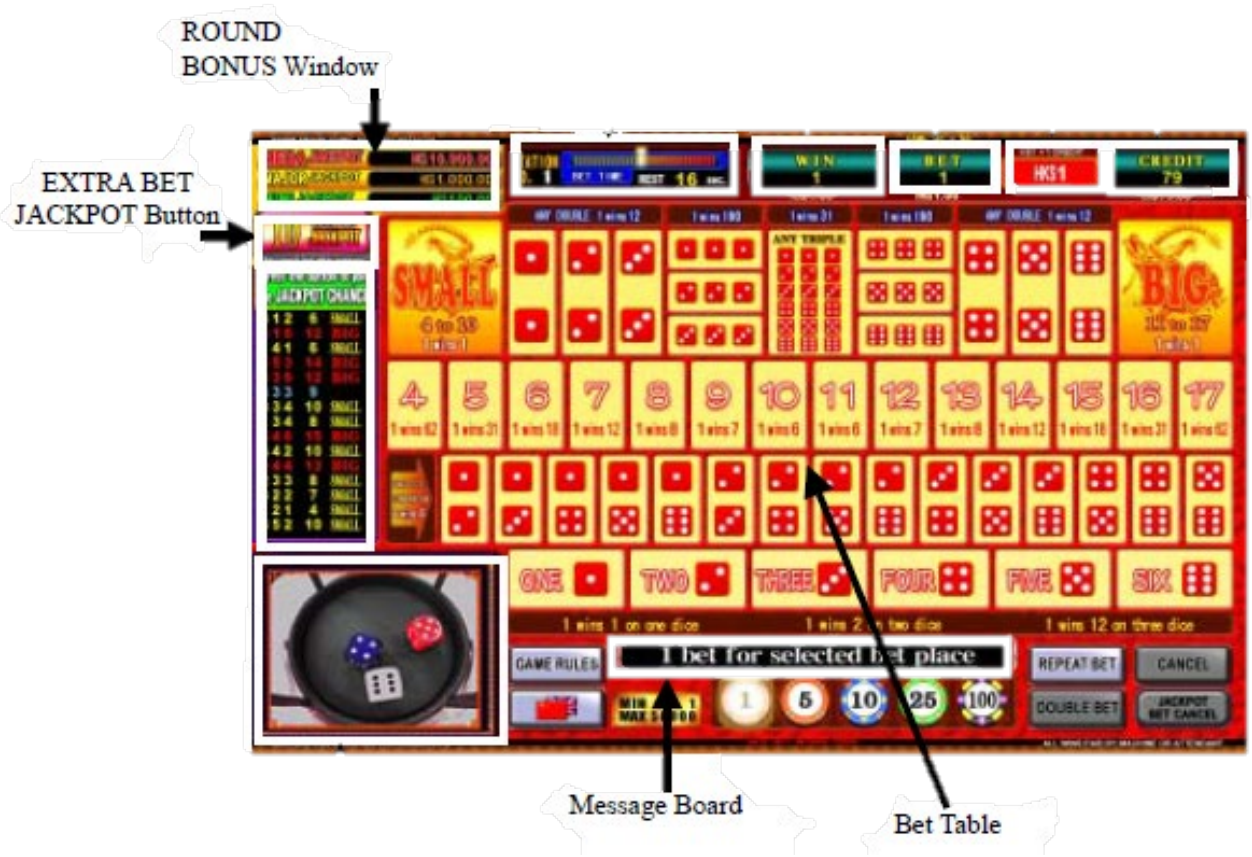
(5) The amount paid for a winning jackpot prize must be added to the total of the player's credit meter displayed on the player terminal.

9 Irregularities

(1) Where a jackpot prize is offered, in the event of a malfunction of the jackpot system after wagers are made, the casino operator may refuse to pay or credit the player the jackpot amount.

Diagram 8(a) — Electronic Sic Bo Terminal

Section 3(2)



Schedule 9 Wheel of fortune

section 3(2)

Part 1 Preliminary

1 Conducting and playing wheel of fortune

This schedule states the rules for conducting and playing the casino game known as wheel of fortune.

Part 2 Rules for wheel with 50 spaces

2 Wheel and layout

(1) Wheel of fortune is played with a circular wheel which is at least 1.5m in diameter.

(2) The rim of the wheel is divided into the following 50 equally spaced sections—

(a) 24 sections showing 1 symbol;

(b) 8 sections showing a second symbol;

(c) 8 sections showing a third symbol;

(d) 4 sections showing a fourth symbol;

(e) 2 sections showing a fifth symbol;

(f) 2 sections showing a sixth symbol;

(g) 1 section showing a seventh symbol;

(h) 1 section showing an eighth symbol.

(2) The sections are arranged around the rim of the wheel as shown in diagram 9.1.

(3) Each wheel of fortune table layout must have the name of, or logo

for, the casino or gaming room, the 8 symbols and the odds that apply to each symbol displayed on it in the way shown in diagram 9.2 or approved by the chief executive.

(4) Each symbol must be displayed in a clearly defined area of the table layout, which is used by the players in placing wagers at this game.

3 Electronic equipment and entry terminal for results

(1) A casino operator may install electronic equipment—

(a) directly below the table layout; and

(b) as a results display for the table.

(2) The equipment directly below the table layout must be programmed to illuminate all winning areas of the table layout when a symbol corresponding to a declared result of the game is entered into it.

(3) The results display equipment must be programmed to indicate—

(a) the winning symbol when a symbol corresponding to the declared result of the game is entered into it; and

(b) the most recent winning symbol if historical results are displayed at the table.

(4) An entry terminal attached to the top of the table must be linked to the electronic equipment.

(5) An entry terminal must have—

(a) a touch screen console with a display representing symbols on the wheel and table layout; or

(b) buttons representing symbols on the wheel and table layout.

4 Spinning the wheel

(1) The direction of each spin of the wheel may be alternated.

(2) The wheel must be spun by the dealer grasping the rim of the wheel or the spinning knobs and not the spokes or pegs.

Alternatively, the spinning of the wheel will be activated automatically or by a player through an electronic device.

(3) To be a valid spin, at least 3 revolutions of the wheel must be

completed after the dealer has called ‘no more bets’.

5 Announcing the winning symbol and dealing with wagers

After the indicator comes to rest in a slot—

(a) the dealer must announce the winning symbol of the slot; and

(b) the dealer must collect all losing wagers and then pay all winning wagers.

6 Entering results into electronic equipment

(1) This section applies if a casino operator has electronic equipment in use for the game of wheel of fortune.

(2) As well as announcing the result, the dealer must enter the result into the electronic equipment.

(3) When the result is entered—

(a) all winning areas of the table layout are illuminated; and

(b) if a results display is in use at the table, the winning symbol is displayed on the results display.

(4) A result is valid even if a winning area does not illuminate.

(5) If an incorrect result is entered, the incorrect result must be cleared and the correct result must be entered into the electronic equipment.

7 No unauthorised interference with gaming equipment

During play a person, other than a dealer or a gaming supervisor must not—

(a) interfere with the wheel or its rotation; or

(b) operate the entry terminal.

8 Wagers and results

A permissible wager by a player at the game of wheel of fortune is a wager on a symbol that wins if the symbol is spun and loses if any other symbol is spun.

9 How wagers may be made or withdrawn

(1) All wagers at wheel of fortune are made by placing gaming chips on the appropriate area of the table layout.

(2) A wager can not be made orally.

(3) A wager must not be placed, changed or withdrawn after the revolutions of the wheel necessary to constitute a valid spin have commenced.

(4) A winning wager may be withdrawn before the next spin.

10 Player responsible when wagering

(1) Each player is responsible for correctly positioning the player's wager or wagers on the table layout regardless of whether the player is helped by the dealer.

(2) Each player must ensure instructions the player gives to the dealer about placing the player's wager or wagers are correctly carried out.

11 Wagers dealt with when indicator rests in slot

Each wager must be settled strictly in accordance with its position on the table layout when the indicator falls to rest in a slot of the wheel.

12 Change to application of ss 8 and 9 if unfair

(1) This section applies if—

(a) either of the following happens—

(i) a player's chip is moved from its original position by another person to another position on the table layout and the chip and its original position can be identified by the casino operator;

(ii) a dealer does not place a player's wager as instructed by the player, or incorrectly places the wager, and the instructions can be confirmed by the dealer; and

(b) the casino operator is satisfied the application of sections 10 and 11 would be unfair to the player.

(2) Despite sections 10 and 11, the casino operator may settle the

player's wager as if the chip were in the original or correct position.

13 Minimum and maximum wagers

A wager must be at least the minimum amount, and no more than the maximum amount displayed.

14 Payout odds for winning wagers

(1) Winning wagers at wheel of fortune are paid at the odds listed below—

Wager	Payout odds
symbol a	1 to 1
symbol b	5 to 1
symbol c	5 to 1
symbol d	11 to 1
symbol e	22 to 1
symbol f	22 to 1
symbol g	44 to 1
symbol h	44 to 1.

(2) If the indicator comes to rest between 2 symbols (that is, stops on a peg), the symbol that last passed the indicator is the winning symbol.

(3) Each wheel of fortune table must have the following notice posted in full view of the public—

'If the indicator stops on a peg, the previous symbol is the winner and not the oncoming symbol.'

15 Irregularities

(1) If a mechanical malfunction of the wheel occurs the dealer or gaming supervisor must announce 'no spin'.

(2) If a person other than a dealer or gaming supervisor interferes with the gaming equipment, the dealer or gaming supervisor must

announce ‘no spin’.

(3) After the dealer or gaming supervisor has announced ‘no spin’, it is an invalid spin whether or not the indicator comes to rest in 1 of the slots on the wheel.

(4) If ‘no spin’ is announced under this section, all wagers are void on the spin.

Part 3 Rules for wheel with 52 spaces

16 Conducting and playing the wheel of fortune 52 spaces

Where the version of wheel of fortune in play is 52 spaces the approved rules of wheel of fortune will apply. Where the 52 spaces rule differ, this schedule will apply.

17 Wheel and layout

(1) If the chief executive approves, an alternative wheel of fortune may be played with a circular wheel which is at least 1.5m in diameter.

(2) The rim of the wheel must be divided into 52 equally spaced sections as follows—

(a) 24 sections showing 1 symbol;

(b) 12 sections showing a second symbol;

(c) 8 sections showing a third symbol;

(d) 4 sections showing a fourth symbol;

(e) 2 sections showing a fifth symbol;

(f) 1 section showing a sixth symbol;

(g) 1 section showing a seventh symbol.

(3) The sections must be arranged around the rim of the wheel as shown in diagram 9.3.

(4) Each alternative wheel of fortune table layout must have the name of, or logo for, the casino or gaming room, the 7 symbols and the odds that apply to each symbol displayed on it in the way

shown in diagram 9.4 or approved by the chief executive.

(5) Section 2(5) applies to the alternative wheel of fortune.

18 Payout odds for winning wagers

(1) Winning wagers at the alternative wheel of fortune are paid at the following odds—

Wager	Payout odds
symbol a	1 to 1
symbol b	3 to 1
symbol c	5 to 1
symbol d	11 to 1
symbol e	23 to 1
symbol f	47 to 1
symbol g	47 to 1.

(2) Section 14(2) and (3) applies to the alternative wheel of fortune.

Part 4 Rules for wheel with 54 spaces

19 Conducting and playing the wheel of fortune 54 spaces

Where the version of wheel of fortune in play is 52 spaces the approved rules of wheel of fortune will apply. Where the 52 space rule differ, this schedule will apply.

20 Wheel and layout

(1) If the chief executive approves, an alternative wheel of fortune may be played with a circular wheel which is at least 1.5m in diameter.

(2) The rim of the wheel must be divided into 54 equally spaced sections as follows—

(a) 26 sections showing 1 symbol;

(b) 13 sections showing a second symbol;

(c) 7 sections showing a third symbol;

(d) 4 sections showing a fourth symbol;

(e) 2 sections showing a fifth symbol;

(f) 1 section showing a sixth symbol;

(g) 1 section showing a seventh symbol.

(3) The sections must be arranged around the rim of the wheel as shown in diagram 9.5.

(4) Each alternative wheel of fortune table layout must have the name of, or logo for, the casino or gaming room, the 7 symbols and the odds that apply to each symbol displayed on it in the way shown in diagram 9.6 or approved by the chief executive.

(5) Section 2(5) applies to the alternative wheel of fortune.

21 Payout odds for winning wagers

(1) Winning wagers at the alternative wheel of fortune are paid at the following odds—

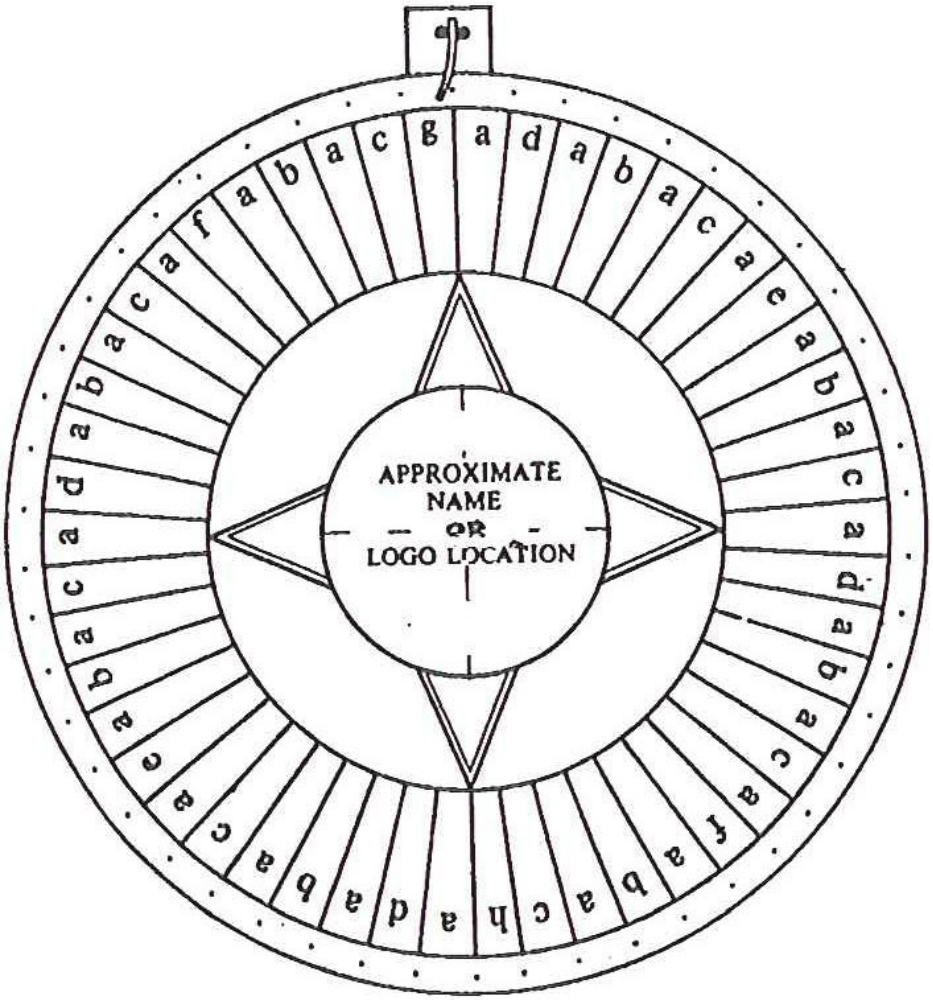
Wager	Payout odds
symbol a	1 to 1
symbol b	3 to 1
symbol c	6.5 to 1
symbol d	12 to 1
symbol e	25 to 1
symbol f	52 to 1
symbol g	52 to 1.

(2) Section 14(2) and (3) applies to the alternative wheel of fortune.

Schedule 9 – Wheel of fortune (continued)

Diagram 9.1—Arrangement of wheel of fortune

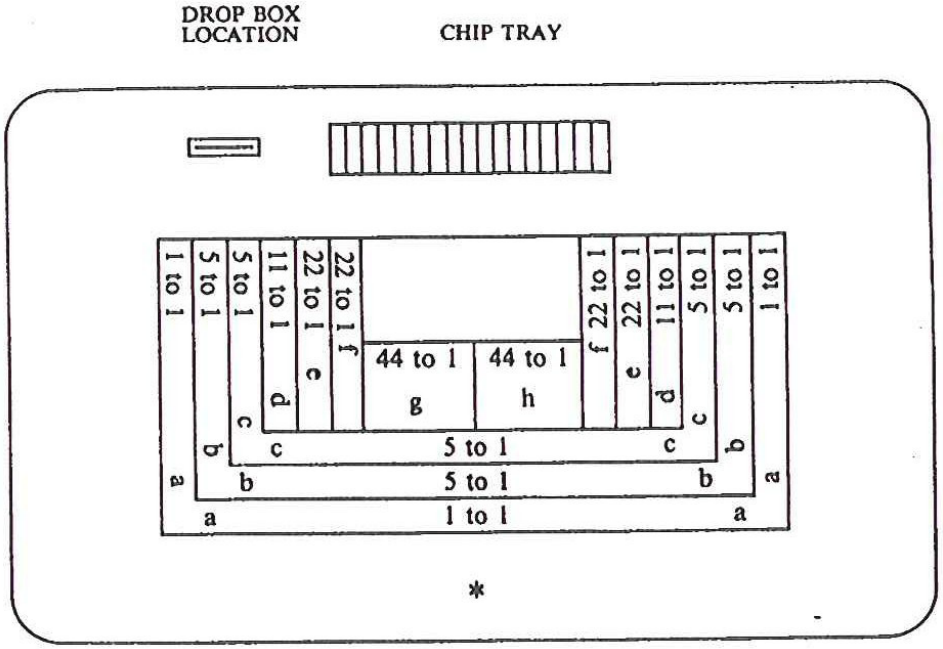
section 2(3)



Schedule 9– Wheel of fortune (continued)

Diagram 9.2—Wheel of fortune table layout

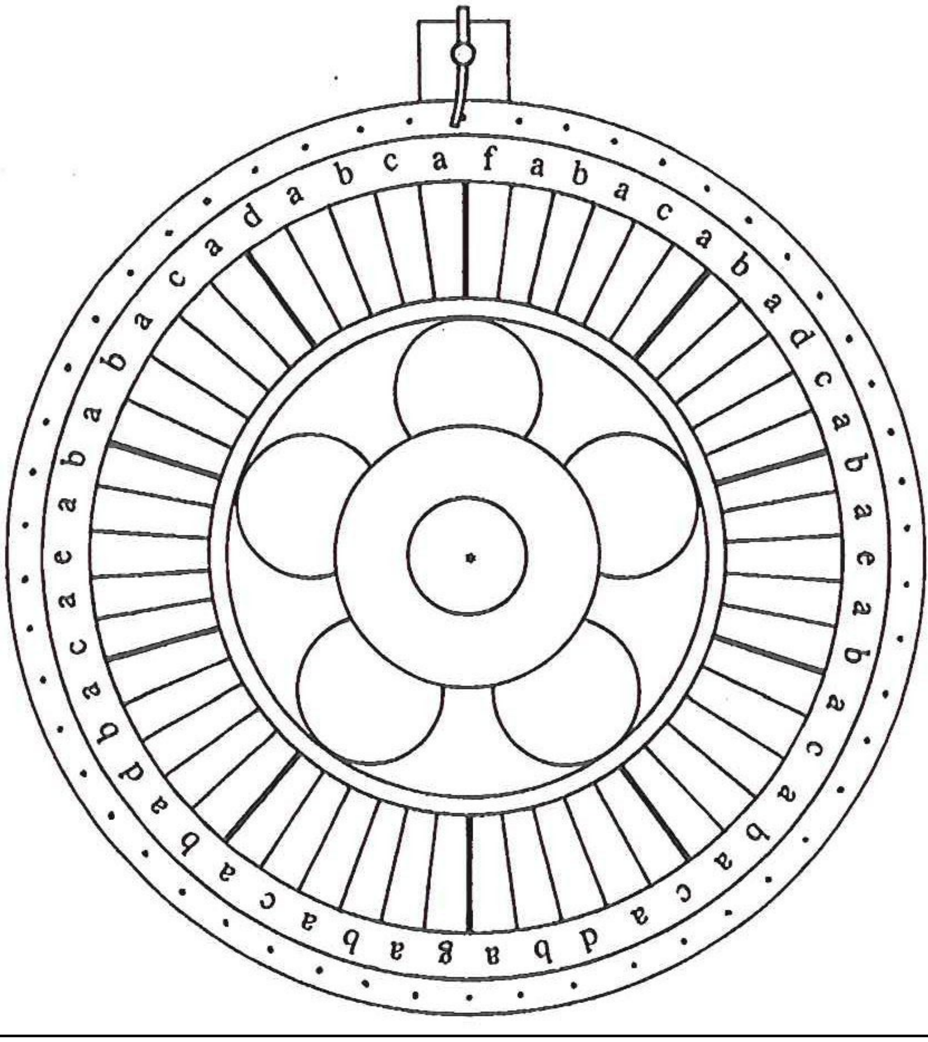
section 2(4)



*Approximate location for casino or gaming room name or logo

Schedule 9 – Wheel of fortune (continued)

Diagram 9.3—Arrangement of alternative 52 space wheel of fortune
section 14(3)

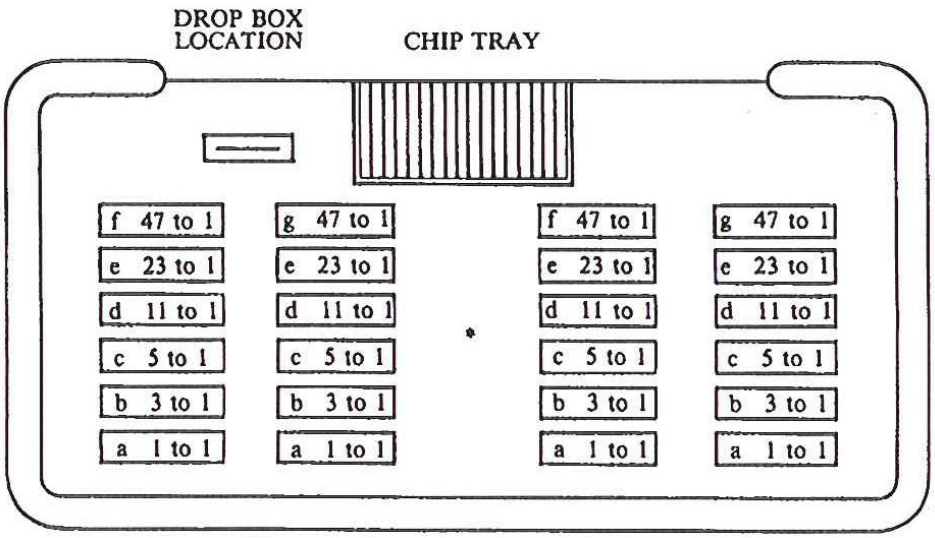


*Approximate location for casino or gaming room name or logo

Schedule 9 – Wheel of fortune (continued)

Diagram 9.4—Alternative wheel of fortune table layout

section 14(4)

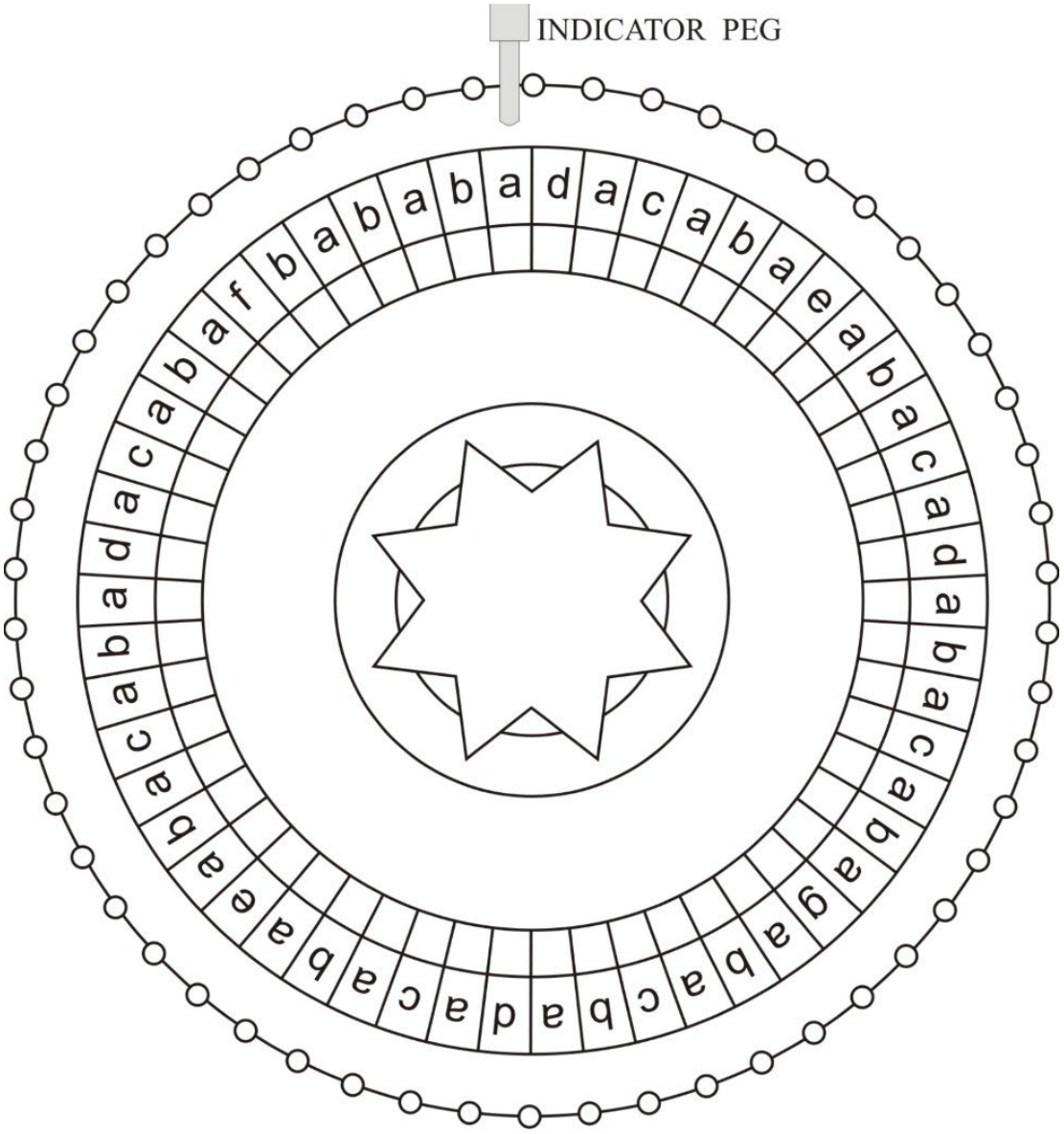


*Approximate location for casino or gaming room name or logo

Schedule 9 – Wheel of fortune (continued)

Diagram 9.5—Arrangement of 54 space wheel of fortune

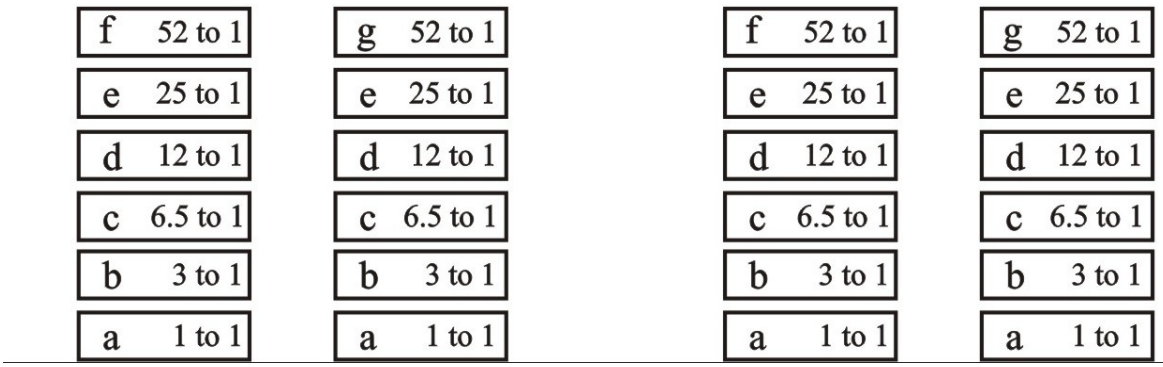
section 20(3)



Schedule 9 – Wheel of fortune (continued)

Diagram 9.6—54 space wheel of fortune table layout

section 20(4)



Schedule 10 Texas hold'em poker and Omaha poker

section 3(2)

Part 1 Preliminary

1 Conducting and playing texas hold'em poker and omaha poker

This schedule states the rules for conducting and playing the casino games known as texas hold'em poker and omaha poker.

2 Definitions for sch 10

In this schedule—

absent player means a player who is absent with approval under section 21(2)(a).

act, in a round of betting, means to fold, call, call and raise, or check.

action means an active player's turn to bet.

active player, for a round of play, means a player who has not folded or gone all-in but does not include an absent player.

all-in or ***going all-in*** see section 30(1).

bet means an amount put out for a blind bet, an opening bet, a call or a call and raise.

blind bet means a first blind bet or second blind bet.

burn card means the card dealt immediately before the flop, turn card or river card.

buy-in, for a game at a table, means the player's table stake at the commencement of the first round of play.

calls or ***called*** see section 3.

checks see section 4(1).

commission means the amount the dealer deducts from a pot for payment to the casino operator under section 31.

community card, without indicating a particular community card, means a card from the flop, or the turn card or river card.

dead button see section 18(5).

dealer button, for a round of play, means the marker used to indicate the last player to receive the hole cards in the round of play.

designated player, for a round of play, means the player who has the dealer button for the round of play.

first active player, for a round of play, means the first player who is an active player, going in a clockwise direction from the designated player for the round of play.

first blind bet see section 24(1).

first round of betting means the betting that happens in a round of play immediately after each player has been dealt the hole cards for the round of play.

flop, or the first 3 community cards, means the 3 cards that are dealt face down and simultaneously exposed after the first round of betting.

fold see section 5.

folding line means the line indicated on Diagram 10.1 used to determine if a player folds in a round of play.

game means a table game made up of successive rounds of play of texas hold'em poker.

hand, of a player, means the poker hand with the highest poker ranking that is made up of—

for texas hold'em poker:

(a) the player's hole cards and 3 community cards; or

(b) 1 of the player's hole cards and 4 community cards; or

(c) all 5 community cards. for omaha poker:

(a) 2 of the player's hole cards and 3 community cards.

hole cards see section 21(4).

inactive player, for a round of play, means a player who has gone all-in or folded.

misdeal see section 33(1).

muck means an area of the table layout for the placement of discarded cards.

new player see section 22(1).

next to, a player, see section 6.

odd card, in relation to another card or cards, means a card that has a different face value to the other card or cards.

opening bet, for a round of betting, means the bet, other than the first blind bet, with which a player opens the betting for the round.

participation fee see section 20(1).

player means a player in a game of texas hold'em poker or omaha poker.

poker hands see section 7.

poker ranking see section 8.

pot means an accumulation of bets during a round of play.

raise or ***raises*** see section 9.

returning player see section 22(2).

river card, or the fifth community card, means the card that is dealt face down and exposed after the third round of betting.

round of betting, for a round of play, means the first, second, third, or final round of betting for the round of play.
round of play includes the steps in sequence of play described in section 21 from paying the participation fee, if any, to paying the pot to the winner.

seating fee see section 20(5)

second blind bet see section 23(2).

showdown means the procedure under section 28 for deciding the winning hand or hands in which 1 or more players show their hands.

single oversize chip bet means a wager with a single chip with a

greater value than the amount to call

straddle see section 10

table stake, of a player, means the amount (in chips) the player has on the table, before a round of play starts, for betting in the round of play.

time fee see section 20(6)
turbo game is a timed game where the player is allotted a pre-determined amount of time to make a decision.

turn card, or the fourth community card, means the card that is dealt face down and exposed after the second round of betting.

3 Meaning of calls and called

(1) A player (***player A)*** *calls* another player (***player B***) in a round of play if player A makes the bet needed to make the total bets by player A in the round of play equal to the total bets made by player B in the round of play.

(2) Under subsection (1), player B is the player who is ***called***.

4 Calling using a single oversize chip

In no-limit, half pot and full pot games –

(1) A player may announce 'raise' and bet with a single oversize chip bet in any round.

(2) The raise will be the maximum bet allowable up to the value of that chip.

(3) A single oversize chip bet without the announcement or indication of a raise will –

(a) in the first betting round constitute a call.

(b) in subsequent rounds –

(i) if it is the first wager of the betting round, it will constitute the value of the single oversize chip bet or the maximum wager permitted.

(ii) if it is not the first bet of the round it shall constitute a call.

5 Meaning of check

(1) A player ***checks*** in a round of betting if the player does not fold and—

(a) in the first round of betting, having placed a second blind bet or a wager under section 26 equal to the value of the second blind bet, declines to increase the wager; or

(b) in the second, third or final rounds of betting declines to make an opening bet.

(2) The first player who may check in a round of betting is the first active player.

(3) If the first active player folds or checks, each active player in turn may also check until either—

(a) a player makes an opening bet for the round of betting; or

(b) the round of betting ends.

6 Meaning of fold

(1) A player ***folds*** in a round of play if, in a round of betting, the player—

(a) passes their cards face down on the table towards the dealer who will collect them (cards will be live until mucked); or

(b) clearly indicates or announces to the dealer that the player wishes to stop taking part in the round of play.

(2) If a player folds, the dealer must collect the player's cards and place them in the muck.

(3) Despite subsection (2), if a called player folds during a showdown and 2 or more active players remain, the dealer shall only collect the called player's cards and place them in the muck after the winning hand or hands have been announced.

7 Meaning of being next to a player

A player (player A) is next to another player (player B) if, going around the table in a clockwise direction from player B, player A is the nearest player positioned after player B.

8 Meaning of poker hands

(1) The ***poker hands*** for texas hold'em poker and omaha poker are stated in column 1 of the table.

(2) Each poker hand is made up of the cards mentioned opposite the poker hand in column 2 of the table.

Column 1	Column 2
Poker hand	**Cards**
odd card hand	any combination of 5 cards, other than another poker hand mentioned in this section
1 pair	2 cards with the same face value and 3 odd cards
2 pairs	2 cards with the same face value, another 2 cards with the same face value (other than the face value of the first 2 cards) and 1 odd card
3 of a kind	3 cards with the same face value and 2 odd cards
straight	5 cards of more than 1 suit running consecutively in face value
flush	5 cards of the same suit but not running consecutively in face value
full house	3 cards with the same face value and another 2 cards with the same face value
4 of a kind	4 cards with the same face value and 1 odd card
straight flush	5 cards of the same suit running consecutively in face value, other than a royal flush
royal flush	10, jack, queen, king and ace of the same suit.

9 Ranking of poker hands and cards

(1) The ranking of poker hands (***poker ranking***) from lowest to highest, is as follows—

- odd card hand
- 1 pair
- 2 pairs
- 3 of a kind
- straight
- flush
- full house
- 4 of a kind
- straight flush
- royal flush.

(2) All suits of cards are equal.

(3) Hands ranking the same, but with cards of different face values, rank according to the cards' face values.

(4) The ranking of cards, from lowest to highest, is 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

(5) An ace may rank in a straight as high.

Example for subsection (5)—

a straight consisting of 10, jack, queen, king and ace

(6) An ace may also rank in a straight as low.

Example for subsection (6)—

a straight consisting of ace, 2, 3, 4 and 5

(7) If 2 or more players' hands have identical poker ranking and face values, the hands are of equal ranking.

Examples of application of this section—

1 A 9, 10, jack, queen, king straight beats a 7, 8, 9, 10, jack straight.

2 If there are 2 hands, each containing 2 pairs, the hand holding the highest pair in face values is ranked the higher. If each hand has an equally ranked pair, the face values of the second pairs decide the outcome. If each hand has 2 equally ranked pairs, the face value of the fifth card of each hand decides the

outcome. If each of the fifth cards is equally ranked, the 2 hands are of equal value.

10 Meaning of raise and raises

(1) A player raises in a round of betting if the player makes a wager, in accordance with the limits outlined in section 28, for an amount greater than the player's call.

(2) The amount by which the player's wager exceeds the player's call is the raise.

(3) The casino operator may decide the maximum number of raises allowed in each round of betting.

11 Meaning of straddle

(1) A ***straddle*** bet is a voluntary blind bet placed by a player to the immediate left of the player placing the big/2nd blind bet.

(a) Sleeper straddle – the first active player next to the big blind may place a wager twice the value of the big blind.

(i) A player who places a sleeper straddle does not have the option to re-raise.

(b) Live straddle – the first active player next to the big blind may place a wager twice the size of the big blind.

(ii) A player who places a live straddle will have the option to re-raise once the action returns to that player.

(2) A straddle bet must be at least the minimum raise and entitles the player to act last in the first round of betting only.

(3) Straddle bets and the type of straddle allowable must be clearly displayed on the table limits sign.

(4) A straddle bet must be placed before the initial deal for the player to receive the option of a straddle.

(5) A straddle bet is treated as a raise and will have no effect on the structure of the game.

12 Clockwise direction to be used

If, in a round of play, the dealer has to deal with players in turn, or the players have to act in turn, the dealer must deal with the players, or the players must act, going around the table in a clockwise direction.

Part 2 Table, layout and equipment

13 Table and layout

(1) Texas hold'em poker and omaha poker is played at a table with places for not more than 10 players and 1 dealer.

(2) The layout for the table is the layout in diagram 10 or a similar layout approved by the chief executive, but must include—

(a) the name of, or logo for, the casino or gaming room.

14 Equipment

(1) A table for texas hold'em poker and omaha poker must be equipped with the following—

(a) a dealer button;

(b) a cutting card;

(c) a dealing shoe;

(d) a sign stating the following—

(i) the minimum and maximum buy-in;

(ii) betting limits and structure;

(iii) that there are 2 blind bets;

(iv) the value of each blind bet;

(v) the rate of commission or the amount of the participation fee, seating fee and/or time fee.

(vi) type of straddle bets allowed.

(2) A table may also be equipped with a mechanical shuffling device

approved by the chief executive for use in texas hold'em poker and omaha poker.

(3) A table may also have a commission box attached to temporarily hold the commission collected during gaming.

Part 3 Preparing for the game

15 Cards

Texas hold'em poker and omaha poker is played with a complete deck of 52 cards with identical backs of the same colour and design and 1 cutting card.

16 Procedures for inspecting, shuffling and cutting cards

(1) Cards must be inspected and shuffled—

(a) under the provisions of this part; and

(b) under the approved control system for the casino.

(2) Before being used in play, the cards must be inspected to check—

(a) for marks and imperfections; and

(b) that each deck of cards being used for the game is correct and complete.

(3) If a player asks to inspect the cards when the cards are first placed on the table for play, the dealer must spread the cards face up on the table to enable a person inspecting them to see if the cards form a complete deck.

(4) The cards must be shuffled—

(a) immediately prior to the start of a round of play; and

(b) at the end of each round of play; and

(c) immediately prior to the recommencement of play following any period that the table has been vacant.

(5) If a mechanical shuffling device is in use at a table—

(a) the device may be loaded with 1 deck of cards while

another deck is used in play; and

(b) the backs of the deck of cards being used in play must be of a different colour to the backs of the deck of cards in the device.

(6) If the cards have been shuffled manually by the dealer, the dealer must cut the cards and place them with the cutting card into a dealing shoe.

17 Notice of change to game

(1) The minimum and maximum buy-in, betting limits, structure and the method and amount of commission to be charged may be changed at the discretion of the gaming manager provided—

(a) prior notice of at least three hands has been given to the players; and

(b) the signage is changed to reflect the change of game; and

(c) the minimum wager may only be changed to a higher minimum, if a sign indicating the new minimum wager and proposed time of change has been displayed at the table at least 20 minutes before the change.

(2) Changes made pursuant to subsection (1) shall only be made at the completion of a round of play.

(3) If all players are in agreement, changes may be made pursuant to subsection (1) without prior notice.

(4) Despite subsection (3), the signage must be changed to reflect the change of the game at the completion of the round of play.

18 Seating positions

(1) If, before a game starts, 2 or more persons wish to sit at a particular position at the table, the seating position must be decided by a draw of the cards.

(2) If a seat at a table becomes vacant during a game, the order of priority for filling the seat is as follows—

(a) players who have been taking part in the game since it started are first in priority;

(b) other players are second in priority;

(c) persons who wish to become players are third in priority.

(3) If 2 or more persons have the same priority to fill a vacant seat under subsection (2), and no-one has a higher priority, the seating position must be decided by a draw of the cards.

(4) For a draw of the cards under subsection (1) or (3), the player who has the card with the highest ranking wins the draw.

19 The dealer button

(1) The player to the immediate right of the dealer receives the dealer button for the first round of play.

(2) At the end of each round of play, the dealer button is passed in a clockwise direction around the table.

(3) A player must accept the dealer button when it is the player's turn to receive it.

(4) If it is an absent player's turn to receive the dealer button, the next active player receives the dealer button instead.

(5) However, if in a preceding round of play the player who placed the first blind bet leaves, or there was only one blind bet in play—

(a) the dealer button will move to the vacant position to the right of the second blind bet from the preceding round of play and be known as a ***dead button***; and

(b) the player to the right of the dead button will become the designated player.

20 Minimum table stake

(1) Subsections (2) and (3) apply if a person is about to become a new player in a round of play.

(2) The person must place the person's buy-in on the table, in full view of the dealer and all the players.

(3) The buy-in must be—

(a) at least the minimum buy-in and no greater than the maximum buy-in; and

(b) in the form of chips, or if it is placed on the table in cash, immediately converted into chips.

(4) A player must not add to the player's table stake during a round of play.

(5) A player must not reduce the player's table stake after the commencement of the player's first round of play, other than by taking part in a round of betting.

(6) A returning player, or a player directed by a gaming supervisor to move to an equivalent limit and betting structure game, may continue to play with the table stake the player had when the player left the table, even if the table stake is less than the minimum buy-in or greater than the maximum buy- in.

21 Fees

(1) A casino operator may charge each player a fee (a ***participation fee***) for taking part in a round of play.

(2) If a participation fee is payable, the player must pay the fee before the round of play starts.

(3) However, the casino operator must not charge a participation fee for a round of play if commission is to be deducted from any pots for the round of play.

(4) A participation fee will not be payable if a seating fee or time fee is in effect.

(5) A casino operator may charge each player a fee (a seating fee) for joining a game:

(a) if a seating fee is payable, the player must pay the fee before the round of play starts.

(b) the means of calculating the seating fee must be displayed at the table.

(c) the casino operator may charge a seating fee on a commission game.

(6) A casino operator may charge each player a fee (a time fee) for taking part in and remaining in a game:

(a) the time fee will be expressed as an hourly fee, based on the particular limits at a game.

(b) the means of calculating the time fee must be displayed at the table.

(c) if a time fee is payable, the player must pay the fee before joining the game and at intervals displayed on the signage thereafter.

(d) the casino operator may charge a time fee on a commission game.

22 Play sequence

(1) This section states the steps that may occur for a round of play.

(2) If a participation fee is charged, the players pay the participation fee for the round of play.

(3) There is blind betting before any cards are dealt.

(4) After the blind betting is completed –

(a) for texas hold'em poker – the dealer deals 2 cards (the ***hole cards***) face down to each player.

(b) for omaha poker – the dealer deals 4 cards (the ***hole cards***) face down to each player.

(5) There is a first round of betting after each player has received the player's hole cards.

(6) The dealer deals a burn card face down before dealing the flop face down.

(7) The dealer exposes the flop and there is a second round of betting.

(8) The dealer deals a burn card face down before dealing the turn card face down.

(9) The dealer exposes the turn card and there is a third round of betting.

(10) The dealer deals a burn card face down before dealing the river card face down.

(11) The dealer exposes the river card and there is a fourth and final round of betting.

(12) Finally, if a player has not already won the round of play, a showdown decides who wins the round of play.

(13) The pot is paid to the winner or winners of the round of play.

23 New and returning players

(1) A person is a ***new player*** if—

(a) he or she is about to become a player in a round of play for a game and they were not a player in the preceding round of play; and

(b) he or she were not directed by a gaming supervisor to move from a table to another table.

(2) A player (the ***returning player***) may return to a game if—

(a) he or she left the game with the approval of a gaming supervisor; and

(b) he or she rejoins the game in accordance with the approval.

(3) However, a new or returning player may only join a round of play before the hole cards are dealt and shall not be dealt a hand at the position on the table where the new or returning player is—

(a) the designated player; or

(b) in the first blind position.

Part 4 Playing the game

24 How to wager

(1) A verbal declaration made by a player in turn will be binding.

(2) A player wagers in a round of play by placing gaming chips beyond the folding line.

(3) A player's action under subsection (2) will be binding if it is completed before the player makes a verbal declaration.

(4) Where a player intends to call and raise and the player has not yet made a verbal declaration—

(a) the player must place the wager in a single motion beyond the folding line; or

(b) only the call wager will stand if the wager is made in more than one motion.

(5) If a player who has not gone all-in declares or places a wager for less than the amount required to call, the player must—

(a) increase the wager to the amount of the call; or

(b) go all-in, where the player has insufficient table stake remaining to call; or

(c) fold and surrender the wager to the pot.

(6) If a player who has not gone all-in declares or places a wager which is greater than the call and the excess amount is less than 50% of the amount required to constitute a raise, the wager shall be accepted for the amount of the call and the excess amount is to be returned to the player.

(7) If a player who has not gone all-in declares or places a wager which is greater than the call and the excess amount is 50% or more of the amount required to constitute a raise, the player must—

(a) increase the wager to the minimum raise; or

(b) go all-in where the player has insufficient table stake remaining to raise.

25 Placing the blind bets and dealing the hole cards

(1) At the start of a round of play, the player next to the designated player for the round of play must make a blind bet (the ***first blind bet***) equal to the value displayed on the sign at the table.

(2) The player next to the player who made the first blind bet must also make a blind bet (the ***second blind bet***) equal to the minimum wager for the table.

(3) Where a straddle bet is permitted, the next player to the player who made the second blind bet may also place an optional blind bet (*the straddle bet*) equal to double the second blind bet.

(4) If it is an absent player's turn to make a blind bet under subsection

(1) or (2) the next active player must make the blind bet.

(5) Despite subsection (4), if the player who placed the second blind bet from the preceding round of play leaves the table with or without approval, there will be no first blind bet for the new round

of play and the next active player must make the second blind bet.

(6) However, despite subsections (1) and (5), if only 2 players are wagering in a round of play the first blind bet will be placed by the designated player.

(7) After the second blind bet has been made and all wagers under section 26 have been made, the dealer must deal the hole cards to each player.

(8) To deal the hole cards, the dealer must deal 1 card face down to each player starting with the player until –

(a) for texas hold'em poker – each player has 2 cards.

(b) for omaha poker – each player has 4 cards.

26 Wagers for new and returning players

(1) A new player must—

(a) make a wager equal to the value of the second blind bet for the current round of play; or

(b) not be dealt a hand until it is their turn to place the second blind bet.

(2) If a returning player was absent during their turn to make a blind bet, they must —

(a) make a wager for the current round of play equal to the value of all missed blind bets that the returning player would otherwise have been required to make, up to a maximum value of the first blind bet plus the second blind bet for the round of play; or

(b) not be dealt a hand until it is their turn to place the second blind bet.

(3) The wager mentioned in subsections (1) and (2) must be made before the hole cards are dealt.

(4) If the wager under subsection (2)(a) is in excess of the value of the second blind bet, the excess amount is placed directly into the pot and does not form part of the player's contribution to the first round of betting.

27 Sequence for the first round of betting

(1) This section explains the sequence for the first round of betting.

(2) After each player has been dealt the hole cards, the player (***player B***) who is next to the player who made the second blind bet may—

(a) call; or

(b) call and raise; or

(c) fold; or

(d) go all-in.

(3) After player B has completed an action under subsection (2), each player in turn may—

(a) call; or

(b) call and raise; or

(c) fold; or

(d) go all-in.

(4) However, if the call remains equal to the value of the second blind bet, each player who has placed a blind bet or a wager under section 26 equal to the value of the second blind bet may—

(a) check; or

(b) call and raise; or

(c) fold; or

(d) go all-in.

(5) The first round of betting and the round of play ends if—

(a) no player calls the second blind; or

(b) a player makes an uncalled raise.

(6) If no player calls the second blind bet—

(a) the player who made the second blind bet is the winner of the round of play; and

(b) the dealer must announce the pot has been won and pay out under section 29.

(7) If a player makes an uncalled raise—

(a) the player is the winner of the round of play; and

(b) the dealer must announce the pot has been won and pay out under section 29.

(8) The first round of betting ends and the round of play continues if—

(a) 2 or more players (the ***contributing players***) have each contributed an equal amount to the pot; and

(b) no other player has contributed a greater amount to the pot than each of the contributing players.

28 Sequence for the second, third and final rounds of betting

(1) This section explains the sequence for the second, third and final rounds of betting.

(2) After the dealer has exposed the appropriate community card or cards for the round of betting, the first active player may—

(a) make an opening bet for the round of betting; or

(b) check; or

(c) fold.

(3) If the first active player checks or folds under subsection (2), each player in turn may, if an opening bet has not already been made—

(a) make an opening bet; or

(b) check; or

(c) fold.

(4) An opening bet must not be—

(a) less than the minimum wager for the round of betting; or

(b) more than the maximum wager for the round of betting.

(5) Subsection (4)(a) shall not apply in the event of a player going all- in.

(6) If a player (the ***opening player***) makes an opening bet, each active player in turn starting with the player next to the opening player, may—

(a) call; or

(b) call and raise; or

(c) fold; or

(d) go all-in.'.

(7) The round of betting and the round of play ends if either of the following happens—

(a) a player makes an uncalled opening bet;

(b) a player makes an uncalled raise.

(8) If a player makes an uncalled opening bet or uncalled raise—

(a) the player is the winner of the round of play; and

(b) the dealer must announce that the pot has been won and pay out the pot under section 29.

(9) The round of betting ends and the round of play continues if—

(a) 2 or more players (the ***contributing players***) have each contributed an equal amount to the pot; and

(b) no other player has contributed a greater amount to the pot than each of the contributing players.

(10) However, if the final round of betting ends under subsection (9), a showdown happens for the round of play.

(11) In this section—

appropriate community card or cards, for a round of betting, means—

(a) for the second round of betting—the flop; or

(b) for the third round of betting—the turn card; or

(c) for the final round of betting—the river card.

29 Payment of pot and commission at end of round of betting

(1) This section applies if a round of play ends when a round of betting ends.

(2) However, this section does not apply if a showdown happens for the round of play.

(3) If commission is to be deducted for the round of play, the dealer must—

(a) if the winning player has made an uncalled opening bet or an uncalled raise—return the uncalled opening bet or raise to the winning player; and

(b) calculate and announce the amount of the pot; and

(c) calculate and announce the amount of the commission; and

(d) deduct the commission from the pot; and

(e) announce the amount of the pot, less the commission deducted; and

(f) pass the pot, less the commission deducted, to the winning player.

(4) If a participation fee has been charged for the round of play, the dealer must pass the entire pot to the winning player.

(5) Subsections (3) and (4) apply subject to section 32.

30 Showdown

(1) This section explains the sequence for a showdown in a round of play.

(2) Where a round of betting ends with 1 active player and 1 or more all-in players, the dealer will deal any remaining community cards and the last player to be called (the ***called player***) will be the first player required to expose their cards.

(3) Where 2 or more active players remain at the completion of the final round of betting, the first player required to expose their cards (also the ***called player***) will be either—

(a) the first active player if no player made an opening bet for the final round of betting; or

(b) the last player to be called if paragraph (a) does not apply.

(4) The called player must expose their cards at this time to be eligible to win the pot subject to subsection (11).

(5) If the called played elects to fold and 2 or more players remain, the next active player in a clockwise direction will become the called player.

(6) If another active player (a **responding player**) or an eligible all-in player for the showdown (also a **responding player**) has a hand that is equal in poker ranking to, or higher in poker ranking than, the called player's hand, the responding player must show the responding player's hand.

(7) When the called player and each responding player, if any, have shown their hands, the round of play and the final round of betting ends.

(8) If only 1 of the hands has the highest poker ranking, the hand is the winning hand.

(9) If 2 or more hands each have the highest poker ranking, the hands are the winning hands.

(10) However, if the called player has elected to fold during a showdown and the discarded cards have not yet been placed in the muck, an active player may request to view the called player's cards.

(11) If a request is made pursuant to subsection (10) by an active player—

(a) not holding the highest poker ranking hand, the dealer shall tap the cards in the muck before exposing the cards on the table; or

(b) with the highest poker ranking hand, the dealer shall expose the cards on the table and the called player shall be eligible to win the pot.

(12) Despite subsection (10), a request may not be made by an active player with the highest poker ranking hand when 2 or more hands share the highest poker ranking.

(13) After the winning hand or hands have been established, the dealer must announce the winning hand or hands.

(14) If commission is to be deducted for the round of play, the dealer must—

(a) calculate and announce the amount of the pot; and

(b) calculate and announce the amount of the commission; and

(c) deduct the commission from the pot; and

(d) announce the amount of the pot, less the commission

deducted; and

(e) either—

(i) pass the pot, less the commission deducted, to the player with the winning hand; or

(ii) divide the pot equally, to the lowest chip denomination at the table, among the players with the winning hands.

(15) If a participation fee has been charged, the dealer must—

(a) pass the entire pot to the player with the winning hand; or

(b) divide the pot equally, to the lowest chip denomination at the table, among the players with the winning hands.

(16) If there is an amount left over after a division under subsections (14)(e)(ii) or (15)(b), the amount is given to the player with a winning hand who is next to the designated player for the round of play.

(17) The pot must not be divided on the basis of an agreement among players.

(18) This section applies subject to section 32.

(19) In this section—

eligible all-in player, for a showdown in a round of play, means a player who—

(a) has gone all-in during the round of play; and

(b) is eligible to win the pot.

31 Betting structure and raises

(1) Full pot betting, half pot betting, no limit betting or structured betting applies to betting at a table.

(2) A player may make a raise that is—

(a) not less than the minimum raise under subsection (4) for a round of betting and not more than the maximum raise under the betting structure that applies to the round; or

(b) if structured betting applies at the table—in the amount provided for under subsection (8).

(3) Despite subsection (2)(a), if the minimum raise under subsection (4) for a round of betting would be more than the maximum raise under the betting structure that applies to the round, the raise must be equal to the maximum raise.

(4) For a round of betting, a player (player A) must not make a raise less than—

(a) if player A's call is less than the minimum wager—the amount of the minimum wager; or

(b) if there has been no previous raise and paragraph (a) does not apply—the amount of the opening bet; or

(c) if there has been a previous raise—the amount of the previous raise.

(5) If ***full pot betting*** applies for the round of betting, a player's raise must not be more than the total amount of the pot as it is immediately before the player raises.

Example of full pot betting—

If the pot has $200 in it and a player's call brings it to $250, the player may raise up to $250.

(6) If ***half pot betting*** applies for the round of betting, a player's raise must not be more than half the total amount of the pot as it is immediately before the player raises.

Example of half pot betting—

If the pot has $200 in it and a player's call brings it to $240, the player may raise up to $120.

(7) If ***no limit betting*** applies for the round of betting, a player's maximum raise is the player's remaining table stake.

(8) If ***structured betting*** applies at the table, a player's raise must be—

(a) in the first and second rounds of betting—the minimum wager for the table; and

(b) in the third and final rounds of betting—the maximum wager for the table.

(9) A table for Texas hold'em poker or omaha poker must have a sign at the table that states the betting structure that applies at the table.

(10) In this section—

betting structure means full pot betting, half pot betting, no limit betting or structured betting.

(11) In a turbo game players must –

(a) act within the allocated time as per the signage at the table.

(b) if a player has not acted within the allocated time –

(i) the player's hand will be folded if there was a previous bet for the round, or

(ii) will be considered a check if there has been no previous betting for the round.

(c) a player may extend the allocated time by purchasing additional time.

(d) the amount of time a player may purchase, the number of times a player may extend their time and the relevant fees will be displayed on signage.

32 Going all-in

(1) A player goes ***all-in*** if the player bets the remaining amount of the player's table stake.

(2) A player may go all-in only if the player wishes to stay in the round of play and 1 of the following applies—

(a) the player has some table stake remaining, but not enough to make an opening bet or call;

(b) the player has only enough table stake remaining to call;

(c) after calling, the player has some table stake remaining, but not enough to raise;

(d) the player has only enough table stake remaining to call and raise.

(3) A player goes all-in by putting all the chips remaining in the player's table stake into the pot.

(4) If a player goes all-in during a round of betting, the player stays in the round of play but must take no further part in the round of betting or a later round of betting for the round of play.

(5) If a player bets an amount (an ***additional amount***) that is more than the amount bet by a player who has gone all-in, the additional amount must be placed in a separate pot.

(6) A player who goes all-in is eligible to win a pot only if the pot was formed before the player went all-in.

Example for subsection (6)—

Player A goes all-in during the first round of betting. The final round of betting finishes and there is a showdown. Players B and C are the only active players at the showdown and all other players (other than player A) have folded. Player A's hand has a higher poker ranking than player B's hand, which in turn has a higher poker ranking than player C's hand. Player A wins the pot formed before player A went all-in. Player B wins the separate pot formed after player A went all-in.

(7) If a player (***player B***) goes all-in and another player (***player C***) makes an uncalled opening bet or an uncalled raise, the entitlement to the pot formed before player B went all-in must be decided by comparing player B's and player C's hands.

(8) A player who goes all-in during a round of play may take part in a showdown to decide the winner of a pot only if the player is eligible to win the pot.

(9) For the rules for texas hold'em poker and omaha poker, other than this section, if the context permits, 2 or more pots formed under this section during a round of play may be taken to be 1 pot.

Example for subsection (9)—

For calculating the amount of a maximum raise under full pot betting, 2 pots formed under this section are taken to be 1 pot containing the total amount of the 2 pots formed.

(10) The amount bet by a player under subsection (2)(c) is taken not to be a raise.

33 Commission

(1) Under this section—

(a) the casino operator may deduct commission only from a pot that is more than $19; and

(b) the commission that may be deducted is not more than 10%

of the highest amount of the pot that is wholly divisible by 10.

(2) However, for deducting commission from a pot that is more than 100 times the minimum wager for the table, the pot is to be taken to be 100 times the minimum wager.

(3) The casino operator may deduct less commission for a game than the commission provided for under subsection (1)(b) or (2) if the
players are told, before the game starts, about the way the commission is to be calculated.

(4) For calculating commission—

(a) where separate pots are won by either the same player or the same combination of players, they shall be combined and commission is to be calculated on the total amount of all the pots won by the same player or the same combination of players; and

(b) where separate pots are won by different players or a different combination of players, commission shall be calculated and deducted from the first pot formed, then in order from pots subsequently formed cumulatively up to the maximum amount allowed under subsections (2) and (3); and

(c) if a player makes an uncalled opening bet, the wager is taken not to be part of the pot; and

(d) if a player raises but is not called, the raise is taken not to be part of the pot; and

(e) if 2 or more players, holding hands of equal value, share the pot for a round of play and no other player contributed to the pot, no commission shall be deducted from the pot.

(5) If the casino operator has charged a participation fee for a round of play, the casino operator must not deduct commission from a pot for the round of play.

34 Table stake for continuing players

(1) This section applies if a player has taken part in a round of play (the ***preceding round***) and wishes to take part in the next round

of play (the ***new round***).

(2) Subsections (3) and (4) apply if the player—

(a) has no table stake remaining from the preceding round; or

(b) has a table stake remaining from the preceding round that is less than the minimum wager for the table.

(3) Before the new round starts, the player must increase the player's table stake to at least the minimum buy-in for the game without exceeding the maximum buy-in.

(4) If the player does not increase the player's table stake under subsection (3) to at least the minimum buy-in, the player must leave the game before the new round starts.

(5) Subsection (6) applies if the player has a table stake remaining from the preceding round that is less than the maximum buy-in but not less than the minimum wager for the table.

(6) The player may increase the player's table stake to at least the minimum buy-in for the game, but no greater than the maximum buy-in, and must do so before the new round starts.

Part 5 Irregularities

35 Misdeals

(1) A ***misdeal*** happens for a round of play if—

(a) the cards are not shuffled before the first card is dealt for the round of play; or

(b) a card is exposed when the cards are cut; or

(c) the cards are not cut before the first card is dealt for the round of play; or

(d) in dealing the hole cards—

(i) the dealer exposes two or more cards; or

(ii) a card is found face up in the deck; or

(e) in dealing the hole cards, the dealer—

(i) deals a card out of turn; or

(ii) does not deal any cards to a player; or

(iii) does not deal the correct number of cards to a player; or

(iv) deals a card to a position (a ***vacant position***) where there is no player for the round of play.

(2) If, before the first round of betting for the round of play starts, the dealer or a gaming supervisor becomes aware a misdeal has happened, dealer or a gaming supervisor must declare a misdeal for the round of play.

(3) If a misdeal is declared for a round of play—

(a) the round of play is taken not to have started; and

(b) the dealer must shuffle and cut the cards for a new round of play.

(4) However, a misdeal must not be declared, and the round of play must be continued, if—

(a) an event mentioned in subsection (1)(e) happens; and

(b) no player has looked at a card that the player should not have received; and

(c) the dealer is able to reconstruct the deal and give the players the cards they should have received.

(5) The dealer must reconstruct the deal under subsection (4)(c) unless it is not practicable to reconstruct it.

(6) If an event mentioned in subsection (1)(e)(iv) happens, but a misdeal can not be declared under subsection (2), the dealer, on becoming aware the event has happened, must place each card that should not have been dealt to the vacant position into the muck.

36 A Single card exposed in dealing the hole cards

If a single card is exposed by the dealer in dealing the hole cards, the dealer must—

(a) complete the initial deal; and

(b) exchange the exposed card with the card that was to be the first burn card before the flop; and

(c) give all players the opportunity to view the exposed card; and

(d) use the exposed card as the first burn card.

37 Holding the wrong number of hole cards

(1) The dealer must declare a player's hand void for a round of play if—

(a) the dealer becomes aware the player holds too few or too many hole cards; and

(b) a misdeal is not declared for the round of play.

(2) If a player's hand is declared void for a round of play, the player is taken to have folded, and all bets made by the player on the hand shall be returned to the player.

(3) If a player's hand is declared void for a round of play at a showdown and there is only 1 active player remaining to complete the showdown, the active player wins the pot.

(4) If only 1 player remains in the game and that player has the incorrect number of cards, the round of play shall be declared void and all wagers shall be returned to the players.

(5) However, subsection (3) applies subject to section 32 if a player has gone all-in during the round of play and is eligible to win the pot.

38 Missing or foreign cards

In the event that a card is found to be missing from, or a foreign card is found in, the shuffled cards for the round of play—

(a) the results of all rounds of play previously completed shall stand; and

(b) the round of play where the missing or foreign card is discovered shall be declared void and all wagers returned to the players for that round of play; and

(c) a new set of cards will be introduced to the table and the dealer will inspect, shuffle and cut the cards in accordance with section 14 prior to the new round of play.

39 Card found face up in the shoe once first round of betting has commenced

If a card is found face up in the shoe after the first round of betting for the round of play has commenced—

(a) the card shall be immediately placed in the muck and shall not be used for the round of play; and

(b) play will continue with the remaining cards in the shoe; and

(c) the dealer must give all players the opportunity to view the face up card.

40 Burn card exposed in error

(1) Subsection (2) applies if, when dealing the flop or turn card, the dealer exposes in error a card that would otherwise have been dealt as the burn card after the next round of betting.

(2) The card exposed in error must be used as the burn card and dealt before the next community card is dealt.

(3) If, when dealing the river card, the dealer exposes another card in error, the dealer must place the card exposed in error in the muck.

(4) The dealer must give all players the opportunity to view a card exposed in error under subsection (1) or (3).

41 Burn card not dealt before a community card

(1) If the dealer does not deal a burn card before dealing a card in the flop—

(a) the first card dealt in the flop must be used as the burn card; and

(b) the dealer must deal another card to make up the flop.

(2) If the dealer does not deal a burn card before dealing the turn card or river card—

(a) the turn card or river card must be used as the burn card;

and

(b) the dealer must deal another card to replace the turn card or river card.

42 Community card exposed in error

(1) If the flop is dealt and turned face-up prior to the completion of the first betting round:

(a) the exposed cards will be taken back without the burn card and shuffled with the remainder of the deck.

(b) the dealer will cut and re-deal the flop without burning another card after the completion of the first betting round.

(2) If the fourth community card is exposed by the dealer prior to the completion of the second betting round:

(a) the exposed card will be taken back and set aside, the burn card shall remain and the second betting round will then be completed.

(b) the dealer will burn a card, turn over a new fourth community card and ensure that all the betting for the fourth round is completed.

(c) the set aside card as described in (a) above will be shuffled with the remainder of the deck and a fifth card will be turned without burning a card.

(3) If the fifth community card is exposed by the dealer prior to the completion of the third betting round:

(a) the exposed card will be taken back by the dealer and shuffled with the remainder of the deck and the burn card shall remain.

(b) the third betting round will be completed and a new card dealt.

(c) no further burn cards will be dealt for that betting round.

43 Inadvertent removal of cards from shoe

(1) In the event the cards are inadvertently removed from the shoe during a live hand, the inadvertently removed cards may be shuffled and placed back into the shoe unless the cards:

(a) have entered the muck; or

(b) have mixed with other cards from the current hand; or

(c) have mixed with folded cards; or

(d) have mixed with burn cards; or

(e) have left the confines of the table

(2) All wagers for that betting round shall be returned to the players who placed a bet for that round of play.

(3) The pot will be divided equally between the players.

(4) The casino operator will not take a commission.

44 Betting out of turn

(1) This section applies if a player (an ***out of turn player***) has acted out of turn in a round of betting.

(2) As soon as the dealer becomes aware that the player has acted out of turn, the dealer must give an opportunity to act to each player (a ***missed player***) who should have had an opportunity to act in the round of betting before the out of turn player acted.

(3) When acting out of turn, the out of turn player may only call a missed players wager or fold. Any out of turn bet shall be added to the pot.

(4) However, the out of turn player may fold, call, or call and raise if a missed player makes a bet that is more than the out of turn bet.

(5) If the out of turn player folds under subsection (4), the out of turn bet shall stand and remain in the pot.

(6) Despite subsection (3), if the out of turn bet is more than the maximum wager for the round of betting, the difference between the out of turn bet and the maximum wager must be returned to the out of turn player.

(7) Where a player is directed in error by a dealer to act out of turn, that player, or any of the following players who act in those circumstances, shall retract their action and then act in the correct sequence.

45 Collusion

(1) A player must play only in the player's interest, and must not help, or try to help, another player in a way that could adversely affect a third player.

(2) A player must not bet for another player, or give or loan chips to another player.

(3) Only 1 player is allowed to play a hand, and the player must make all decisions affecting the hand without help or advice from another person.

(4) In a round of play, a player must make sure no other person finds out what the player's hole cards are, except as expressly permitted under the rules for texas hold'em poker and omaha poker.

(5) Subsection (4) applies even if the player becomes an inactive player in the round of play.

(6) Subject to section 30(10), a player must not, during or after a round of play, look at—

(a) the cards of a player who has folded; or

(b) any undealt cards.

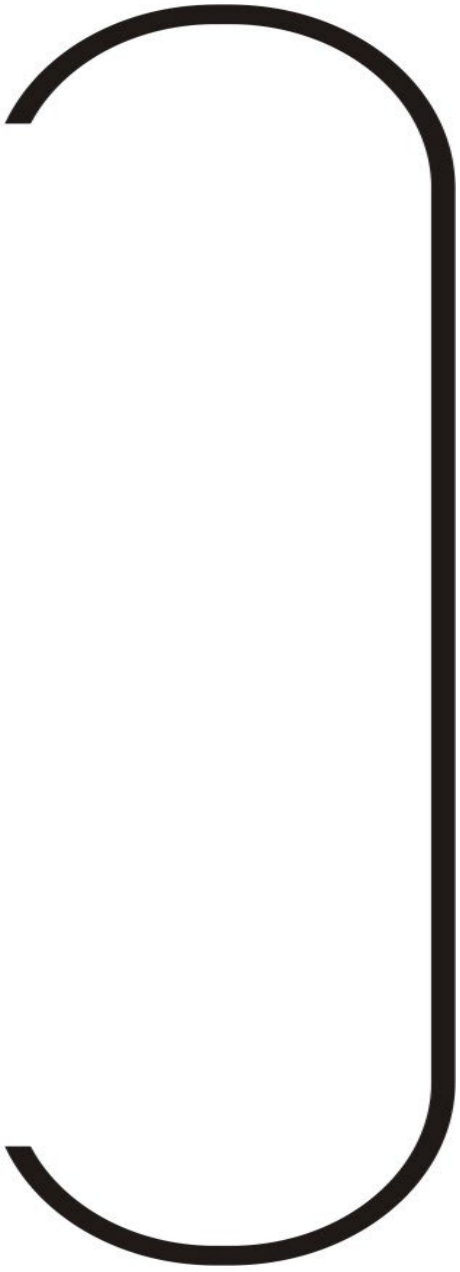
(7) If an active player obtains information about an inactive player's cards, whether accidentally or deliberately, the active player must give the information to all other active players.

(8) If an active player (***player A***) obtains information about the hand of another player who has made a bet and has not been called, player A must give the information to all other players.

Schedule 10 – Texas hold’em poker

Diagram 10 —Texas hold’em poker table and omaha poker layout

section 12(2)



Schedule 11 Texas hold'em bonus poker

section 3(2)

Part 1 Preliminary

1 Conducting and playing texas hold'em bonus poker

This schedule states the rules for conducting and playing the casino game known as texas hold'em bonus poker.

2 Definitions for sch 11

In this schedule—

ante wager means a wager made by a person to enable the person to take part in a round of play of the game as a player.

bonus wager means a wager made by a player by placing the wager in the appropriate area for bonus wagers on the table.

checks see section 3.

closes a player's hand see section 4.

community card, without indicating a particular community card, means—

(a) a card from the flop; or

(b) the turn card or river card.

continuing player means a player who has made an ante wager and has not folded.

dealer's cards means the 2 cards dealt to the dealer, under section 16, after the first round of betting.

dealer's hand means the poker hand with the highest poker ranking that is available from—

(a) the dealer's cards and 3 community cards; or

(b) one of the dealer's cards and 4 community cards; or

(c) the 5 community cards.

first round of betting means the betting that happens in a round of play before each player has been dealt the hole cards for the round of play.

flop see section 17(6).

flop wager see section 17(4).

folds see section 5.

game means texas hold'em bonus poker.

hole cards means the 2 cards dealt to each player, under section 16, after the first round of betting.

odd card, in relation to another card or cards, means a card with a different face value to the other card or cards.

opening bet, for a round of betting, means the bet with which a player opens the betting for the round.

player's hand, means the poker hand with the highest poker ranking that is available from—

(a) the player's hole cards and 3 community cards; or

(b) one of the player's hole cards and 4 community cards; or

(c) the 5 community cards.

poker hands see section 7.

poker ranking, of a hand, means the ranking of the hand worked out under section 8.

river card see section 19(3).

river wager see section 19(1)(b).

stand off see section 8(6).

turn card see section 18(3).

turn wager see section 18(1)(b).

wager means an ante wager, flop wager, turn wager, river wager or bonus wager.

winning bonus hand see section 6.

3 Meaning of checks

A player ***checks***, in a round of betting, if the player declines to make an opening bet for the round of betting but does not fold.

4 Meaning of closes a player's hand

A dealer ***closes a player's hand*** by—

(a) collecting the player's wagers and cards; and

(b) individually spreading out the collected cards face down and counting them; and

(c) placing the cards in the table's discard rack.

5 Meaning of folds

A player ***folds*** in a round of play if the player—

(a) places the player's hole cards face down on the table; and

(b) clearly indicates to the dealer that the player wishes to stop taking part in the round of play.

6 Meaning of winning bonus hand

Each of the following is a ***winning bonus hand***—

- 2 aces
- ace and king of the same suit
- ace and queen, or ace and jack, of the same suit
- ace and king of different suits
- 2 kings, 2 queens or 2 jacks
- ace and queen, or ace and jack, of different suits
- any pair, other than a pair of aces, kings, queens or jacks.

7 Meaning of poker hands

(1) The ***poker hands*** for texas hold'em bonus poker are stated in column 1 of the table.

(2) Each poker hand is made up of the cards mentioned opposite the

poker hand in column 2 of the table.

Column 1	Column 2
Poker hand	**Cards**
odd card hand	any combination of 5 cards, other than another poker hand mentioned in this section
1 pair	2 cards with the same face value and 3 odd cards
2 pairs	2 cards with the same face value, another 2 cards with the same face value (other than the face value of the first 2 cards) and 1 odd card
3 of a kind	3 cards with the same face value and 2 odd cards
straight	5 cards of more than 1 suit running consecutively in face value
flush	5 cards of the same suit but not running consecutively in face value
full house	3 cards with the same face value and another 2 cards with the same face value (other than the face value of the first 3 cards)
4 of a kind	4 cards with the same face value and 1 odd card
straight flush	5 cards of the same suit running consecutively in face value, other than a royal flush
royal flush	10, jack, queen, king and ace of the same suit

8 Ranking of poker hands and cards

(1) The ranking of poker hands, from lowest to highest, is as follows—

- odd card hand
- 1 pair
- 2 pairs
- 3 of a kind
- straight
- flush
- full house
- 4 of a kind
- straight flush
- royal flush.

(2) All suits of cards are of equal value.

(3) Hands ranking the same, but with cards of different face values, rank according to the cards' face values.

(4) The ranking of cards, from lowest to highest, is 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

(5) If the dealer or a player has an ace, 2, 3, 4 and 5, the ace must rank as 1.

(6) If the dealer's hand and a player's hand have the same poker ranking and face values, it is a ***stand off***.

Examples of application of this section—

1 A 9, 10, jack, queen, king straight beats a 7, 8, 9, 10, jack straight.

2 If there are 2 hands, each containing 2 pairs, the hand holding the highest pair in face values is ranked the higher. If each hand has an equally ranked pair, the hand holding the highest second pair in face values is ranked the higher. If each hand has 2 equally ranked pairs, the hand whose fifth card has the higher face value is ranked the higher. If each hand has 2 equally ranked pairs and the fifth cards of the hands have the same face value, it is a stand off.

Part 2 Table, layout and equipment

9 Table and layout

(1) Texas hold'em bonus poker is played at a table with places for players on 1 side and a place for the dealer on the opposite side.

(2) The layout cloth for the table must have printed on it—

(a) the name of, or logo for, the casino or gaming room; and

(b) areas for the dealer's cards and community cards; and

(c) rectangular, circular or oval areas for wagers.

(3) The areas for wagers must be marked—

(a) for ante wagers—by the word 'ante'; and

(b) for flop wagers—by the word 'flop'; and

(c) for turn wagers—by the word 'turn'; and

(d) for river wagers—by the word 'river'; and

(e) for bonus wagers—by the word 'bonus' or, if another description is stated under the approved control system for the casino, the other description.

(4) The layout for the table is the layout in diagram 11 or a similar layout approved by the chief executive.

10 Equipment

A table for the game must be equipped with either—

(a) a dealing shoe; or

(b) a mechanical shuffling device approved by the chief executive for use in texas hold'em bonus poker.

Part 3 Preparing for the game

11 Cards

(1) Texas hold'em bonus poker is played with 1 deck of cards with backs of the same colour and design and 1 cutting card.

(2) However, if a mechanical shuffling device is in use at a table—

(a) the device may be loaded with 1 deck of cards while another deck is used in play; and

(b) the backs of the 2 decks of cards must have different colours; and

(c) the table's discard rack must only contain the cards from 1 deck at a time.

Part 4 Placing wagers and playing the game

12 Placing ante and bonus wagers

Before a round of play starts, each player must—

(a) make an ante wager; and

(b) be given an opportunity to make a bonus wager.

13 How wagers are made

(1) All wagers must be made by placing chips in the areas for wagers on the table.

(2) A player must not wager on more than 1 hand in a round of play.

(3) Only 1 wager may be accepted on each area for wagers.

(4) After the first card of a round of play has been removed from the dealing shoe or mechanical shuffling device, a person must not change, take away or touch a wager until a decision about the

wager is made, and the wager is dealt with, by the dealer.

14 Player's cards to be in full view of dealer

A player's cards must be in full view of the dealer during a round of play.

15 Dealing the hole cards and dealer's cards

(1) After all ante wagers and bonus wagers for a round of play have been made, the dealer must deal cards by starting from the dealer's left and continuing clockwise around the table.

(2) The cards must be dealt face down.

(3) The cards must be dealt in 1 of the following ways provided for under the approved control system for the casino—

(a) by placing in turn—

(i) 1 card to each area containing an ante wager; and

(ii) 1 card to the dealer; and

(iii) a second card, in sequence, to each area containing an ante wager; and

(iv) a second card to the dealer;

(b) by placing in turn—

(i) 2 cards at a time to each area containing an ante wager; and

(ii) 2 cards to the dealer.

(4) Where a shuffling device is in use the cards shall be dealt in the following manner—

(a) the community cards are stacked and placed on the far left community card area; and

(b) the dealer shall then spread the community cards across the designated playing areas with the top card being the River, the second card being the Turn and the remaining three cards being the Flop, then

(c) two cards at a time to each playing area containing an 'Ante Wager'; and

(d) two cards to the dealer.

16 Players may look at hole cards and fold or place a flop wager

(1) After all the hole cards have been dealt, the players may look at their cards.

(2) A player may fold after looking at the player's hole cards.

(3) If a player folds, the dealer must close the player's hand.

(4) If a player decides to continue to play in the round of play, the player must place a wager (the ***flop wager***) in the appropriate area for flop wagers on the table and place the cards face down on the table.

(5) A player's flop wager must be twice the amount of the player's ante wager.

(6) After a continuing player has placed a flop wager under subsection (4), the dealer shall simultaneously reveal the first three community cards (the ***flop)***.

17 Player may check or place a turn wager

(1) After the flop has been dealt, a player may—

(a) check; or

(b) place a wager (the ***turn wager***) in the appropriate area for turn wagers on the table.

(2) A player's turn wager must be equal to the amount of the player's ante wager.

(3) After all continuing players have checked or placed a turn wager under subsection (1), the dealer must deal shall reveal the fourth community card (the ***turn card***).

18 Player may check or place a river wager

(1) After the turn card has been dealt, a player may—

(a) check; or

(b) place a wager (the ***river wager***) in the appropriate area for river wagers on the table.

(2) A player's river wager must be equal to the amount of the player's ante wager.

(3) After all continuing players have checked or placed a river wager under subsection (1), the dealer shall reveal the fifth and final community card (the ***river card***).

19 Declaration of highest poker ranking of dealer's hand

After the river card has been dealt, the dealer must turn the dealer's cards face up and declare the highest poker ranking of the dealer's hand.

20 Deciding the highest poker ranking of player's hand

After declaring the highest poker ranking of the dealer's hand, the dealer, starting on the dealer's right and continuing anticlockwise around the table, must—

(a) turn the hole cards of each continuing player face up; and

(b) decide the highest poker ranking of the player's hand.

Part 5 Deciding the outcome of wagers and paying winning wagers

21 Player's hand—when it wins, loses or is a stand off

(1) A player's hand wins if the poker ranking of the player's hand is higher than the poker ranking of the dealer's hand.

(2) If a player's hand wins, the dealer must—

(a) if the winning hand is a flush or higher—pay the ante wager

(b) at the odds mentioned in section 23; and

(c) pay the flop, turn and river wagers at the odds mentioned in section 23; and

(d) collect the player's cards and place them in the table's discard rack.

(3) A player's hand loses if the poker ranking of the player's hand is lower than the poker ranking of the dealer's hand.

(4) If a player's hand loses, the dealer must—

(a) collect the ante, flop, turn and river wagers for the hand; and

(b) collect the player's cards and place them in the table's discard rack.

(5) If a player's hand is a stand off—

(a) the player's wagers for the hand neither win nor lose under this section; and

(b) the dealer must close the player's hand.

(6) However, if a player has made a bonus wager and has a winning bonus hand, the dealer must deal with the player's hand under sections 24 and 25.

22 Payment odds for winning ante, flop, turn and river wagers

The payment odds for winning ante, flop, turn and river wagers are as follows—

Winning wager	Payment odds
ante wager	1 to 1
flop wager	1 to 1
turn wager	1 to 1
river wager	1 to 1.

23 Winning bonus hand

(1) If a player has made a bonus wager and the player's hole cards comprise a winning bonus hand, the dealer must pay the winning bonus hand at the corresponding payment odds mentioned in section 25.

(2) Subsection (1) applies whether or not the player's hand is a winning hand under section 22.

(3) Payments for winning bonus hands are made immediately after the dealer has decided the highest poker ranking of the player's

hand and before paying any other wager.

24 Payment odds for winning bonus hands

The payment odds for winning bonus hands are as follows—

Winning bonus hand	Payment odds
2 aces	30 to 1
ace and king of the same suit	25 to 1
ace and queen, or ace and jack, of the same suit	20 to 1
ace and king of different suits	15 to 1
2 kings, 2 queens or 2 jacks	10 to 1
ace and queen, or ace and jack, of different suits	5 to 1
any pair, other than a pair of aces, kings, queens or jacks	3 to 1.

Part 6 Irregularities

25 Flop wager under or over twice the ante wager

If, while acting on the hands, the dealer becomes aware that a flop wager is—

(a) more than twice the amount of the ante wager—the dealer must give the excess amount to the player and take or pay the wager accordingly; or

(b) less than twice the amount of the ante wager—the dealer must take or pay according to the amount wagered and tell the player that for subsequent rounds of play the player's flop wager must be twice the amount of the player's ante wager.

26 Turn wager or river wager under or over the ante wager

If, while acting on the hands, the dealer becomes aware that a turn or river wager is—

(a) more than the amount of the ante wager—the dealer must give the excess amount to the player and take or pay the wager accordingly; or

(b) less than the amount of the ante wager—the dealer must take or pay according to the amount wagered and tell the player that for subsequent rounds of play the player's turn wager or river wager must be equal to the amount of the player's ante wager.

27 Cards dealt when no ante wager

If 1 or more cards are dealt to a player who has not placed an ante wager—

(a) the player's hand is void; and

(b) any bonus wager placed by the player for the round of play must be returned to the player; and

(c) all players at the table must be given the option of retracting their wagers.

28 Player wagering on more than 1 betting area

If a player has been dealt more than 1 hand in a round of play—

(a) the player's hand, for the round of play, is the first hand dealt to the player; and

(b) other hands dealt to the player are void; and

(c) all players at the table must be given the option of retracting their wagers.

29 Incorrect number of cards

(1) If an incorrect number of cards are dealt to a player or the dealer and none of the players have looked at the players' cards—

(a) the round of play is void; and

(b) the dealer must immediately tell a gaming supervisor; and

(c) the gaming supervisor must direct the dealer to count the cards to verify there are 52; and

(d) if the dealer finds the deck does not contain 52 cards—a gaming manager must notify an inspector.

(2) If an incorrect number of cards are dealt to a player or the dealer's hand and any player has looked at the player's cards—

(a) the dealer must immediately tell a gaming supervisor; and

(b) the gaming supervisor must direct the dealer to count the cards to verify there are 52.

(3) If the dealer finds the deck does not contain 52 cards—

(a) a gaming manager must notify an inspector; and

(b) the round of play is void; and

(c) all wagers placed for the round of play must be returned to the players.

(4) If the dealer finds the deck contains 52 cards and the dealer's hand has an incorrect number of cards—

(a) the ante wagers for the players who have folded must be reinstated; and

(b) all ante wagers must be paid even money; and

(c) all flop, turn and river wagers are void; and

(d) bonus wagers must be returned to the players; and

(e) winning bonus wagers must be paid to the players in the usual way.

(5) If the dealer finds the deck contains 52 cards and the player's hand has an incorrect number of cards—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) all players at the table must be given the option of retracting their wagers.

(6) If the dealer finds the deck contains 52 cards and both the player's hand and the dealer's hand have an incorrect number of cards—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) the ante wagers for other players who have folded must be reinstated; and

(d) all ante wagers for other players must be paid even money; and

(e) all flop, turn and river wagers for other players are void; and

(f) bonus wagers for other players must be returned to the players; and

(g) winning bonus wagers for other players must be paid to the players in the usual way.

30 Effect of card being exposed during initial deal

If any card is exposed during the initial deal, the round of play is void.

31 Community card exposed in error

(1) This section applies if, during a round of betting, the dealer exposes in error a card that would otherwise have been dealt as a community card after the round of betting.

(2) The card exposed in error must remain in play and be dealt as the community card after the round of betting.

32 Another card exposed when dealing river card

(1) If, when dealing the river card, the dealer exposes another card in error, the dealer must place the card exposed in error in the table's discard rack.

(2) The dealer must give all the players the opportunity to view a card exposed in error under subsection (1).

33 Card placed in incorrect position

If a card has been placed in an incorrect position on the layout

and no further cards have been dealt for the round of play—

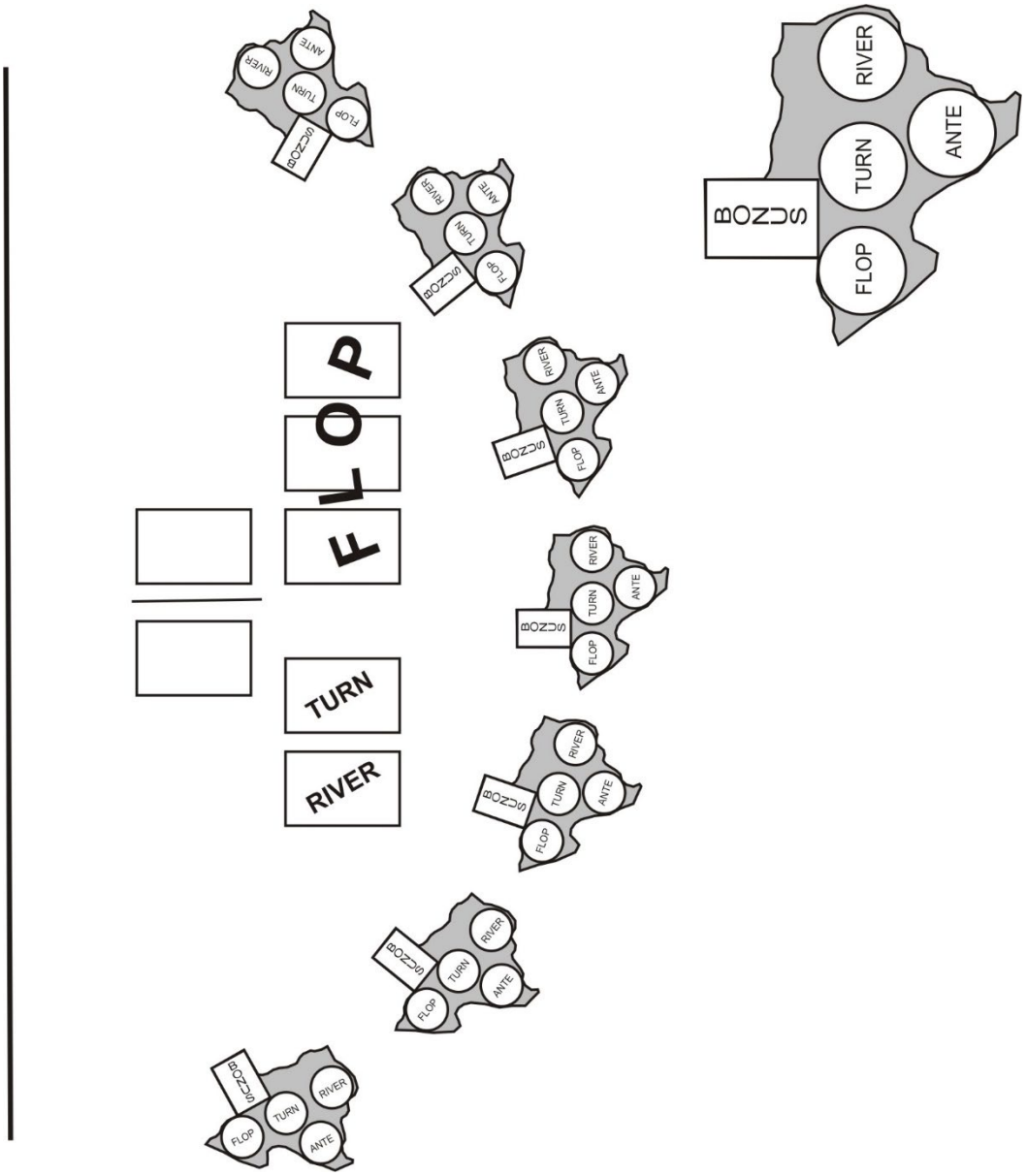
(a) the card must be moved to its correct position on the layout; and

(b) the round of play continues in the usual way.

Schedule 11 – Texas hold'em bonus poker

Diagram 11 —Texas hold'em bonus poker table layout

section 9(4)



Schedule 11(a) Ultimate Texas Hold'em

section 3(2)

Part 1 Preliminary

1 Conducting and playing ultimate texas hold'em

This schedule states the rules for conducting and playing the casino game known as ultimate texas hold'em.

2 Definitions for sch 11(a)

In this schedule—

after the flop means the time following the first three community cards being exposed to the players and prior to the exposure of the final two community cards.

ante wager means a wager made by a person to enable the person to take part in a round of play of the game as a player.

before the flop means the time prior to the first three community cards being exposed to the players

blind wager means a compulsory wager which is equal to that of the ante wager. It will win if the player hand wins with a straight or better, and be deemed a stand-off if the player hand wins with three of a kind or less;

checks see section 3.

closes a player's hand see section 4.

community card, without indicating a particular community card, means a card from the flop or the turn card or river card.

continuing player means a player who has made a play wager and has not folded.

dealer's cards means the 2 cards dealt to the dealer, under section 17, after the first round of betting.

dealer's hand means the poker hand with the highest poker ranking that is available from—

(a) the dealer's cards and 3 community cards; or

(b) one of the dealer's cards and 4 community cards; or

(c) the 5 community cards.

flop see section 17(3).

folds see section 6.

four of a kind means four cards of the same face value; plus one other card with four Aces being the highest ranked four of a kind hand

game means Ultimate Texas Hold'em.

hole cards means the 2 cards dealt to each player or the dealer, under section 17, after the first round of betting.

odd card, in relation to another card or cards, means a card with a different face value to the other card or cards.

on the river means the period of time after the exposure of the final two community cards to the players where player's that have not placed a play wager have their final chance to do so.

play wager means the wager placed in the 'play' area in order to continue in a round of play. This wager will be placed in accordance with rules 18-20;

player's hand, means the poker hand with the highest poker ranking that is available from—

(a) the player's hole cards and 3 community cards; or

(b) one of the player's hole cards and 4 community cards; or

(c) the 5 community cards.

poker hands see section 8.

poker ranking, of a hand, means the ranking of the hand worked out under section 9.

river card see section 19(5).

stand off see section 9(6).

trips means three cards of the same face value, with any two unmatched cards. Additionally, it is the name of an optional wager based solely on the best 5 card poker hand that a player can make from their 2 cards and the 5 community cards that is/or

is higher than, three of a kind.

turn card see section 19(5).

wager means an ante wager, play wager, blind wager or trips wager.

3 Meaning of checks

A player checks, in a round of betting, if the player declines to make an opening bet for the round of betting but does not fold.

4 Meaning of *closes a player's hand*

A dealer ***closes a player's hand*** by—

(a) collecting the player's wagers and cards; and

(b) individually spreading out the collected cards face down and counting them; and

(c) placing the cards in the table's discard rack.

5 Meaning of *qualifies* for a dealer's hand

A dealer's hand ***qualifies*** if it has—

(a) A poker value of one pair; or

(b) a poker hand ranking higher than one pair.

6 Meaning of folds

A player ***folds*** in a round of play if the player—

(a) releases the player's hole cards face down on the table; and

(b) clearly indicates to the dealer that the player wishes to stop taking part in the round of play.

7 Meaning of winning trips hand

Each of the following is a ***winning trips hand***—

- Royal Flush
- Straight Flush
- 4 of a kind

- Full House
- Flush
- Straight
- Trips.

8 Meaning of poker hands

(1) The ***poker hands*** for ultimate texas hold'em are stated in column 1 of the table.

(2) Each poker hand is made up of the cards mentioned opposite the poker hand in column 2 of the table.

Column 1	Column 2
Poker hand	**Cards**
odd card hand	any combination of 5 cards, other than another poker hand mentioned in this section
1 pair	2 cards with the same face value and 3 odd cards
2 pairs	2 cards with the same face value, another 2 cards with the same face value (other than the face value of the first 2 cards) and 1 odd card
3 of a kind	3 cards with the same face value and 2 odd cards
straight	5 cards of more than 1 suit running consecutively in face value
flush	5 cards of the same suit but not running consecutively in face value
full house	3 cards with the same face value and another 2 cards with the same face value (other than the face value of the first 3 cards)
4 of a kind	4 cards with the same face value and 1 odd card
straight flush	5 cards of the same suit running consecutively in face value, other than a royal flush
royal flush	10, jack, queen, king and ace of the same suit

9 Ranking of poker hands and cards

(1) The ranking of poker hands, from lowest to highest, is as follows—

- odd card hand

- 1 pair
- 2 pairs
- 3 of a kind
- straight
- flush
- full house
- 4 of a kind
- straight flush
- royal flush.

(2) All suits of cards are of equal value.

(3) Hands ranking the same, but with cards of different face values, rank according to the cards' face values.

(4) The ranking of cards, from lowest to highest, is 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

(5) If the dealer or a player has an ace, 2, 3, 4 and 5, the ace must rank as 1.

(6) If the dealer's hand and a player's hand have the same poker ranking and face values, it is a ***stand off***.

Examples of application of this section—

1 A 9, 10, jack, queen, king straight beats a 7, 8, 9, 10, jack straight.

2 If there are 2 hands, each containing 2 pairs, the hand holding the highest pair in face values is ranked the higher. If each hand has an equally ranked pair, the hand holding the highest second pair in face values is ranked the higher. If each hand has 2 equally ranked pairs, the hand whose fifth card has the higher face value is ranked the higher. If each hand has 2 equally ranked pairs and the fifth cards of the hands have the same face value, it is a stand off.

Part 2 Table, layout and equipment

10 Table and layout

(1) Ultimate texas hold'em is played at a table with places for players on 1 side and a place for the dealer on the opposite side.

(2) The areas for wagers must be marked—

(a) for ante wagers—by the word 'ante'; and

(b) for blind wagers—by the word 'blind'; and

(c) for play wagers—by the word 'play'; and

(d) for trips wagers—by the word 'trips' or, if another description is stated under the approved control system for the casino, the other description.

(3) The layout for the table is the layout in diagram 11(a) or a similar layout approved by the chief executive.

11 Other Equipment

A table for the game must be equipped with either—

(a) a dealing shoe; or

(b) a mechanical shuffling device approved by the chief executive for use in ultimate texas hold'em.

Part 3 Preparing for the game

12 Cards

(1) Ultimate texas hold'em is played with 1 deck of cards with backs of the same colour and design and 1 cutting card.

(2) However, if a mechanical shuffling device is in use at a table—

(a) the device may be loaded with 1 deck of cards while another deck is used in play; and

(b) the backs of the 2 decks of cards must have different colours; and

(c) the table's discard rack must only contain the cards from 1 deck at a time.

13 Procedures for inspecting, shuffling and cutting cards

(1) Cards must be inspected and shuffled—

(a) under the provisions of this part; and

(b) under the approved control system for the casino.

(2) Before being used in play, the cards must be inspected to check for marks and imperfections and that each deck of cards contains the correct cards.

(3) If a player asks to inspect the cards when the cards are first placed on the table for play, the dealer must spread the cards face up on the table to enable a person inspecting them to see if each deck of cards is complete.

(4) The cards must be shuffled—

(a) before being used in play; and

(b) at the end of each round of play.

(5) If the cards have been shuffled manually by the dealer, the dealer must cut the cards and place them with the cutting card into a dealing shoe.

Part 4 Placing wagers and playing the game

14 Placing ante, blind and trips wagers

(1) Before a round of play starts, each player must—

(a) make an ante wager; and

(b) make a blind wager equal to their ante wager; and

(c) be given an opportunity to make a trips wager.

15 How wagers are made

(1) All wagers must be made by placing chips in the areas for wagers

on the table.

(2) A player must not wager on more than 1 hand in a round of play.

(3) Only 1 wager may be accepted on each area for wagers.

(4) After the first card of a round of play has been removed from the dealing shoe or mechanical shuffling device, a person must not change, take away or touch a wager until a decision about the wager is made, and the wager is dealt with, by the dealer.

16 Player's cards to be in full view of dealer

A player's cards must be in full view of the dealer during a round of play.

17 Dealing the cards

(1) After all ante, blind and trips wagers for a round of play have been made, the dealer must deal cards by starting from the dealer's left and continuing clockwise around the table.

(2) The cards must be dealt face down.

(3) The cards will be dealt in the following manner—

(d) the community cards are stacked and placed on the far-left community card area; and

(e) the dealer will then spread the community cards across the designated playing areas with the top card being the River, the second card being the Turn and the remaining three cards being the Flop, then

(f) two cards at a time to each playing area containing an ante and blind wager; and

(g) two cards to the dealer.

18 Players may look at hole cards and fold, check or place a play wager

(l) After all the hole cards have been dealt, the players may look at their cards, and they may—

(a) fold; or

(b) check; or

(c) place a wager (the ***play wager***) before the flop in the appropriate area for play wagers on the table and place their cards face down on the table.

(2) If a player folds, the dealer must close the player's hand.

(3) A player's play wager before the flop must be 3 or 4 times the amount of the player's ante wager.

(4) After a continuing player has checked or placed a play wager under subsection (1), the dealer will reveal the first three community cards (the flop).

19 Player may fold, check or place a play wager

(1) After the flop has been revealed, a player that has not yet placed a play wager may—

(a) fold; or

(b) check; or

(c) place a wager (the ***play wager***) after the flop in the appropriate area for play wagers on the table and place their cards face down on the table.

(2) If a player folds, the dealer must close the player's hand.

(3) A player's play wager after the flop must be equal to twice the amount of the player's ante wager.

(4) A player that has placed a play wager in a previous round of play may not place any more wagers.

(5) After all continuing players have checked or placed a play wager under subsection (1), the dealer will reveal the fourth and fifth community card (the ***turn and river cards***).

20 Player may fold or place a play wager

(1) After the turn and river cards have been revealed, a player that has not yet placed a play wager may—

(a) fold; or

(b) place a wager (the ***play wager***) on the river in the appropriate area for play wagers on the table and place their cards face down on the table.

(2) If a player folds, the dealer must close the player's hand.

(3) A player's play wager on the river must be equal to the amount of the player's ante wager.

(4) A player that has placed a play wager in a previous round of play may not place any more wagers.

21 Declaration of highest poker ranking of dealer's hand

After all remaining players have placed a play wager or folded, the dealer must turn the dealer's hole cards face up and declare—

(a) Whether or not the dealer's hand qualifies; and

(b) If the dealer's hand qualifies – the highest poker ranking of the dealer's hand.

22 Deciding the highest poker ranking of player's hand

After declaring if the dealer qualifies and the highest poker ranking of the dealer's hand, the dealer, starting on the dealer's right and continuing anticlockwise around the table, must—

(a) turn the hole cards of each continuing player face up; and

(b) decide the highest poker ranking of the player's hand.

Part 5 Deciding the outcome of wagers and paying winning wagers

23 If dealer's hand does not qualify

All remaining ante wagers will be a standoff.

24 If the dealer's hand does qualify

All remaining ante wagers will:

(a) Win when the player hand has a higher poker value than the dealer's hand; or

(b) Lose when the player hand has a lower poker value than the dealer's hand; or

(c) Push when the player hand has an equal poker value to that of the dealer.

25 Regardless of if the dealer's hand qualifies

(1) Play wagers will:

(a) win when the player hand has a higher poker value than the dealers hand; or

(b) lose when the player hand has a lower poker value than the dealers hand; or

(c) push when the player hand has an equal poker value to that of the dealer.

(2) Blind wagers will:

(a) win when the player hand has a poker value of a straight or higher and this hand is a higher poker value than the dealer's hand; or

(b) lose when the player hand has a lower poker value than the dealer's hand; or

(c) push when the player hand has a poker value less than a straight but is greater than the dealer's hand; or

(d) push when the player hand has a poker value equal to that of the dealer's hand.

(3) Trips wagers will:

(a) win when the player hand has a poker value of three of a kind (Trips) or higher; or

(b) lose when the player hand has a poker value less than three of a kind (Trips);

26 Payment odds for winning ante, play, blind and trip wagers

(1) The payment odds for winning ante and play wagers are as follows:

Winning wager	Payment odds
ante wager	1 to 1

play wager	1 to 1

(2) The payment odds for winning blind wagers are as follows:

Result	Payment odds
royal flush	500 to 1
straight flush	50 to 1
4 of a kind	10 to 1
full house	3 to 1
flush	3 to 2
straight	1 to 1

(3) The payment odds for winning Trips wagers are as follows:

Result	Payment odds
royal flush	50 to 1
straight flush	40 to 1
4 of a kind	30 to 1
full house	8 to 1
flush	7 to 1
straight	4 to 1
trips	3 to 1

Part 6 Irregularities

27 Play wager does not meet amount allowed for a betting round

If, while acting on the hands, the dealer becomes aware that a play wager is—

(a) more than the amount allowed for the betting round it was placed in—the dealer must give the excess amount to the player and take or pay the wager accordingly; or

(b) less than the amount required for the betting round it was placed in —the dealer must take or pay according to the amount wagered and tell the player that for subsequent rounds of play the player's flop wager must be twice the amount of the player's ante wager.

28 Effect of cards dealt to an incorrect playing area

Should a dealer realise they have dealt cards to a betting area that does not contain an ante and/or blind wager:

(a) If no player has handled their cards the whole round of play will be void;

(b) If a player has handled their cards, the hand with the missing ante and/or blind wager will be void; and

(c) all players at the table must be given the option of retracting their wagers before play continues.

29 Player wagering on more than 1 betting area

If a player has been dealt more than 1 hand in a round of play—

(d) the player's hand, for the round of play, is the first hand dealt to the player; and

(e) other hands dealt to the player are void; and

(f) all players at the table must be given the option of retracting their wagers before play continues.

30 Incorrect number of cards

(1) If an incorrect number of cards are dealt to a player or the dealer and none of the players have looked at the players' cards—

(a) the round of play is void; and

(b) the dealer must immediately tell a gaming supervisor; and

(c) the gaming supervisor must direct the dealer to count the cards to verify there are 52; and

(d) if the dealer finds the deck does not contain 52 cards—a gaming manager must notify an inspector.

(2) If an incorrect number of cards are dealt to a player or the dealer's hand and any player has looked at the player's cards—

(a) the dealer must immediately tell a gaming supervisor; and

(b) the gaming supervisor must direct the dealer to count the cards to verify there are 52.

(3) If the dealer finds the deck does not contain 52 cards—

(a) a gaming manager must notify an inspector; and

(b) the round of play is void; and

(c) all wagers placed for the round of play must be returned to the players.

(4) If the dealer finds the deck contains 52 cards and the dealer's hand has an incorrect number of cards—

(a) the ante and blind wagers for the players who have folded must be reinstated; and

(b) all play wagers are void; and

(c) trips wagers must be returned to the players' and

(d) winning trips wagers must be paid to the players in the usual way.

(5) If the dealer finds the deck contains 52 cards and the player's hand has an incorrect number of cards—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) all players at the table must be given the option of retracting their wagers.

(6) If the dealer finds the deck contains 52 cards and both the player's hand and the dealer's hand have an incorrect number of cards—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) the ante and blind wagers for other players who have folded must be reinstated; and

(d) all ante, blind and play wagers for other players are void; and

(e) trips wagers for other players must be returned to the players; and

(f) winning trips wagers for other players must be paid to the players in the usual way.

31 Effect of card being exposed during initial deal

If any card is exposed during the initial deal, the round of play is void.

32 Community card exposed in error

(1) This section applies if, during a round of betting, the dealer exposes in error a card that would otherwise have been dealt as a community card after the round of betting.

(2) The card exposed in error must remain in play and be dealt as the community card after the round of betting.

33 Dealer's cards exposed in error

(1) Should the dealer inadvertently reveal one or both of their hole cards during a round of play and no play wagers have been placed—

(a) all wagers placed for the hand must be returned to the player; and

(b) the ante and blind wagers for other players who have folded must be returned; and

(c) the ante, blind and play wagers are void; and

(d) trips wagers must be returned to the players; and

(e) winning trips wagers must be paid to the player in the usual way.

(2) If play wagers have been made play will continue as normal.

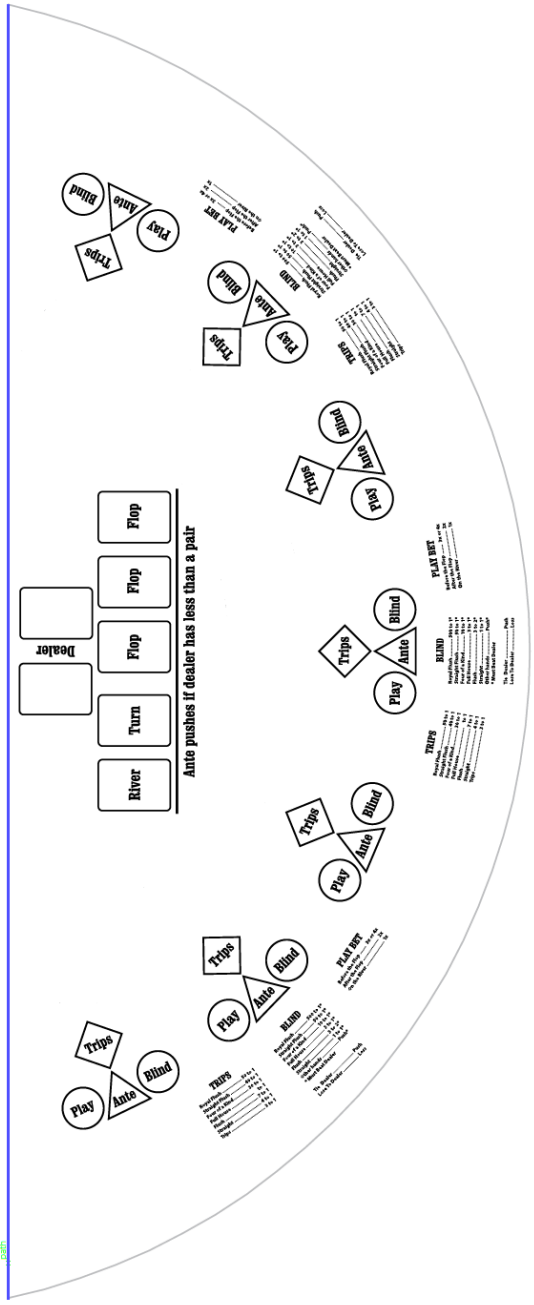
34 Card placed in incorrect position

If a card has been placed in an incorrect position on the layout and no further cards have been dealt for the round of play—

(a) the card must be moved to its correct position on the layout; and

(b) the round of play continues in the usual way.

Diagram 11(a)—Ultimate texas hold'em table layout



Schedule 12 Three card poker

section 3(2)

Part 1 Preliminary

1 Conducting and playing three card poker

This schedule states the rules for conducting and playing the casino game known as three card poker.

2 Definitions for sch 12

In this schedule—

ante bonus payment means a payment made on a winning ante bonus hand under section 23.

ante wager means a wager made by a person to enable the person to take part in a round of play of the game as a player.

bet wager means a wager made by a player after the cards have been dealt and the player has had an opportunity to look at the player's hand.

closes a player's hand see section 3.

continuing player means a player who has made an ante wager and has not folded.

folds see section 4.

game means three card poker.

odd card, in relation to another card or cards, means a card with a different face value to the other card or cards.

pair plus wager means a wager made by a player by placing the wager in the appropriate area for pair plus wagers on the table before the cards for a round of play are dealt.

poker hands see section 8.

poker ranking, of a hand, means the ranking of the hand worked

out under section 9.

qualifies, for a dealer's hand, see section 5.

stand off see section 9(6).

wager means an ante wager, bet wager or pair plus wager.

winning ante bonus hand see section 6.

winning pair plus hand see section 7.

3 Meaning of closes a player's hand

A dealer ***closes a player's hand*** by—

(a) collecting the player's wagers and cards; and

(b) individually spreading out the collected cards face down and counting them; and

(c) placing the cards in the table's discard rack.

4 Meaning of folds

A player ***folds*** in a round of play if the player—

(a) places the player's cards face down on the table; and

(b) clearly indicates to the dealer that the player wishes to stop taking part in the round of play.

5 Meaning of qualifies for a dealer's hand

A dealer's hand ***qualifies*** if it—

(a) is an odd card hand and the combination of 3 cards includes a queen, king or ace; or

(b) has a poker ranking higher than an odd card hand.

6 Meaning of winning ante bonus hand

Each of the following is a ***winning ante bonus hand***—

- straight
- of a kind
- straight flush.

7 Meaning of winning pair plus hand

Each of the following is a ***winning pair plus hand***—

- pair
- flush
- straight
- 3 of a kind
- straight flush.

8 Meaning of poker hands

(1) The ***poker hands*** for three card poker are stated in column 1 of the table.

(2) Each poker hand is made up of the cards mentioned opposite the poker hand in column 2 of the table.

Column 1	Column 2
Poker hand	**Cards**
odd card hand	any combination of 3 cards, other than another poker hand mentioned in this section
pair	2 cards with the same face value and 1 odd card
3 of a kind	3 cards with the same face value
straight	3 cards of more than 1 suit running consecutively in face value
flush	3 cards of the same suit but not running consecutively in face value
straight flush	3 cards of the same suit running consecutively in face value

9 Ranking of poker hands and cards

(1) The ranking of poker hands, from lowest to highest, is as follows—

- odd card hand
- pair

- flush
- straight
- of a kind
- straight flush.

(2) All suits of cards are of equal value.

(3) Hands ranking the same, but with cards of different face values, rank according to the cards' face values.

(4) The ranking of cards, from lowest to highest, is 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

(5) If the dealer or a player has an ace, 2 and 3, the ace must rank as 1.

(6) If the dealer's hand and a player's hand have the same poker ranking and face values, it is a ***stand off***.

Examples of application of this section—

1 A jack, queen, king straight beats a 9, 10, jack straight.

2 If there are 2 hands, each containing a pair, the hand holding the highest pair in face values is ranked the higher. If each hand has an equally ranked pair, the hand whose third card has the higher face value is ranked the higher. If each hand has an equally ranked pair and the third cards of the hands have the same face value, it is a stand off.

Part 2 Table, layout and equipment

10 Table and layout

(1) Three card poker is played at a table with places for players on 1 side and a place for the dealer on the opposite side.

(2) The layout cloth for the table must have printed on it—

(a) the name of, or logo for, the casino or gaming room; and

(b) the words 'dealer only plays with queen or higher'; and

(c) rectangular, circular, diamond or oval areas for wagers.

(3) The areas for wagers must be marked—

(a) for ante wagers—by the word 'ante'; and

(b) for bet wagers—by the word 'bet'; and

(c) for pair plus wagers—by the words 'pair plus' or, if another description is stated under the approved control system for the casino, the other description.

(4) The layout for the table is the layout in diagram 12 or a similar layout approved by the chief executive.

11 Equipment

A table for the game must be equipped with either—

(a) a dealing shoe; or

(b) a mechanical shuffling device approved by the chief executive for use in three card poker.

Part 3 Preparing for the game

12 Cards

(1) Three card poker is played with 1 deck of cards with backs of the same colour and design and 1 cutting card.

(2) However, if a mechanical shuffling device is in use at a table—

(a) the device may be loaded with 1 deck of cards while another deck is used in play; and

(b) the backs of the 2 decks of cards must have different colours; and

(c) the table's discard rack must only contain the cards from 1 deck at a time.

13 Procedures for inspecting, shuffling and cutting cards

(1) Cards must be inspected and shuffled—

(a) under the provisions of this part; and

(b) under the approved control system for the casino.

(2) Before being used in play, the cards must be inspected to check for marks and imperfections and that each deck of cards contains the correct cards.

(3) If a player asks to inspect the cards when the cards are first placed on the table for play, the dealer must spread the cards face up on the table to enable a person inspecting them to see if each deck of cards is complete.

(4) The cards must be shuffled—

(a) before being used in play; and

(b) at the end of each round of play.

(5) If the cards have been shuffled manually by the dealer, the dealer must cut the cards and place them with the cutting card into a dealing shoe.

Part 4 Placing wagers and playing the game

14 Placing ante and pair plus wagers

Before a round of play starts, each player must—

(a) make an ante wager; and

(b) be given an opportunity to make a pair plus wager.

15 How wagers are made

(1) All wagers must be made by placing chips in the areas for wagers on the table.

(2) A player must not wager on more than 1 hand in a round of play.

(3) Only 1 wager may be accepted on each area for wagers on the table.

(4) After the first card of a round of play has been removed from the

dealing shoe or mechanical shuffling device, a person must not change, take away or touch a wager until a decision about the wager is made, and the wager is dealt with, by the dealer.

16 Dealing the cards

(1) After all ante wagers and pair plus wagers for a round of play have been made, the dealer must deal the cards by starting from the dealer's left and continuing clockwise around the table.

(2) The cards must be dealt in 1 of the following ways provided for under the approved control system for the casino—

(a) by placing in turn—

(i) 1 card to each area containing an ante wager; and

(ii) 1 card to the dealer; and

(iii) a second and third card, in sequence, to each area containing an ante wager; and

(iv) a second and third card to the dealer;

(b) by placing in turn—

(i) 3 cards at a time to each area containing an ante wager; and

(ii) 3 cards at a time to the dealer.

(3) The cards must be dealt face down.

17 Players may look at cards and fold or place a bet wager

(1) After the cards for a round of play have been dealt, the players may look at their cards.

(2) A player may fold after looking at the player's cards.

(3) If a player folds, the dealer must close the player's hand.

(4) If a player decides to continue to play in the round of play, the player must place a bet wager in the appropriate area for bet wagers on the table and place the cards face down on the table.

(5) A player's bet wager must be equal to the amount of the player's ante wager.

(6) A player's cards must be in full view of the dealer during a round

of play.

18 Declaration by dealer

After all continuing players have made bet wagers and placed their cards face down on the table, the dealer must turn all the dealer's cards face up and declare—

(a) whether or not the dealer's hand qualifies; and

(b) if the dealer's hand qualifies—the highest poker ranking of the dealer's hand.

19 If dealer's hand does not qualify

(1) This section applies if the dealer's hand does not qualify.

(2) After declaring that the dealer's hand does not qualify, the dealer must—

(a) pay the ante wagers of the continuing players at the odds of 1 to 1; and

(b) count and collect the cards of the continuing players and place them in the table's discard rack.

(3) The bet wagers are void.

(4) However, if a player has made an ante wager and has a winning ante bonus hand, the dealer must not collect the player's cards until the dealer has dealt with the hand under sections 23 and 24.

(5) Also, if a player has made a pair plus wager and has a winning pair plus hand, the dealer must not collect the player's cards until the dealer has dealt with the hand under sections 25 and 26.

20 If dealer's hand qualifies

(1) This section applies if the dealer's hand qualifies.

(2) After declaring that the dealer's hand qualifies, the dealer, starting on the dealer's right and continuing anticlockwise around the table, must—

(a) turn the cards of each continuing player face up; and

(b) decide the highest poker ranking of the player's hand.

Part 5 Deciding the outcome of wagers and paying winning wagers

21 Player's hand—when it wins, loses or is a stand off

(1) A player's hand wins if the poker ranking of the player's hand is higher than the poker ranking of the dealer's hand.

(2) If a player's hand wins, the dealer must—

(a) pay the ante and bet wagers at the odds of 1 to 1; and

(b) if the player has made an ante wager and has a winning ante bonus hand, deal with the player's hand as stated in sections 23 and 24; and

(c) pay the ante wager at odds of 1 to 1; and

(d) if the player has made a pairs plus wager and has a winning pair plus hand, deal with the player's hand as stated in sections 25 and 26; and

(d) collect the player's cards and place them in the table's discard rack.

(2) A player's hand loses if the poker ranking of the player's hand is lower than the poker ranking of the dealer's hand.

(3) If a player's hand loses, the dealer must—

(a) collect the bet wager; and

(b) if the player has made an ante wager and has a winning ante bonus hand, deal with the player's hand as stated in sections 22 and 23; and

(c) collect the ante wager; and

(d) if the player has made a pairs plus wager and has a winning pair plus hand, deal with the player's hand as stated in sections 24 and 25; and

(e) collect the player's cards and place them in the table's discard rack.

(4) If a player's hand is a stand off—

(f) the player's wagers for the hand neither win nor lose under this section; and

(g) the dealer must close the player's hand.

22 Winning ante bonus hand

(1) If a player has made an ante wager and has a winning ante bonus hand, the dealer must pay the winning ante bonus hand at the corresponding payment odds mentioned in section 23.

(2) Subsection (1) applies—

(a) whether or not the player's hand is a winning hand under section 21; and

(b) whether or not the dealer's hand qualifies.

23 Payment odds for winning ante bonus hands

The payment odds for winning ante bonus hands are as follows—

Winning ante bonus hand	Payment odds
straight	1 to 1
3 of a kind	4 to 1
straight flush	5 to 1.

24 Winning pair plus hand

(1) If a player has made a pair plus wager and has a winning pair plus hand, the dealer must pay the winning pair plus hand at the corresponding payment odds mentioned in section 25.

(2) Subsection (1) applies—

(a) whether or not the player's hand is a winning hand under section 21; and

(b) whether or not the dealer's hand qualifies.

25 Payment odds for winning pair plus hands

The payment odds for winning pair plus hands are as follows—

Winning pair plus hand	Payment odds
pair	1 to 1
flush	4 to 1
straight	6 to 1
3 of a kind	25 to 1
straight flush	40 to 1.

Part 6 Irregularities

26 Bet wager under or over the ante wager amount

If, while acting on the hands, the dealer becomes aware that a bet wager is—

(a) more than the amount of the ante wager—the dealer must give the excess amount to the player and take or pay the wager accordingly; or

(b) less than the amount of the ante wager—the dealer must take or pay according to the amount wagered and tell the player that for subsequent rounds of play the player's bet wager must be equal to the amount of the player's ante wager.

27 Card dealt when no ante wager

If a card is dealt to a player who has not placed an ante wager—

(a) the player's hand is void; and

(b) any pair plus wager placed by the player for the round of play must be returned to the player; and

(c) all players at the table must be given the option of retracting their wagers.

28 Player wagering on more than 1 betting area

If a player has been dealt more than 1 hand in a round of play—

(a) the player's hand, for the round of play, is the first hand dealt to the player; and

(b) other hands dealt to the player are void; and

(c) all players at the table must be given the option of retracting their wagers.

29 Incorrect number of cards

(1) If an incorrect number of cards are dealt to a player or the dealer and none of the players have looked at the players' cards—

(a) the round of play is void; and

(b) the dealer must immediately tell a gaming supervisor; and

(c) the gaming supervisor must direct the dealer to count the cards to verify there are 52; and

(d) if the dealer finds the deck does not contain 52 cards—a gaming manager must notify an inspector.

(2) If an incorrect number of cards are dealt to a player or the dealer's hand and any player has looked at the player's cards—

(a) the dealer must immediately tell a gaming supervisor; and

(b) the gaming supervisor must direct the dealer to count the cards to verify there are 52.

(3) If the dealer finds the deck does not contain 52 cards—

(a) a gaming manager must notify an inspector; and

(b) the round of play is void; and

(c) all wagers placed for the round of play must be returned to the players.

(4) If the dealer finds the deck contains 52 cards and the dealer's hand has an incorrect number of cards—

(a) the dealer must declare the dealer's hand does not qualify; and

(b) the ante wagers for the players who have folded must be reinstated; and

(c) all ante wagers must be paid even money; and

(d) all ante bonus payments must be made to the players in the usual way; and

(e) all bet wagers are void; and

(f) pair plus wagers must be returned to the players; and

(g) winning pair plus wagers must be paid to the players in the usual way.

(5) If the dealer finds the deck contains 52 cards and the player's hand has an incorrect number of cards—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) all players at the table must be given the option of retracting their wagers.

(6) If the dealer finds the deck contains 52 cards and both the player's hand and the dealer's hand have an incorrect number of cards—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) the dealer must declare the dealer's hand does not qualify; and

(d) the ante wager for other players who have folded must be reinstated; and

(e) all ante wagers for other players must be paid even money; and

(f) all ante bonus payments must be made to the other players in the usual way; and

(g) all bet wagers for other players are void; and

(h) pair plus wagers for other players must be returned to the players; and

(i) winning pair plus wagers for other players must be paid to the players in the usual way.

30 Effect of card being exposed during a deal

If any card is exposed during a deal, the round of play is void.

31 Card placed in incorrect position

If a card has been placed in an incorrect position on the layout and no further cards have been dealt for the round of play—

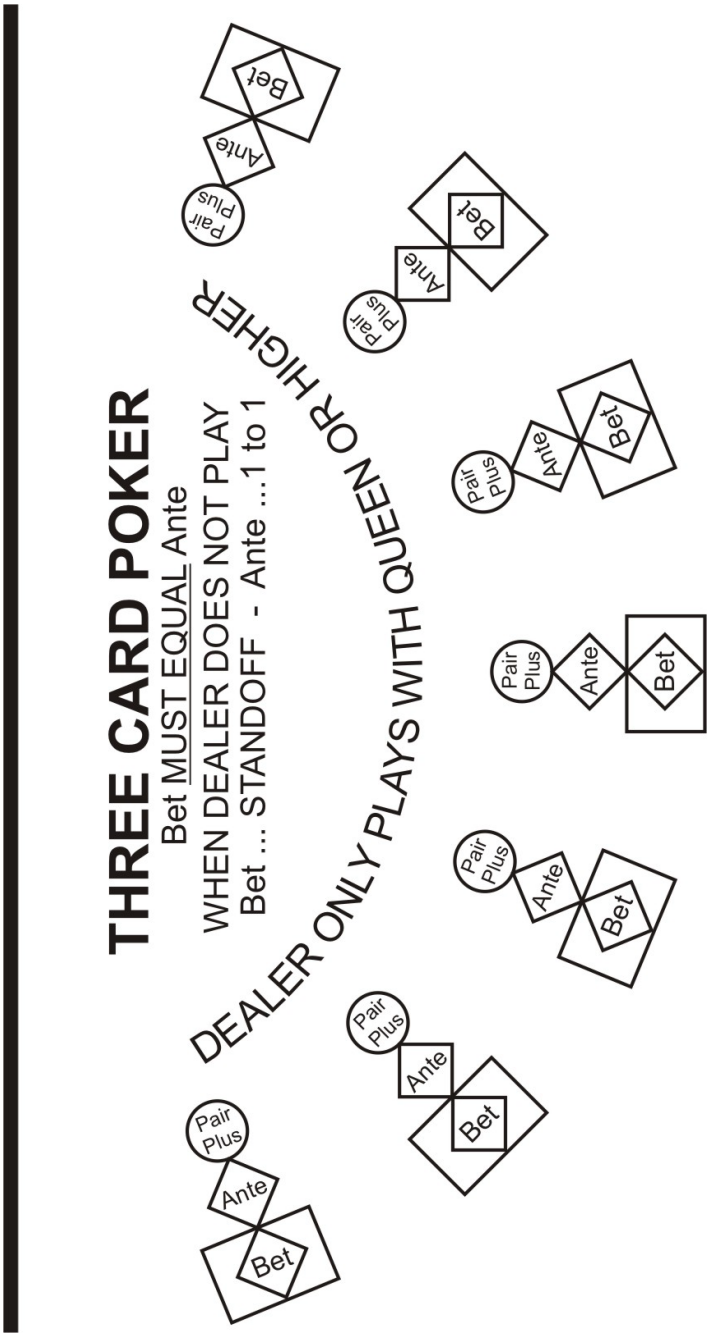
(a) the card must be moved to its correct position on the layout; and

(b) the round of play continues in the usual way.

Schedule 12 – Three card poker (continued)

Diagram 12 —Three card poker table layout

section 10(4)



Schedule 13 Casino war

section 3(2)

Part 1 Preliminary

1 Conducting and playing casino war

This schedule states the rules for conducting and playing the casino game known as casino war.

2 Definitions for sch 13

In this schedule—

casino war wager see section 6(2).

go to war means when the player's first card and the dealer's first card are of equal rank and the player elects to continue the game.

go to war wager see section 6(2).

surrender means when the player's first card and the dealer's first card are of equal rank and the player elects to forfeit half of their casino war wager.

tie wager see section 6(2).

3 Table and layout

(1) Casino war is played at a table having a place for the dealer on 1 side and places for the players on the opposite side.

(2) The layout cloth for the casino war table must have printed on it—

(a) the name of, or logo for, the casino or gaming room; and

(b) rectangular, circular or oval areas to show boxes for casino war wagers, go to war wagers and tie wagers.

(3) The areas for wagers must be marked—

(a) for casino war wagers—by the word 'bet'; and

(b) for go to war wagers—by the word ‘war’; and

(c) for tie wagers—by the word ‘tie’ or, if another description is stated under the approved control system for the casino, the other description.

(4) The layout for the table is the layout in diagram 13 or a similar layout approved by the chief executive.

Part 2 General rules

4 Number of decks and way cards are dealt

(1) Casino war is played with 6 or 8 decks of cards with backs of the same colour and design and 2 additional cutting cards.

(2) All cards must be dealt from a dealing shoe designed for the purpose and located on the table to the left of the dealer.

5 Value of cards

(1) All suits of cards are of equal value.

(2) The ranking of cards, from lowest to highest, is 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

6 Permissible wagers and results

(1) The wagers defined in this section are the permissible wagers by a player at a game of casino war.

(2) In this schedule—

casino war wager means a wager that —

(a) wins if the player’s first card is of a higher rank than the dealer’s first card; and

(b) loses if the player’s first card is of a lower rank than the dealer’s first card; and

(c) is surrendered if the player’s first card and the dealer’s first card are of equal rank and the player declines to go to war; and

(d) is void if the player has elected to go to war and the player's additional card is of equal rank to or higher rank than the dealer's additional card; and

(e) loses if the player has elected to go to war and the player's additional card is of a lower rank than the dealer's additional card.

tie wager means a wager that—

(a) wins if the player's first card and the dealer's first card are of equal rank; and

(b) loses if the player's first card and the dealer's first card are not of equal rank.

go to war wager means the additional wager of an amount equal to the player's casino war wager that —

(a) wins if the player's additional card is of equal rank to or higher rank than the dealer's additional card; and

(b) loses if the player's additional card is of a lower rank than the dealer's additional card.

7 How wagers may be made

(1) A wager at casino war is made by placing gaming chips on the appropriate wager area of the casino war layout.

(2) A wager can not be made orally.

(3) Each player at a game of casino war must make a casino war wager against the dealer prior to any cards being dealt for a round of play.

(4) A player at a game of casino war may also make a tie wager only if the player has made a casino war wager.

(5) A player's tie bet must not be more than three times their casino war wager.

(6) A go to war wager may only be made in accordance with section 17.

8 Maximum of 3 players for a place at a table

(1) Not more than 3 players may wager on any betting area.

(2) The casino operator must direct either—

(a) the total of players wagers on 1 box must not be more than the table maximum; or

(b) the separate wagers for each player must not be more than the table maximum.

9 When wagers can not be placed, changed or withdrawn

(1) After the first card of a round of play has been removed from the shoe, a player must not handle, remove or alter their casino war wager or tie wager until a decision about the wager has been made and has taken effect.

(2) After a go to war wager has been made by a player and confirmed by the dealer, the player must not handle, remove or alter any wager until a decision about the wager has been made and has taken effect.

10 Circumstances when a player may wager on more than 1 box

(1) A player may be permitted to place a casino war wager and tie wager on more than 1 box at a casino war table with the understanding that, when there are not enough seats in the casino to accommodate patron demand, a player wagering on more than 1 box must give up a box or boxes to accommodate other players.

(2) If a player is permitted to place a casino war wager and tie wager on more than 1 box at a table, the player must make at least the minimum wager on each hand played.

11 Minimum and maximum wagers

(1) A wager must be at least the minimum amount and no more than the maximum amount displayed.

(2) A tie wager must not be more than one-tenth of the maximum wager permitted for the table.

12 Payout odds

(1) A winning casino war wager is paid at odds of 1 to 1.

(2) A winning tie wager is paid at odds of 10 to 1.

(3) A winning go to war wager is paid at—

(a) odds of 1 to 1 when the player's additional card is of a higher rank than the dealer's additional card; and

(b) odds of 2 to 1 when the player's additional card is of equal rank to the dealer's additional card.

13 Cutting the cards

(1) After the cards have been shuffled, the cards must be cut.

(2) Two cutting cards must be used.

(3) The dealer must offer the stack of cards, with backs facing away from the dealer, to the players to be cut.

(4) The player specified in section 15must cut the cards by placing 1 of the cutting cards in the stack at least 10 cards from either end.

(5) The stack of cards must be cut only once by the player.

(6) After the cutting card has been inserted into the stack by the player, the dealer must take the cutting card and all cards in front of the cutting card and place them to the back of the stack.

(7) The dealer must insert the other cutting card in a position approximately 1 deck or more in from the back of the stack or at the discretion of a gaming manager insert the cutting card in a position between approximately half of the way in from the back of the stack.

(8) The stack of cards must then be inserted in the dealing shoe for start of play.

14 Selecting player to cut cards

(1) The player to cut the cards must be—

(a) the first player to the table immediately before the start of play; or

(b) the player on whose box the cutting card appeared during the last round of play; or

(c) if the cutting card appeared on the dealer's hand during the last round of play—the player at the farthest point to the right of the dealer; or

(d) if the reshuffle of the cards was under section 13(3)(c)—the player at the farthest point to the right of the dealer.

(2) If the player specified in subsection (1) refuses to cut, the cards must be offered to each other player moving clockwise around the table until a player accepts the cut.

(3) A player specified in subsection (1) or a player who accepts the cut under subsection (2) may ask another player to cut the cards.

(4) If no player accepts the cut, the gaming supervisor or the dealer must cut the cards.

15 Replacing the cards

A gaming supervisor may, after a round of play, direct that the cards be replaced.

16 Initial deal

(1) At the start of each round of play, the dealer must, starting on the dealer's left and continuing around the table, deal the cards in the following order—

(a) one card face up to each box on the layout which contains a casino war wager;

(b) one card face up to the dealer.

(2) After 1 card has been dealt to each player and 1 card to the dealer, the dealer must, starting from the dealer's right, settle in the following order—

(a) all tie wagers;

(b) all winning and losing casino war wagers.

(3) Once the dealer has settled all winning or losing casino war wagers, the dealer may place the card dealt to the wagers in the discard rack.

Alternatively, if an electronic review system is available to the gaming supervisor, the cards may be placed directly into a card machine or card shuffling machine.

(4) After the dealer has settled all winning and losing casino war wagers, each player whose first card is of equal rank to the dealer's first card must indicate whether they wish to surrender

or go to war.

(5) For subsection (4), if a player elects to—

(a) surrender, the dealer must take half of the player's casino war wager and place the player's card in the discard rack or directly into a card machine or card shuffling machine.

(b) go to war, the player must place a go to war wager beside their casino war wager.

17 Subsequent deal

(1) After the dealer has settled all wagers described in section 17 and has acknowledged the decisions of players who have elected to go to war, the dealer must, starting on the dealer's left and continuing around the table, deal the cards in the following order—

(a) one card face up to each box on the layout which contains a go to war wager;

(b) one card face up to the dealer.

(2) At the end of the subsequent deal, the dealer must, starting from the dealer's right—

(a) settle each player's go to war wager and casino war wager; and place the player's cards in the discard rack. Alternatively, if an electronic review system is available to the gaming supervisor, the cards may be placed directly into a card machine or card shuffling machine, or:

(b) after all the player's cards have been discarded, the dealer may place their cards in the discard rack. Alternatively, if an electronic review system is available to the gaming supervisor, the cards may be placed directly into a card machine or card shuffling machine.

18 Procedure when cutting card is reached

When the cutting card is reached in a round of play, the dealer must continue dealing the cards until the round of play is completed and then reshuffle the cards.

19 Players not to handle cards

A player or spectator must not handle, remove or alter any cards used in a game of casino war.

20 Player responsible for own card rank

Each player at the table is responsible for correctly computing the ranking of their hand and may not rely on the rank announced by the dealer.

Part 3 Irregularities

21 Exposed card in rack

A card found face up in the shoe must be removed from play and placed in the discard rack or, placed directly into a card machine or card shuffling machine.

22 Card drawn in error to be used in play

A card drawn in error from the shoe if not disclosed is used as the next card from the shoe.

23 Card drawn in error not to be used in play

(1) This section applies if—

(a) during the subsequent deal, it is noticed that a card has been dealt to a betting area without a wager after the dealer has acted on a hand; or

(b) a card is drawn in error from the shoe to the dealer's completed hand.

(2) The card must be removed from play and placed in the discard rack or, placed directly into a card machine or card shuffling machine.

24 Not enough cards in shoe to complete a round of play

If there are not enough cards remaining in the shoe to complete a

round of play, the dealer must shuffle and cut the cards in the discard rack and complete the round of play.

25 Incorrect placement of card

(1) If, during the initial dealing of cards in a round of play, any of the cards are incorrectly placed, and the incorrect placement is noticed before the dealer acts on any hand, the cards must be placed in the order they would have been in if the incorrect placement had not happened.

(2) For subsection (1), a dealer is taken to have acted on a hand if—

(a) the dealer has accepted a player's go to war wager; or

(b) has acted on a player's decision to surrender by collecting half of the player's casino war wager; or

(c) a player's wager has been settled.

26 No second card dealt to a player's hand

(1) If, during the subsequent dealing of cards in a round of play, a second card has not been dealt to a player (Player A) who has placed a go to war wager and the dealer has acted on another player's hand (Player B), Player A's casino war wager and go to war wager will be void.

(2) If, during the subsequent dealing of cards in a round of play, a second card has not been dealt to a player (Player A) who has placed a go to war wager and this error is noticed before the dealer acts on another player's hand (Player B), all cards dealt during the subsequent deal must be placed in the order they would have been in if Player A was dealt a second card.

(3) For subsection (1) and (2), a dealer is taken to have acted on a hand if the go to war wager has been settled.

27 Player not acting on hand after wagering

If a player makes a casino war wager in accordance with section 7(1) and is not present to make a decision to go to war or surrender, then the player shall be deemed to have surrendered.

28 No cards dealt to the dealer's hand

If, after the initial deal, it is noticed that the dealer has not been dealt a card, a card will be dealt to the dealer.

29 Misdeals

(1) A misdeal happens for a round of play if—

(a) a player's hand contains too many cards; or

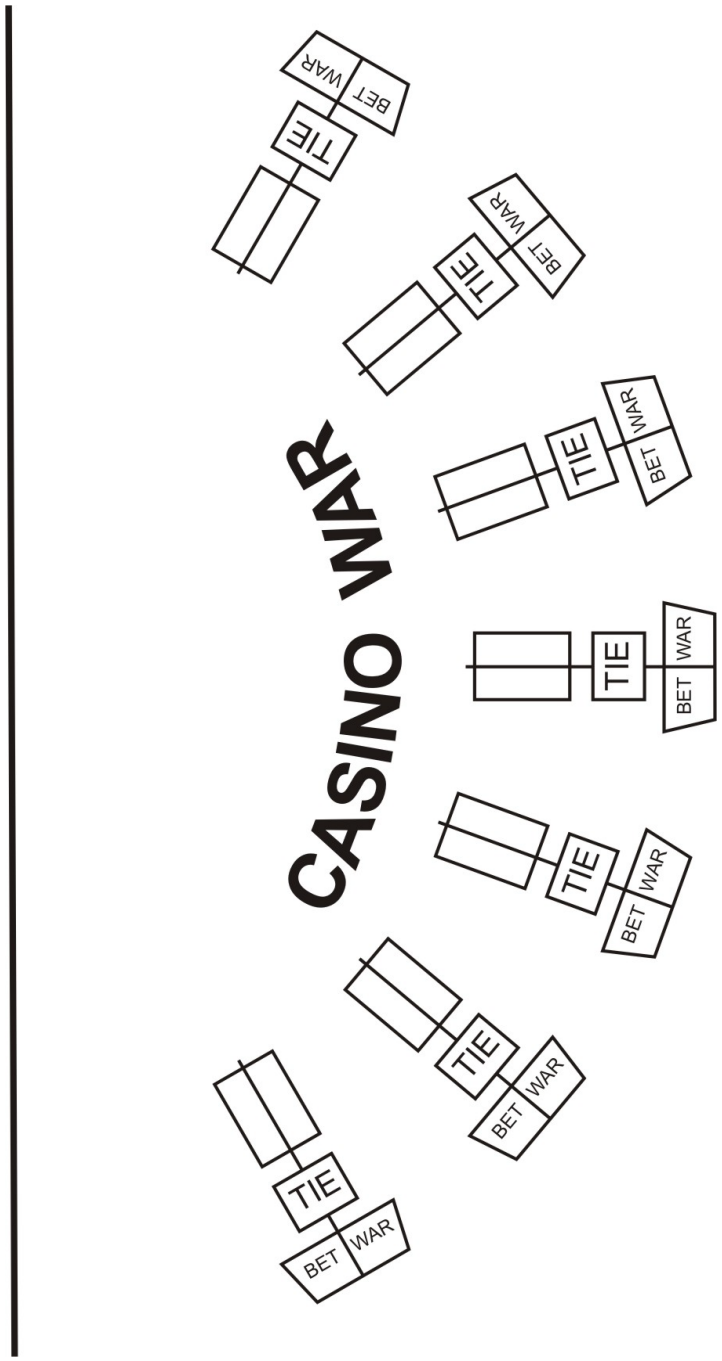
(b) an incorrect number of cards were dealt to the dealer's hand.

(2) If a dealer declares a misdeal for a round of play, all wagers will be void.

Schedule 13 – Casino war (continued)

Diagram 13 —Casino war table layout

section 3(4)



Schedule 14 Lucky Draw Baccarat

section 3(2)

Part 1 Preliminary

1 Conducting and playing Lucky Draw Baccarat

This schedule states the rules for conducting and playing the casino game known as lucky draw baccarat.

2 Definitions for sch 14

In this schedule—

3-3-3 Off Suit means a three card point count of 9 where the cards in a hand are each a value of 3 and comprised of at least 2 different suits.

3-3-3 Suited means a three card point count of 9 where the cards in a hand are each a value of 3 and are all same suit.

draw wager means a subsequent wager placed in the appropriately marked area during the subsequent deal.

dealer means the person responsible for dealing the cards at a lucky draw baccarat table.

enter wager means an initial wager placed in the appropriately marked area.

lucky 7 means a three card point count of 7. ***lucky 8*** means a three card point count of 8. ***lucky 9*** means a three card point count of 9.

3 Table and layout

(1) Lucky draw baccarat is played at a table having a place for the dealer on 1 side and places for up to 7 players on the opposite side.

(2) The layout cloth for the lucky draw baccarat table must have printed on it the name of, or logo for, the casino or gaming room and designated areas to show boxes for wagers; and

(3) The following words must be printed on the layout cloth—dealer must stand on 5 and must draw to 4

Part 2 General rules

4 Number of decks

Lucky draw baccarat is played with 6 to 8 decks of cards with backs of the same colour and design and 2 additional cutting cards.

5 Value of cards

(1) The value of the cards contained in each deck is as follows—

(a) a card from 2 to 9 has its face value;

(b) a 10, jack, queen or king has a value of 0;

(c) an ace has a value of 1.

(2) The point count of a hand will be:

(a) where the total value of the cards in the hand is a number between 0 and 9 inclusive, that number; or

(b) where the total value of the cards in the hand is 10 or higher, the right digit of that number.

6 Permissible wagers and results

(1) Before the first card is dealt for each round of play, each player at a game of lucky draw baccarat must make a wager (an enter wager) in the enter wager betting area against the dealer.

(2) The enter wager—

(a) wins if the player's hand has a point count higher than that of the dealer's hand;

(b) loses if the player's hand has a point count lower than that of the dealer's hand

(c) will be declared a tie if the point counts of the player's hand and the dealer's hand are equal and neither shall win nor lose.

(3) A player who elects to receive a third card must make a wager (a draw wager), which must be of equal value as their 'enter' wager on the appropriate betting area of the layout marked 'draw'.

(4) The draw wager-

(a) wins if the player's hand has a point count higher than that of the dealer's hand;

(b) loses if the player's hand has a point count lower than that of the dealer's hand

(c) will be declared a tie if the point counts of the player's hand and the dealer's hand are equal and neither shall win nor lose.

7 How wagers may be made

(1) A wager at lucky draw baccarat is made by placing chips in the appropriate wager area of the layout.

(2) A wager can not be made orally.

(3) Only 1 wager may be accepted on each area for wagers.

(4) Each player at a game of lucky draw baccarat must make an enter wager against the dealer prior to any cards being dealt for a round of play.

8 When wagers can not be placed, changed or withdrawn

(1) After the first card of a round of play has been removed from the shoe, a player must not handle, remove or alter their enter wager until a decision about the wager has been made and has taken effect.

(2) After a draw wager has been made by a player and confirmed by the dealer, the player must not handle, remove or alter any wager until a decision about the wager has been made and has taken effect.

9 Circumstances when a player may wager on more than 1 box

(1) A player may be permitted to place an enter wager on more than 1 box at a lucky draw baccarat table with the understanding that, when there are not enough seats in the casino to accommodate patron demand, a player wagering on more than 1 box must give up a box or boxes to accommodate other players.

(2) If a player is permitted to place an enter wager on more than 1 box at a table, the player must make at least the minimum wager on each hand played.

10 Minimum and maximum wagers for tables

(1) A wager must be at least the minimum amount and not more than the maximum amount displayed.

11 Payout odds for winning wagers

(1) A winning enter wager is paid at odds of 1 to 1

(2) A winning draw wager is paid at odds of –

(a) with a three card point total of 6 or less, 1 to 1

(b) with a three card point total of 7, 3 to 2

(c) with a three card point total of 8, 2 to 1

(d) with a three card point total of 9, 3 to 1

(e) with a three card total of 9 where the three cards have a face value of 3 and are off-suit, 9 to 1

(f) with a three card total of 9 where the three cards have a face value of 3 and are suited, 30 to 1

Part 3 Playing the game

12 Cutting of cards by player and dealer

(1) After the cards have been shuffled, the cards must be cut.

(2) Two cutting cards must be used.

(3) The dealer must offer the stack of cards, with backs facing away from the dealer, to the players to be cut.

(4) The player specified in section 15 must cut the cards by placing 1 of the cutting cards in the stack at least 10 cards from either end.

(5) However, the player mentioned in subsection (4) may ask another player to cut the cards.

(6) The stack of cards must be cut only once by the player unless –

(a) the cut is incorrect, then

(b) the dealer must remove the cutting card and ask the player to re-cut the cards.

(7) After the cutting card has been inserted into the stack by the player, the dealer must take the cutting card and all cards in front of the cutting card and place them to the back of the stack.

(8) The dealer must insert the other cutting card in a position approximately 1 deck or more in from the back of the stack or at the discretion of a gaming manager insert the cutting card in a position between approximately 1 deck and approximately two-thirds of the way in from the back of the stack.

(9) The stack of cards must then be inserted in the dealing shoe for start of play.

13 Selecting player to cut cards

(1) The player to cut the cards must be—

(a) the first player to the table immediately before the start of play; or

(b) the player on whose box the cutting card appeared during the last round of play; or

(c) if the cutting card appeared on the dealer's hand during the last round of play—the player at the farthest point to the right of the dealer; or

(d) if the reshuffle of the cards was under section 12(4)(c)—the player at the farthest point to the right of the dealer.

(2) If the player specified in subsection (1) refuses to cut, the cards must be offered to each other player moving clockwise around the table until a player accepts the cut.

(3) A player specified in subsection (1) or a player who accepts the cut under subsection (2) may ask another player to cut the cards.

(4) If no player accepts the cut, the dealer must cut the cards.

14 Replacing the cards

A gaming supervisor may, after a round of play, direct that the cards be replaced.

15 Using a dealing shoe

(1) All cards used in the game of lucky draw baccarat must be dealt from a dealing shoe designed for the purpose and located on the table to the left of the dealer.

(2) The dealer must remove cards from the shoe with the left hand, and then with the right hand place them, face up, on the appropriate area of the layout.

16 Dealing the cards

(1) At the start of each round of play, the dealer must, starting on the dealer's left and continuing around the table, deal the cards in the following order—

(a) one card face up to each box on the layout which contains an enter wager;

(b) one card face up to the dealer;

(c) a second card face up to each box which contains an enter wager.

(2) After 2 cards have been dealt to each player and 1 card to the dealer, the dealer, starting from the dealer's left, must announce

each player's point total and each player must indicate whether the player wishes to stand or draw an additional card.

(3) For subsection (2)—

(a) a player must indicate whether the player wishes to draw an additional card by placing a draw wager; or

(b) a player must indicate whether the player wishes to stand by a hand signal.

(4) As each player indicates his or her decision, the dealer must deal face up the additional card required and must announce the point total of the player after the additional card is dealt.

(5) After all additional cards have been dealt, the dealer must deal a second card face up to the dealer.

(6) If the dealer's two card point count is 4 or lower, a third card must be dealt to the dealer's hand.

(7) A player's and dealer's hand can only draw 1 additional card.

17 Collecting and discarding cards after play

(1) At the completion of a round of play, all cards on the layout must be picked up by the dealer in order so that the cards can be easily arranged to indicate each player's hand if there is question or dispute.

(2) The dealer must pick up the cards starting with the player to the dealer's far right and moving anticlockwise around the table.

(3) After all the players' cards have been collected and discarded the dealer may pick up the dealer's cards and place them face down on top of the players' cards in the discard rack.

(4) Alternatively, if an electronic review system is available to the gaming supervisor, the player's and dealer's cards may be placed directly into a card machine or card shuffling machine.

18 Procedure when cutting card is reached

When the cutting card is reached in a round of play, the dealer must continue dealing the cards until the round of play is completed and then reshuffle the cards.

19 Players not to handle cards

A player or spectator must not handle, remove or alter any cards used in a game of lucky draw baccarat.

20 Player responsible for own point total

Each player at the table is responsible for correctly computing the point total of the player's hand and may not rely on the point total announced by the dealer.

Part 4 Irregularities

21 Exposed card in rack

A card found face up in the shoe must be removed from play and placed in the discard rack, or, placed directly into a card machine or card shuffling machine.

22 Card drawn in error to be used in play

(1) A card drawn in error without its face being exposed must be used as though it were the next card from the shoe.

(2) After the first 2 cards have been dealt to each player and a card is drawn in error and exposed to the players, the card must be dealt to a player or the dealer as though it were the next card from the shoe.

Examples of a card drawn in error and exposed to players—

1 A dealer gives a card to a player who has not indicated for a card.

2 A dealer accidentally exposes a card when drawing it from a dealing shoe.

(3) A player refusing to accept the card must not have any additional cards dealt to that hand during the round. Any draw wager for that player will be void.

(4) If the card is refused by the players, it must become the dealer's second card.

23 Card drawn in error not to be used

(1) Subsection (2) applies if the dealer—

(a) has 5 or more points; and

(b) accidentally deals another card to the dealer's hand; and

(c) exposes the face of the card to the players.

(2) The card must be removed from play and placed in the discard rack or, placed directly into a card machine or card shuffling machine.

24 Not enough cards in shoe to complete round of play

If there are not enough cards remaining in the shoe to complete a round of play, the dealer must shuffle and cut the cards in the discard rack and complete the round of play.

25 Incorrect placement of card

(1) If, during the original dealing of cards in a round of play, any of the cards are incorrectly placed, and the incorrect placement is noticed before the dealer acts on any hand, the cards must be placed in the order they would have been in if the incorrect placement had not happened.

(2) For subsection (1), a dealer is taken to have acted on a hand if—

(a) the dealer has received a hand signal from the player for the first box in play at the table; or

(b) the player for the first box in play at the table has decided to draw an additional card and the card has been delivered to the hand; or

(c) a player's wager has been settled.

26 Dealer with too many cards

(1) If, contrary to section 16(1)(b), the dealer has inadvertently dealt 2 or more cards to the dealer's hand, and the dealer has started acting on a player's hand, the dealer must—

(a) inform the players that the cards held by the dealer are taken to have the point total usually counted after the dealer's

cards have been dealt; and

(b) place in the discard rack, or placed directly into a card machine or card shuffling machine any additional cards dealt to the dealer's hand that would not be dealt to the dealers hand if the hand had been dealt correctly, and

(c) give each player the choice of withdrawing the player's wager/s; and

(d) finish acting on all players' hands that have not been withdrawn.

(2) The dealer must finish hitting the dealer's hand if there is at least 1 player who did not withdraw the player's enter wager.

27 No cards or only 1 card dealt to a player's hand

(1) If no cards are dealt to a player's hand (player A), and the dealer has started acting on another player's hand, player A's hand is dead and player A must retract his or her enter wager.

(2) If only 1 card is dealt to a player's hand (player B) and the dealer has started acting on another player's hand, player B may—

(a) retract player B's enter wager; or

(b) receive a second card when the dealer starts acting on player B's hand.

28 No second card to last player if dealer has no second card

(1) This section applies to the player immediately before the dealer if—

(a) the dealer has not dealt a second card to the player; and

(b) all other players have been dealt a second card and hit with the additional cards each has requested; and

(c) the dealer has not dealt the dealer's hand a second card.

(2) The player may choose to —

(a) retract the player's enter wager; or

(b) be dealt a second card and additional card before the dealer deals a second card to the dealer's hand.

29 Additional card not offered or dealt to a player

(1) This section applies to a player if—

(a) the dealer does not—

(i) offer an additional card to the player; or

(ii) deal an additional card to the player and the player has indicated for an additional card; and

(b) the player is not the player immediately before the dealer.

(2) The player may retract their wager/s or play out their hand after all other players have completed their hands and before any other card is dealt.

30 No second card or additional card to last player if dealer has second card and more

(1) This section applies to the player immediately before the dealer if—

(a) the dealer has not dealt a second card to the player, or offered to hit the player with an additional card; and

(b) the dealer has dealt himself or herself a second card and hit the dealer's hand with an additional card.

(2) The dealer must separate out the dealer's second card and additional card in the order in which they were dealt.

(3) Before taking any other cards from the shoe, the dealer must use the second card and any additional cards that have been separated out in the order the cards were originally taken from the shoe.

(4) The dealer must deal the player immediately before the dealer—

(a) if the player was not dealt a second card—a second card; and

(b) if the player indicates he or she wants to be hit with an additional card.

(5) The dealer must deal a second card to the dealer's hand and may hit the dealer's hand in the usual way.

31 Dealer with no first card

(1) If a dealer is acting on a player's hand and discovers the dealer has missed dealing a first card to the dealer's hand, the dealer must—

(a) give each player the choice of withdrawing the player's wager/s; and

(b) finish acting on all players' hands that have not been withdrawn.

(2) The dealer must take 2 cards and, if necessary, finish hitting the dealer's hand, if there is at least 1 player who did not withdraw the player's enter wager.

32 Extra hand dealt

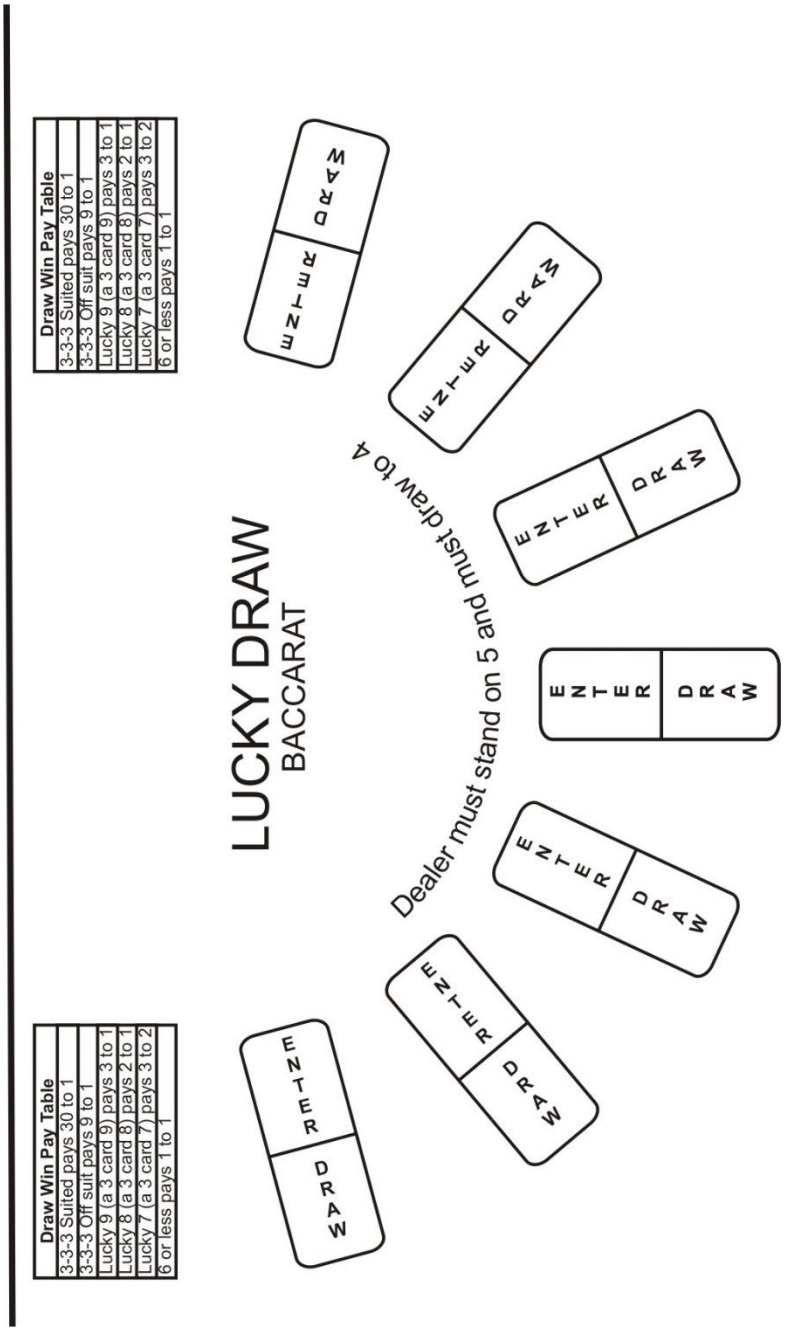
If the dealer has started acting on a player's hand, an extra hand dealt in error is void.

33 Player not acting on hand after wagering

If a player who has made a enter wager does not act on the player's hand within a reasonable time, or refuses to act or is not present, a gaming supervisor may direct that the first 2 cards dealt to the player's hand will be the players hand and no additional card will be drawn.

Diagram 14 Lucky Draw Baccarat table layout

Section 3



Schedule 15 Mississippi Stud Poker

section 3(2)

Part 1 Preliminary

1 Conducting and playing mississippi stud poker

This schedule states the rules for conducting and playing the casino game known as mississippi stud poker.

2 Definitions for sch 15

In this schedule—

3rd street, means the first community card.

3rd street wager, see section 12.

4th street, means the second community card.

4th street wager, see section 13.

5th street, means the third and final community card.

5th street wager, see section 14.

ante wager, means a wager made by a person to enable the person to take part in a round of play of the game as a player.

community cards, means the three cards dealt to the designated playing area.

continuing player, means a player who has made an ante and street wager(s) and has not folded.

face value, of a card, means—

(a) the number of the card, namely, 2, 3, 4, 5, 6, 7, 8, 9 or 10: or

(b) the type of card, namely, jack, queen, king or ace.

fold, means to stop taking part in the round of play.

hole cards, means the two cards dealt to each player which remain concealed from other players.

***player's hand**,* means the hand comprising of the player's hole cards and the community cards.

***poker hands**,* see section 3.

***stand-off**,* means where a wager shall neither win nor lose, see section 17.

***void**,* means invalid with no result.

3 Ranking and meaning of poker hands

(1) The ranking of poker hands, from lowest to highest, is as follows;

Poker hand	Cards
Odd card hand	Any combination of 5 cards, other than another poker hand mentioned in this section
1 pair	2 cards with the same face value and 3 odd cards
2 pairs	2 cards with the same face value, another 2 cards with the same face value (other than the face value of the first 2 cards) and 1 odd card
3 of a kind (Trips)	3 cards with the same face value and 2 odd cards
Straight	5 cards of more than 1 suit running consecutively in face value
Flush	5 cards of the same suit but not running consecutively in face value
Full House	3 cards with the same face value and another 2 cards with the same face value (other than the face value of the first 3 cards)
4 of a kind (Quads)	4 cards with the same face value and 1 odd card
Straight Flush	5 cards of the same suit running consecutively in face value, other than a royal flush
Royal Flush	10, jack, queen, king and ace of the same suit

(2) The poker hands have the meaning given opposite the hand.

(3) The ranking of cards, from lowest to highest, is 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

(4) If any player has an: ace, 2, 3, 4 and 5, the ace must rank as 1.

(5) All suits of cards are of equal value.

Part 2 Table layout and equipment

4 Table and layout

(1) Mississippi stud poker is played at a table with places for players on 1 side and a place for the dealer on the opposite side.

(2) The layout cloth covering the table must have on it-

(a) the name of, or logo of, the casino or gaming room; and

(b) an area for the community cards; and

(c) rectangular, circular or oval areas for wagers.

(3) The areas for wagers must be marked-

(a) for ante wagers- by the word ‘ante ‘or ‘A ‘; and

(b) for 3rd street wagers—by the words ‘3rd street’ or ‘3rd’; and

(c) for 4th street wagers—by the words ‘4th street’ or ‘4th’; and

(d) for 5th street wagers—by the words ‘5th street’ or ‘5th’.

(4) The layout for the table is the layout in diagram 15 or a similar layout approved by the chief executive.

(a) If the chief executive has approved a change to the betting areas, for additional gaming wagers, the betting areas as approved.

5 Equipment

The table for the game must be equipped with a dealing shoe or a mechanical shuffling device.

Part 3 Preparing the game

6 Cards

(1) Mississippi stud poker is played with 1 deck of 52 cards, with backs of the same colour and design and 1 cutting card.

(2) However, if a mechanical shuffling device is in use at a table –

(a) the device may be loaded with one deck of cards while another deck is used in play; and

(b) the backs of the 2 decks of cards must have different colours; and

(c) the discard rack must only contain the cards from 1 deck at a time.

7 Procedures for inspecting, shuffling and cutting cards

(1) Cards must be inspected and shuffled—

(a) under the provisions of this part; and

(b) under the approved control system for the casino.

(2) Before being used in play, the cards must be inspected to check for marks and imperfections and that each deck of cards contains the correct cards.

(3) If a player asks to inspect the cards when the cards are first placed on the table for play, the dealer must spread the cards face up on the table to enable a person inspecting them to see if each deck of cards is complete.

(4) The cards must be shuffled—

(a) before being used in play; and

(b) at the end of each round of play.

(5) If the cards have been shuffled manually by the dealer, the dealer must cut the cards and place them with the cutting card into a dealing shoe.

Part 4 Placing wagers & playing the game

8 Placing ante wagers

Before a round of play starts, each player must make an ante wager.

9 How wagers are made

(1) All wagers must be made by placing chips in the areas for wagers on the table.

(2) A player must not wager on more than 1 hand in a round of play.

(3) Only 1 wager may be accepted on each area for wagers.

(4) After the first card of a round of play has been removed from the dealing shoe or mechanical shuffling device, a person must not change, take away or touch a wager until a decision about the wager is made, and the wager is dealt with, by the dealer.

10 Player's cards to be in full view of dealer

A player's cards must be in full view of the dealer during a round of play.

11 Dealing the hole cards

(1) After all ante wagers for a round of play have been made, the dealer must deal cards by starting from the dealer's left and continuing clockwise around the table.

(2) The cards must be dealt in 1 of the following ways provided for under the approved control system for the casino—

(a) Where a card shoe is in use, the cards shall be dealt in the following manner –

(i) one card face down to each playing area containing an 'Ante Wager'; and

(ii) in sequence, a second card face down to each playing area containing an 'Ante Wager'.

(iii) After all hole cards have been dealt, the players may

look at their cards.

(iv) Dealing the '3rd Street'. After all '3rd Street Wagers' have been made, the dealer shall deal the first community card face up.

(v) Dealing the '4th Street'. After all '4th Street Wagers' have been made, the dealer shall deal the second community card face up.

(vi) Dealing the '5th Street'. After all '5th Street Wagers' have been made, the dealer shall deal the third and final community card face up.

(b) When a shuffling device is in use, the cards shall be dealt face down in the following manner –

(i) the community cards stacked and placed on the 3rd Street card box; and

(ii) the dealer shall then spread the community cards across the designated playing areas with the top card on 5th Street, second card on 4th Street and bottom being left on 3rd Street, then

(iii) two cards at a time to each playing area containing an 'Ante Wager'.

(iv) After all hole cards have been dealt; the players may look at their cards.

(v) Dealing the '3rd Street'. After all '3rd Street Wagers' have been made, the dealer shall reveal the first community card.

(vi) Dealing the '4th Street'. After all '4th Street Wagers' have been made, the dealer shall reveal the second community card.

(vii) Dealing the '5th Street'. After all '5th Street Wagers' have been made, the dealer shall reveal the third and final community card.

12 Players may look at hole cards and fold or place a 3rd street wager

(1) After all the hole cards have been dealt, the players may look at

their cards.

(2) A player may decide to fold or make a wager to play in the round of play, the player must place the wager (the 3rd street wager) in the appropriate area for play wagers on the table and place the cards face down on the table.

(3) A player's 3rd street wager must be 1x, 2x or 3x their ante wager.

(4) After all players have folded or placed their 3rd street wager under subsection 12(2), the dealer must deal in accordance with section 11(2)(a) or 11(2)(b).

13 Player may fold or place a 4th street wager

(1) After the 3rd street card has been dealt, a player may—

(a) fold; or

(b) place a wager (the 4th street wager) in the appropriate area for 4th street wagers on the table.

(2) A player's 4th street wager must be 1x, 2x or 3x their ante wager.

(3) After all players have folded or placed a 4th street wager under subsection 13(1), the dealer must deal in accordance with section 11(2)(a) or 11(2)(b).

14 Player may fold or place a 5th street wager

(1) After the 4th street card has been dealt, a player may-

(a) fold; or

(b) place a wager (the 5th street wager) in the appropriate area for 5th street wagers on the table.

(2) A player's 5th street wager must be 1x, 2x or 3x their ante wager.

(3) After all players have folded or placed a 5th street wager under subsection 14(1), the dealer must deal in accordance with section 11(2)(a) or 11(2)(b).

15 Deciding the poker ranking of player's hand

After dealing the 5th street card, the dealer, starting on the dealer's right and continuing anticlockwise around the table, must—

(a) turn the hole cards of each player face up; and

(b) decide the poker ranking of the player's hand.

Part 5 Deciding the outcome of wagers and paying winning wagers

16 Payment odds for winning ante, 3rd, 4th and 5th street wagers

The payment odds for winning ante, 3rd, 4th and 5th street wagers are as follows—

Winning Wager	Payment odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Jacks or better	1 to 1
Pairs of 6's to 10's	Stand-off

*If the hand ranking is a pair of 5's or lower the hand loses.

17 Player's hand—when it wins, loses or is a stand off

(1) If a player's hand wins, the dealer must—

(a) pay the ante, 3rd, 4th and 5th street wagers at the odds mentioned in section 16; and

(b) collect the player's cards and place them in the table's discard rack.

(2) If a player's hand loses, the dealer must—

(a) collect the ante, 3rd, 4th and 5th street wagers for the hand; and

(b) collect the player's cards and place them in the table's discard rack.

(3) If a player's hand is a stand off—

(a) the player's wagers for the hand neither win nor lose under this section; and

(b) the dealer must collect the player's cards and place them in the table's discard rack.

Part 6 Irregularities

18 Wagers over or under permissible wager amount

(1) If while acting on the hands, the dealer becomes aware that the 'Ante ' wager is –

(a) more than the maximum allowable Ante wager - the dealer must return the excess amount to the player and take or pay the wager accordingly; or

(b) less than the required minimum Ante wager - the dealer must take or pay according to the amount wagered and tell the player that for subsequent rounds of play the Ante wager must meet the required minimum bet.

(2) If, while acting on the hands, the dealer becomes aware that a 3rd, 4th or 5th bet wager is –

(a) more than 3 times the amount of the ante wager—the dealer must give the excess amount to the player and take or pay the wager accordingly; or

(b) less than the amount of the ante wager—the dealer must take or pay according to the amount wagered and tell the player that for subsequent rounds of play the player's 3rd, 4th, or 5th bet wager must be 1x, 2x, or 3x the amount of the player's ante wager.

19 Cards dealt with no ante wager

If a card or cards are dealt to a player who has not placed an ante

wager—

(a) the player's hand is void; and

(b) all players at the table must be given the option of retracting their wagers.

20 Player wagering on more than 1 betting area

If a player has been dealt more than 1 hand in a round of play—

(a) the player's hand, for the round of play, is the first hand dealt to the player; and

(b) other hands dealt to that player are void, with corresponding wagers returned to the player; and

(c) all players at the table must be given the option of retracting their wagers.

21 Incorrect number of cards

(1) If an incorrect number of hole cards is dealt to any player; or an incorrect number of community cards are dealt and none of the players have looked at their cards –

(a) the round of play is void; and

(b) the dealer must immediately tell a gaming supervisor; and

(c) the gaming supervisor must direct the dealer to count the cards to verify there are 52; and

(d) if the dealer finds the deck does not contain 52 cards—a gaming manager must notify an inspector.

(2) If an incorrect number of hole cards is dealt to any player; or an incorrect number of community cards are dealt and any player has looked at their cards—

(a) the dealer must immediately tell a gaming supervisor; and

(b) the gaming supervisor must direct the dealer to count the cards to verify there are 52.

(3) If the dealer finds the deck does not contain 52 cards—

(a) a gaming manager must notify an inspector; and

(b) the round of play is void; and

(c) all wagers placed for the round of play must be returned to the players.

(4) If the dealer finds the deck contains 52 cards and the number of community cards is incorrect—

(a) the dealer must declare the round as void; and

(b) all wagers placed for that round of play must be returned to the players

(5) If the dealer finds the deck contains 52 cards and the number of player's hole cards is incorrect—

(a) the player's hand is void; and

(b) all wagers placed for the hand must be returned to the player; and

(c) all players at the table must be given the option of retracting their wagers.

22 Effect of a card being exposed during a deal

If any card is exposed during the initial deal, the round of play is void.

23 Card placed in incorrect position

If a card has been placed in an incorrect position on the layout and no further cards have been dealt for the round of play—

(a) the card must be moved to its correct position on the layout; and

(b) the round of play continues in the usual way.

24 Community cards

(1) If the dealer exposes 1 or more of the community cards prior to all players having made a decision whether to fold or place a street wager, then –

(a) the exposed card(s) will remain face up; and

(b) players who have already made a decision will be given the opportunity to change their decision; and

(c) players who had not already made a decision will be given the opportunity to do so; and

(d) the round of play will then continue.

(2) If the dealer exposes the wrong community card, this exposed card will remain exposed and become the card which should have been exposed and play will continue.

25 General

(1) Where a player or players are suspected of viewing another player's hole cards or collecting information from another player(s), a casino supervisor may:

(a) direct the player or players concerned to play their hand prior to other players handling their cards;

(b) restrict players suspected of collusion from playing together at the same table;

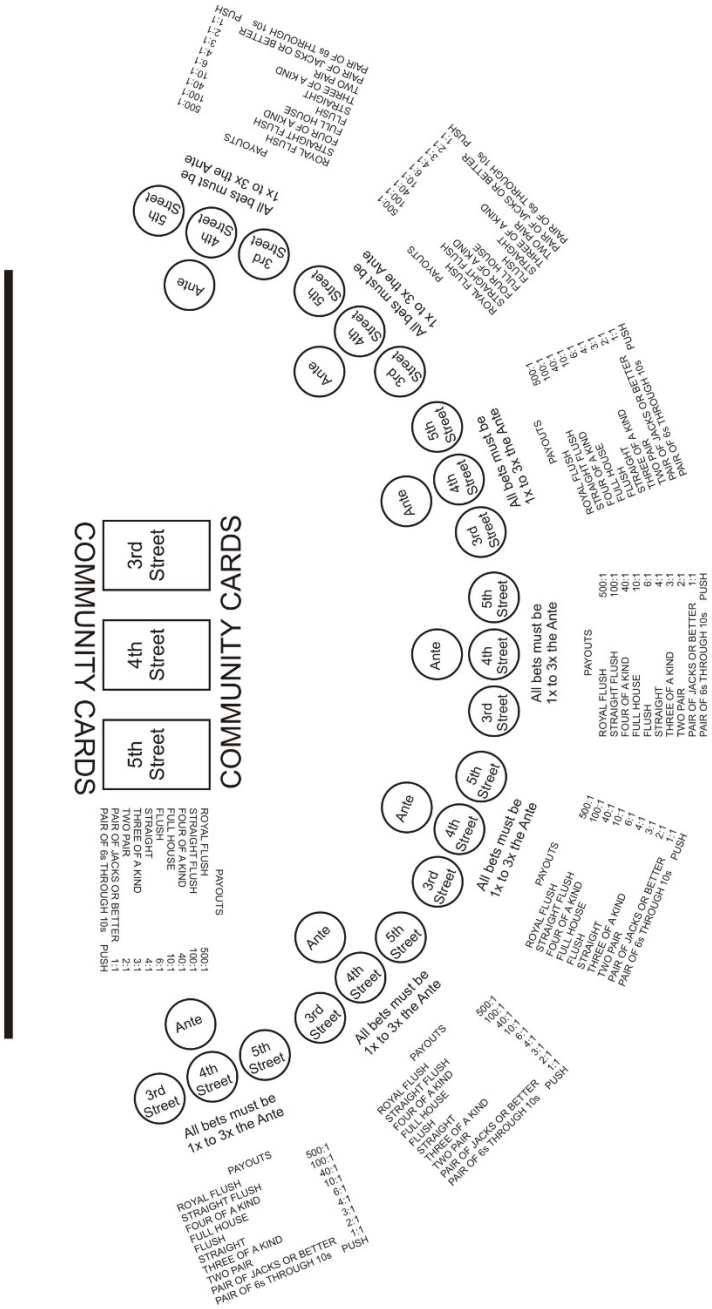
(c) direct the players on a table to speak English only at all times;

(d) remove the player(s) from participating in the game.

(2) Where a player makes a wager and is not present to make a decision in regard to the cards dealt to their playing area, then that hand shall be deemed to be folded and all wagers shall be forfeited and the cards spread and placed in the discard rack.

Diagram 15 —Mississippi stud poker table layout

Section 4(4)



Schedule 16 Electronic Table Games

1 Conducting and playing electronic table games

This schedule applies to any table game able to be played on a player terminal using a gaming system approved by the chief executive.

2 Playing table games on a player terminal

(1) Table games played on a player terminal are to be played in accordance with the rules for the game and any additional requirements in this schedule.

(2) A fully automated table game product that resembles or is based upon an existing table game must closely match player expectations with regard to appearance and rules.

(3) For each game for which player terminals are used, the chief executive must approve the maximum number of player terminals for that game.

3 Player terminal

(1) A player terminal must display a layout similar to the layout shown for the game or other layout as approved by the chief executive.

(2) A player terminal also must display the following information—

(a) the minimum and maximum permissible wagers;

(b) areas to show boxes for applicable wagers;

(c) when a player may place bets;

(d) the words ‘no more bets’ when a player may not place a bet;

(e) the total number of credits available to the player;

(f) the number of credits bet by the player for the previous round of play;

(g) the winning result for the previous round of play;

(h) the number of credits won by the player for the previous round of play;

(i) a help button to provide information on how to play.

(3) The player terminal must not accept a wager or a change to or withdrawal of a wager after 'no more bets' has been displayed.

4 Playing

(1) A player plays the game using a player terminal.

(2) A player may buy in at a player terminal by inserting either cash, voucher, or other cash equivalent approved by the chief executive that will automatically credit to the credit meter on the player terminal.

(3) Where multiple games are available on a player terminal, the player may place bets on all games available on the player terminal concurrently, as approved by the chief executive.

5 How wagers are made and changed

(1) The player makes a wager by touching an area on the player terminal designated for making wagers.

(2) The player may make, change or withdraw a wager during the wagering period until the words 'no more bets' are displayed on the player terminal.

(3) Bets must be placed according to the rule for the game and in accordance with the bet limits set by the casino operator.

(4) A wagering period will apply during which a countdown of the remaining time for the round of play must display on the player terminal.

6 No unauthorised interference with gaming equipment

During play a person, other than a dealer, attendant or gaming supervisor, involved in the conduct of the game, must not interfere with—

(a) the operation of a player terminal; or

(b) any other equipment used for the game.

7 Dealing with wagers

(1) In a game, the winning result must be displayed on the player terminal.

(2) The layout displayed on the player terminal must be cleared of losing wagers.

(3) If the player has made a winning wager—

(a) the wager and the player's winnings must be displayed on the player terminal;

(b) the player's winnings must be added to the total of the player's credits; and

(c) the player's winning wager must be added to the total of the player's credits once collected and the total of the credits must be displayed on the player terminal.

(4) In this section—

collect means the clearance of all wagers from play onto the player's credit total.

8 Minimum and maximum wagers on electronic table game

The amount of the minimum and maximum wager set by a casino operator for a game may be different between each player terminal.

9 Payments

(1) This section applies when a player seeks payment of the player's credits from a player terminal.

(2) The player terminal may dispense a voucher, or other cash equivalent, for the value of credits due to the player.

(3) If a player terminal does not dispense a voucher, or automatically transfer the credits to a player card/account, an attendant or gaming manager must either—

(a) give the player a voucher for the value of the credits

due; or

(b) give the player in chips to the value of credits due r.

(c) The player may redeem a voucher with the casino operator for an amount equivalent to the value of the credits stated in the voucher or in another way approved by the chief executive.

10 Irregularities – player terminal

(1) This section applies to an electronic table game if, after the result has been determined—

(a) the winning result is not displayed on the player terminal; or

(b) the result is incorrectly displayed on the player terminal.

(2) Where a gaming manager has reason to believe that an incorrect result has been entered into the game system or communicated to the player terminal, they shall cause the results to be recalculated on the basis of the actual outcome.

(3) If the correct result cannot be displayed to implement the correct payment, then the gaming manager must ensure the payments for the round of play are paid correctly.

(4) Where in the opinion of the casino operator an amount has been credited to a player by a player terminal or game system;

(a) as a result of the terminal or game system malfunctioning; or

(b) after a terminal or the game system has malfunctioned and before it has been repaired, the casino operator may refuse to pay or credit the player with the amount.

Schedule 17 Additional Gaming Wagers

section 3(2)

Part 1 Preliminary

1 Conducting and playing additional gaming wagers

This schedule states the rules for conducting and playing optional additional gaming wagers.

2 Definitions for sch 17

In this schedule—

additional gaming wager means an optional bet offered on nominated table games.

coloured pair means a pair comprised of—

(a) 2 red cards of different suits; or

(b) 2 black cards of different suits.

game wager means a wager placed on the base game where an additional wager is offered.

mixed pair means a pair comprised of 1 red card and 1 black card.

perfect pair means a pair comprised of cards of the same suit.

standoff for dragon bonus means the banker's hand and the player's hand are each a natural and have the same point count.

3 Irregularities

Refer to the individual game schedule for dealing with irregularities for additional gaming wagers.

Part 2 Perfect pairs

4 Applicable casino games for perfect pairs

Perfect pairs is an additional gaming wager for the following casino games:

(a) baccarat

(b) blackjack

(c) spanish blackjack

(d) blackjack challenge

(e) soft 17 blackjack

5 Perfect pairs wager

(1) A player may place a perfect pairs wager if the betting areas for wagers on the layout provide for perfect pairs wagers.

(2) A perfect pairs wager must be at least the minimum amount, and not more than the maximum amount, for perfect pairs wagers.

(3) At a table – a maximum of 3 perfect pairs wagers may be allowed per box and preference for placing a perfect pairs wager is given to the players who have also placed a g a m e wager.

(4) A casino operator may permit, subject to Schedule 1 part 2, section 6, more than 3 perfect pairs wagers per box for Baccarat and preference for placing a perfect pairs wager is given to the players who have also placed a baccarat wager.

6 Baccarat

(1) A perfect pairs wager on the banker's hand wins if the first 2 cards dealt to the banker's hand are a pair.

(2) A perfect pairs wager on the player's hand wins if the first 2 cards dealt to the player's hand are a pair.

(3) A perfect pairs wager on the banker's hand loses if the first 2 cards dealt to the banker's hand are not a pair.

(4) A perfect pair wager on the player's hand loses if the first 2 cards dealt to the player's hand are not a pair.

7 Blackjack and blackjack derivative games

(1) Perfect pairs wagers on blackjack or blackjack derivative games may only be placed on boxes containing a game wager.

(2) A perfect pair wager wins if the first 2 cards dealt to the hand on which the wager was placed are a pair.

(3) A perfect pair loses if the first 2 cards dealt to the hand on which the wager was placed do not comprise a pair.

(4) After each player has been dealt the player's first 2 cards, the dealer must—

(a) take away all losing perfect pairs wagers; and

(b) make a payout to each player who has placed a winning perfect pairs wager.

8 Perfect pairs payouts – all applicable games excluding Spanish blackjack

Winning perfect pairs wagers must be paid as follows—

(a) If the game is played with 6 decks—

(i) for a mixed pair – 5 to 1; and

(ii) for a coloured pair – 10 to 1; and

(iii) for a perfect pair – 30 to 1.

(b) If the game is played with 8 decks—

(i) for a mixed pair – 6 to 1; and

(ii) for a coloured pair – 12 to 1; and

(iii) for a perfect pair – 25 to 1.

9 Perfect pair payouts – Spanish blackjack only

Winning perfect pairs wagers must be paid as follows—

(a) If the game is played with 6 decks—

(i) for a mixed pair – 5 to 1; and

(ii) for a coloured pair – 10 to 1; and

(iii) for a perfect pair – 25 to 1.

(b) If the game is played with 8 decks—

(i) for a mixed pair – 6 to 1; and

(ii) for a coloured pair – 12 to 1; and

(iii) for a perfect pair – 20 to 1.

Part 3 Dragon Bonus

10 Applicable casino games for dragon bonus

Dragon bonus is an additional gaming wager for baccarat.

11 Dragon bonus wagers

For a dragon bonus wager, a player wagers that—

(a) if the wager is placed on the betting area for the banker's hand, either of the following will happen—

(i) the banker's hand will be a natural and win;

(ii) the banker's hand will not be a natural and win with a point count 4 or more points greater than the player's hand point count; or

(b) if the wager is placed on the betting area for the player's hand, either of the following will happen—

(i) the player's hand will be a natural and win;

(ii) the player's hand will not be a natural and win with a point count 4 or more points greater than the banker's hand point count.

12 Placing a dragon bonus wager

(1) A player may place a dragon bonus wager if the betting areas for wagers on the layout provide for dragon bonus wagers.

(2) Also, a player may place a dragon bonus wager in any player's betting area at the table.

(3) A dragon bonus wager must be at least the minimum amount, and

not more than the maximum amount, displayed for dragon bonus wagers.

(4) At a table – A casino operator may permit, subject to Schedule 1 part 2, section 6, more than 3 dragon bonus wagers per box and preference for placing a dragon bonus wager is given to the players who have also placed a baccarat wager.

13 Winning and losing dragon bonus wagers

(1) A dragon bonus wager on the banker's hand—

(a) wins if the banker's hand has a point count higher than the player's hand and—

(i) is a natural; or

(ii) is not a natural and has 4 or more points higher than the point count of the player's hand; and

(b) loses if the banker's hand has a point count lower than the player's hand and -

(i) is a natural; or

(ii) is not a natural and has a point count less than 4 points higher than the player's hand; and

(c) is void if there is a stand off.

(2) A dragon bonus wager on the player's hand—

(a) wins if the player's hand has a point count higher than the banker's hand and—

(i) is a natural; or

(ii) is not a natural and has 4 or more points higher than the point count of the player's hand; and

(b) loses if the player's hand has a point count lower than the banker's hand and –

(i) is a natural; or

(ii) is not a natural and has a point count less than 4 points higher than the banker's hand; and

(c) is void if there is a stand off.

(3) A dragon bonus wager that is void under subsection (1)(c) or 2(c)

is returned to the player who made the wager.

14 Payouts

A winning dragon bonus wager in a game of baccarat must be paid as follows—

(a) for a winning hand that is a natural—1 to 1;

(b) For a winning hand that is not a natural and wins by

(i) 9 points—30 to 1; or

(ii) 8 points—10 to 1; or

(iii) 7 points—6 to 1; or

(iv) 6 points—4 to 1; or

(v) 5 points—2 to 1; or

(vi) 4 points—1 to 1.

Part 4 Player pair or banker pair

15 Applicable casino games for player pair or banker pair

Player pair or banker pair is an additional gaming wager for Baccarat.

16 Player pair or banker pair wager

For a player pair or banker pair wager, a player wagers that—

(a) if the wager is placed on the betting area for the banker pair, the first 2 cards dealt to the banker's hand will be a pair; or

(b) if the wager is placed on the betting area for the player pair, the first 2 cards dealt to the player's hand will be a pair.

17 Placing a player pair or banker pair wager

(1) A player may place a player pair or banker pair wager if the betting areas for wagers on the layout provide for player pair or banker pair wagers.

(2) A player pair or banker pair wager must be at least the minimum

amount, and not more than the maximum amount, for player pair or banker pair wagers.

(3) At a table – A casino operator may permit, subject to Schedule 1 part 2, section 6, more than 3 player pair or banker pair wagers per box and preference for placing a player pair or banker pair wager is given to the players who have also placed a baccarat wager.

18 Winning and losing player pair or banker pair wagers and payouts

(1) A banker pair wager on the banker's hand wins if the first 2 cards dealt to the banker's hand are a pair.

(2) A player pair wager on the player's hand wins if the first 2 cards dealt to the player's hand are a pair.

(3) Winning player pair or banker pair wagers in a game of baccarat must be paid as follows

(a) for a player pair—11 to 1;

(b) for a banker pair—11 to 1.

(4) A banker pair wager on the banker's hand loses if the first 2 cards dealt to the banker's hand are not a pair.

(5) A player pair wager on the player's hand loses if the first 2 cards dealt to the player's hand are not a pair.

Part 5 Super 6

19 Applicable casino games for super 6

Super 6 is an additional gaming wager for baccarat.

20 Super 6 wager

For a super 6 wager, a player wagers on the banker's hand to win with a point count of 6, with any other outcome being a loss.

21 Placing a super 6 wager

(1) A player may place a super 6 wager if the betting areas for wagers on the layout provide for super 6 wagers.

(2) A super 6 wager must be at least the minimum amount, and not more than the maximum amount, for super 6 wagers.

(3) At a table – A casino operator may permit, subject to Schedule 1 part 2, section 6, more than 3 super 6 wagers per box and preference for placing a super 6 wager is given to the players who have also placed a baccarat wager.

22 Winning and losing super 6 wagers and payouts

(1) A super 6 wager wins if the banker's hand wins with a point count of 6.

(2) Winning super 6 wagers in a game of baccarat must be paid at 15 to 1.

(3) A super 6 wager loses if the:

(a) banker's hand wins with a point count other than 6;

(b) the player's hand wins; or

(c) the result is a tie.

Part 6 Super sevens

23 Applicable casino games for super sevens

Super sevens is an additional gaming wager for blackjack.

24 Additional super sevens wager

A player may choose to place an additional wager if the boxes for wagers on the layout provide for super sevens wagers.

25 Placing a super sevens wager

(1) For a round of play, a player may place a super sevens wager on any box on which the player has placed a blackjack wager.

(2) The wager must be placed before any cards are dealt in the round of play.

26 Winning and losing super sevens wagers and payouts

(1) A super sevens wager wins if –

(a) the first, second and third cards dealt to the player placing the wager are all sevens; or

(b) the first and second cards dealt to the player placing the wager are both sevens, but the wager does not win under paragraph (a); or

(c) the first card dealt to the player placing the wager is a seven, but the wager does not win under paragraph (a) or (b).

(2) Winning super seven wagers have the following payouts

(a) for 3 sevens—

(i) if the 3 sevens are all the same suit, 5000 to 1;

(ii) if the 3 sevens are not all the same suit, 500 to 1;

(b) for 2 sevens—

(i) if the 2 sevens are both the same suit, 100 to 1;

(ii) if the 2 sevens are not both the same suit, 50 to 1;

(c) for 1 seven, 3 to 1.

(3) A super seven wager loses if the first card dealt to the player placing the wager is not a seven.

27 Dealing with super seven wagers

(1) After each player has been dealt the player's first 2 cards, the dealer takes away all losing super sevens wager.

(2) The dealer than makes payouts to each player whose first card is a seven but whose second card is not seven.

(3) The dealer then goes on to deal with each player in the usual way for blackjack.

(4) If a player with 2 sevens declines a third card, the dealer immediately makes a payout for the player's super sevens wager.

(5) If a player with 2 sevens takes a third card and it is a seven, the dealer immediately makes a payout for the player's winning super sevens wager.

(6) If a player with 2 sevens takes a third card and it is not a seven, but the player does not bust, the dealer immediately makes a payout for the player's winning super seven wager.

(7) If a player with 2 sevens takes a third card and busts, the dealer takes away the player's blackjack wager, then makes a payout for the player's winning super sevens wager, and takes away the player's cards.

28 Splitting sevens

(1) If a player who makes a super sevens wager splits 2 sevens, the player's super sevens result is decided from the 2 sevens that were split and the next card dealt to the player as the second card to the first of the split sevens.

(2) The dealer makes a payout for the super sevens wager immediately the result is decided.

29 Two or more players on a box

(1) If 2 or more players place a blackjack wager on a box and the player controlling the box is permitted to make a super sevens wager, the other player or players may also make super sevens wagers, but the right of the player controlling the box to make decisions about the cards to be dealt is not affected.

(2) If the player controlling the box splits a pair of sevens, the cards that decide the super sevens result for the player controlling the box also decide the super sevens result for another player placing a blackjack wager on the box, whether or not the player chooses to make an additional wager to cover each split card.

Part 7 Bonus blackjack

30 Applicable casino games for bonus blackjack

Bonus blackjack is an additional gaming wager for blackjack and may only be played if either 6 or 8 decks of cards are used for the game of blackjack.

31 Bonus blackjack wager

A player may choose to place an additional $1 wager if;

(a) the boxes for wagers on the layout provide for bonus blackjack, and

(b) a sign at the table shows the amounts of the bonus blackjack payouts for the table.

32 Placing a bonus blackjack wager

(1) Only the player controlling a box may make a bonus blackjack wager.

(2) The wager must be placed before any cards in a round are removed from the shoe.

(3) The wager is made by placing chips in the appropriate area of the layout.

33 Winning bonus blackjack wagers and payouts

(1) A bonus blackjack wager wins if;

(a) 4 cards are dealt to the player placing the wager, and 3 of the 4 cards are fives and the other card is a six; or

(b) 3 cards are dealt to the player placing the wager and they are all sevens; or

(c) 3 cards are dealt to the player placing the wager and 1 card is a six, 1 card is a seven and 1 card is an eight; or

(d) a nominated blackjack is dealt to the player placing the wager.

(2) Winning bonus blackjack wagers have the following payout

amounts—

(a) for 3 fives and a six—

(i) if the 4 cards are all the same suit—$25000;

(ii) if the 4 cards are not all the same suit—$1500;

(b) for 3 sevens—

(i) if the 3 cards are all the same suit—$5000;

(ii) if the 3 cards are not all the same suit—$500;

(c) for a six, a seven and an eight—

(i) if the cards are all the same suit—

(A) if 8 decks are in use for the game of blackjack—$750; or

(B) if 6 decks are in use for the game of blackjack—$800; or

(ii) if the cards are not all the same suit—$50;

(d) for a nominated blackjack—$175.

(3) In this section –

nominated blackjack means a blackjack consisting of an ace and a 10 point value card of a suit nominated for the round of play on a sign on the table.

34 Dealing with bonus blackjack wagers

(1) If the dealer settles a winning blackjack wager for the player and the dealer has blackjack, the dealer must—

(a) if the player's bonus blackjack wager is not a winning bonus blackjack wager—take away the bonus blackjack wager; or

(b) if the bonus blackjack wager is a winning bonus blackjack wager—also settle the winning bonus blackjack wager.

(2) If the player's bonus blackjack wager can not be a winning bonus blackjack wager, the dealer must take away the wager as soon as it is evident no more cards are to be dealt to the player.

(3) If the player's bonus blackjack wager is a winning bonus

blackjack wager, but subsection (1) does not apply, the dealer must leave the wager in place.

(4) If the player's bonus blackjack wager is left in place under subsection (3), the dealer must settle it after all players' blackjack wagers have been settled.

35 Splitting cards

If a player who makes a bonus blackjack wager splits 2 cards, the player's bonus blackjack result is decided from the hand dealt to the first of the split cards.

Part 8 3 card bonus

36 Applicable casino games for 3 card bonus

3 card bonus is an additional gaming wager for mississippi stud poker.

37 3 card bonus wager

(1) A 3 card bonus wager applies to only the 3 community cards on mississippi stud poker.

(2) A player may place a 3 card bonus wager if the betting areas for wagers on the layout provide for 3 card bonus wagers.

(3) A 3 card bonus wager must be at least the minimum amount, and not more than the maximum amount, displayed for 3 card bonus wagers.

38 Players hand when it wins or loses

A wager placed on 3 card bonus will remain in play even if a player elects to fold and will –

(a) win, where the community cards are of a poker ranking of a pair or higher;

(b) lose, where the community cards are of a poker ranking less than a pair.

39 Payout odds for winning 3 card bonus wagers

The payment odds for winning 3 card bonus wagers are as follows –

Winning wager	Odds
Straight flush	40 to 1
Three of a kind	25 to 1
Straight	6 to 1
Flush	4 to 1
Any pair	1 to 1

Part 9 Any pair wagers

40 Applicable casino games for any pair wagers

Any pair wager is an additional gaming wager for the following casino games—

(a) baccarat

(b) blackjack

(c) blackjack challenge

(d) soft 17 blackjack

41 Any pair wager

A player may choose to place an additional wager if the boxes for wagers on the layout provide for any pair wagers (an any pair wager).

42 Playing any pair

(1) An any pair wager may only be placed on boxes containing a game wager

(2) The player placing the original wager must be given an opportunity to place an any pair wager before any other person is allowed to place an any pair wager on the box.

(3) An any pair wager for a round of play must be placed before any

cards are dealt in the round of play.

(4) An any pair wager must be at least the minimum amount, and not more than the maximum amount, displayed on the sign at the table about any pair wagers.

(5) At a table – a maximum of 3 any pair wagers may be allowed per box and preference for placing a perfect pair wager is given to the players who have also placed a game wager.

(6) A casino operator may permit, subject to Schedule 1 part 2, section 6 more than 3 any pair wagers per box for Baccarat and preference for placing an any pair wager is given to the players who have also placed a baccarat wager.

43 Winning and losing any pair wagers and payouts

(1) An any pair wager wins if the first two cards dealt to the hand on which the wager was placed are a pair.

(2) Winning any pair wagers must be paid at the odds of 11 to 1.

(3) An any pair wager loses if the first 2 cards dealt to the hand on which the wager was placed does not comprise a pair.

44 How any pair wager dealt with

(1) After each player has been dealt the player's first 2 cards, the dealer must -

(a) take away all losing any pair wagers; and

(b) make a payout to each player who has placed a winning any pair wager.

(2) The dealer then goes on to deal with each player in the usual way for the game.

Part 10 Lucky Lucky

45 Applicable casino games for lucky lucky

A lucky lucky wager is an additional gaming wager for the following casino games—

(a) blackjack

(b) blackjack challenge

(c) soft 17 blackjack

46 Lucky lucky wager

A player may choose to place an additional wager if the boxes for wagers on the layout provide for lucky lucky wagers.

47 Playing lucky lucky

(1) A lucky lucky wager may only be placed on boxes containing a game wager.

(2) The player placing the original wager must be given an opportunity to place a lucky lucky wager before any other person is allowed to place a lucky lucky wager on the box.

(3) A lucky lucky wager for a round of play must be placed before any cards are dealt in the round of play.

(4) A lucky lucky wager must be at least the minimum amount, and not more than the maximum amount, displayed on the sign at the table about lucky lucky wagers.

48 Winning and losing any pair wagers and payouts

(1) Where the player's first two cards and the dealer's first card make a total of 19, 20 or 21 as specified in the Lucky Lucky Pay Table, any Lucky Lucky wagers placed on that hand win, and be paid at the appropriate odds.

(2) Where the player's first two cards and the dealer's first card do not win as per the Lucky Lucky Pay Table, any Lucky Lucky wager placed on that hand lose, and be collected by the dealer.

(3) Losing Lucky Lucky wagers will be collected and placed in the float tray by the dealer, and winning Lucky Lucky wagers paid by the dealer at the completion of the initial deal.

(4) If a Lucky Lucky wager qualifies for more than one win event, the bet will be paid for the highest win event only.

Hand	Pay table 1	Pay table 2	Pay table 3
Suited 7,7,7	200 to 1	200 to 1	200 to 1
Suited 6,7,8	100 to 1	100 to 1	100 to 1
Unsuited 7,7,7	50 to 1	50 to 1	50 to 1
Unsuited 6,7,8	30 to 1	30 to 1	30 to 1
Suited 21	10 to 1	15 to 1	10 to 1
Unsuited 21	3 to 1	3 to 1	3 to 1
Any 20	2 to 1	2 to 1	2 to 1
Any 19	2 to 1	1 to 1	1 to 1

Part 11 Tiger Baccarat

49 Applicable casino games for tiger baccarat wagers

Tiger baccarat wagers are additional gaming wagers for baccarat.

50 Placing a tiger baccarat wager

(1) A player may choose to place one or more additional wagers if the boxes for wagers on the layout provide for tiger baccarat wagers.

(2) A tiger baccarat wager is made by placing gaming chips on the appropriate wager area of the layout.

(3) A tiger baccarat wager for a round of play must be placed before any cards are dealt in the round of play.

(4) A tiger baccarat wager must be at least the minimum amount, and not more than the maximum amount and displayed on the sign at the table.

(5) At a table – a casino operator may permit, subject to Schedule 1 part 2 section 6, more than 3 tiger baccarat wagers per box and preference for placing a tiger baccarat wager is given to the players who have also placed a baccarat wager.

51 Winning and losing tiger baccarat wagers

(1) A wager on a Tiger tie –

(a) wins if the point count of the banker's hand and the player's hand are both equal to 6.

(b) all other results shall cause the tiger tie wager to lose.

(2) A wager on small tiger –

(a) wins if the baccarat result is a win on the banker's hand with a point count of 6 with only 2 cards.

(b) all other results shall cause the small tiger wager to lose.

(3) A wager on big tiger –

(a) wins if the baccarat result is a win on the banker's hand with a point count of 6 with 3 cards.

(b) All other results shall cause the big tiger wager to lose.

(4) A wager on tiger –

(a) wins if the baccarat result is a win on the banker's hand with a point count of 6.

(i) if the winning banker's hand has 2 cards this result shall be paid as a Two Card Tiger

(ii) if the winning banker's hand has 3 cards this result shall be paid as a Three Card Tiger

(b) all other results shall cause the tiger wager to lose.

(5) A wager on tiger pair wins if the first two cards for –

(a) the banker's hand form a pair, or the player's hand forms a pair, this result shall be paid as a Single Tiger Pair.

(b) the banker's hand form a pair, and the player's hand form a pair, and the pairs are not of the same face value, this result shall be paid as a Double Tiger Pair.

(c) the banker's hand form a pair, and the player's hand form a pair, and the pairs are of the same face value, this result shall be paid as a Twin Tiger Pair.

52 Payouts

A winning tiger baccarat wager in a game of baccarat must be paid as follows –

Winning wager		**Odds**
Big Tiger		55 to 1
Small Tiger		22 to 1
Tiger Tie		45 to 1
TIGER	Three Card Tiger	22 to 1
	Two Card Tiger	12 to 1
TIGER PAIR	Twin Tiger Pair	100 to 1
	Double Tiger Pair	25 to 1
	Single Tiger Pair	4 to 1

Schedule 18 Table jackpot system

Part 1 Preliminary

1 Conducting and playing table jackpots

A casino operator may operate a progressive, mystery or set prize jackpot system on a game if the chief executive has approved the system.

The game will be played in accordance with the game schedule within this rule except where the rules of the game are inconsistent with the rules of the table jackpot system, in which case the rules of this schedule shall apply.

2 Definitions for sch 18

In this schedule—

dead man's hand *means* a hand with a pair of aces, a pair of eights and 1 odd card.

jackpot prize, for the game, means an amount worked out or stated for the game under the approved control system for the casino.

jackpot wager means a wager made by a player by placing the wager in the area for jackpot wagers on the table, or the appropriate slot, before the round of play commences.

major jackpot means a jackpot payable when a player has placed a jackpot wager and the result is the winning major jackpot for the game.

minor jackpot means a jackpot payable when a player has placed a jackpot wager and the result is the winning minor jackpot for the game.

3 Jackpot equipment

(1) The table must have—

(a) an area for a jackpot wager for each player; and

(b) an indicator to confirm that a jackpot wager has been accepted.

(c) a meter or sign that shows the amount of the jackpot prize.

(2) The layout must be substantially as shown in diagram 18, or as approved by the chief executive.

(3) The casino operator may link 2 or more tables of 1 or more games together electronically to form a 'linked jackpot arrangement', if the chief executive has approved the arrangement.

(4) The arrangement must include a jackpot meter that shows the amount of the jackpot prize for all tables under the arrangement.

4 How jackpot wagers are made

(1) Before a round of play starts each player has the option to make a jackpot wager which may be in addition to their wager on the game.

(2) A jackpot wager must be made by placing a chip of the correct denomination in the appropriate area.

(3) If a player places a chip in an area for a jackpot wager, the player must check that the jackpot wager has been confirmed. If this does not occur, the player must tell the dealer immediately.

Part 2 Poker derivate jackpot

5 Applicable casino games for the poker derivate jackpot

(1) The poker derivate jackpot may be offered as an additional gaming wager for one or more of the following casino games:

(a) Mississippi Stud

(b) Caribbean Stud

(c) Texas Hold'em Bonus

(d) Ultimate Texas Hold'em

(e) Three Card Poker.

6 Meaning of winning jackpot hand

(1) Each of the following is a ***winning jackpot hand***—

- flush
- full house
- 4 of a kind
- straight flush
- royal flush.

(2) Also, if a dead man's hand is a winning jackpot hand under a casino's approved control system, a ***winning jackpot hand*** for the casino includes a dead man's hand.

7 Determination of a winning jackpot hand

(1) The following cards determine the jackpot hand—

Game	Cards
Mississippi Stud Poker	For each player, the 2 hole cards dealt to that player, plus the 3 community cards.
Caribbean Stud Poker	For each player, the 5 cards dealt to that player.
Texas Hold'em Bonus	For each player, the 2 hole cards dealt to that player, plus the first 3 community cards dealt (known as 'the flop').
Ultimate Texas Hold'em	For each player, the 2 hole cards dealt to that player, plus the first 3 community cards dealt (known as 'the flop').
Three Card Poker	For each player, the 3 hole cards dealt to that player, plus the first 2 dealer's cards dealt in the area on the layout marked for jackpot inclusion.

8 Winning jackpot hands

(1) A player who has made a jackpot wager and has a winning jackpot hand wins the payment mentioned in section 11 for the hand.

(2) Subsection (1) applies whether or not the dealer's hand qualifies.

(3) Payments for winning jackpot hands are made after all ante and bet wagers have been collected or paid.

(4) A payment for a winning jackpot hand is in addition to a payment for any other winning wagers for that game.

(5) Before a payment mentioned in this section is made for a winning jackpot hand that is a straight flush or royal flush, the dealer must—

(a) notify the gaming supervisor; and

(b) count and sort the cards in the deck in use at the table.

(6) If the dealer finds the deck does not contain 52 cards—

(a) a gaming manager must notify an inspector; and

(b) the round of play is void; and

(c) all wagers placed for the round must be returned to the players.

9 Dealing the cards for the game of Three Card Poker

(1) The first and second cards dealt to the dealer must be dealt into an area on the layout specifically marked to indicate that those 2 cards will be used in conjunction with each player's 3 cards to determine if that player has a winning jackpot hand.

10 Meaning of closes a player's hand

(1) If a player folds while the jackpot wager remains valid, a dealer closes a player's hand by collecting the player's losing wagers and:

(a) placing the cards face down over the jackpot wagering area for that player, or;

(b) where the player clearly indicates to the dealer that they wish to stop taking part in the round of play by;

(i) individually spreading out the collected cards face down and counting them; and

(ii) placing the cards in the table's discard rack.

11 Payments for winning jackpot hands

(1) The following amounts must be paid for each winning jackpot hand—

Hand	Payment
Dead man's hand (if a dead man's hand is a winning jackpot hand under a casino's approved control system)	$50
Flush	$100
Full house	$150
4 of a kind	$500
Straight flush	The greater of $1000 or 10% of the jackpot prize; or for a set jackpot prize, the amount displayed by the casino operator.
Royal flush	The greater of $10000 or 100% of the jackpot prize; or for a set jackpot prize, the amount displayed by the casino operator.

12 More than 1 straight flush or royal flush as winning jackpot hands in a round

This section applies to a player in a round of a game who has made a jackpot wager for the round and has a straight flush or royal flush.

(1) For a set jackpot prize:

(a) If there is more than one winning straight flush or royal flush set jackpot prize hand on the same table in the same round of play, the set jackpot prize will be shared equally

between the winners.

(b) If there is a winning straight flush and a winning royal flush set jackpot prize hand on the same table in the same round of play, the respective set jackpot prizes will be paid to the respective individual winners.

(2) For a progressive jackpot prize:

(a) If there is more than one winning straight flush hand at the same time, the jackpot wins are taken in succession from the jackpot prize and will be shared equally between the straight flush winners.

(b) If there is more than one winning royal flush hand at the same time, the jackpot wins are, the jackpot amount and, for each subsequent win, a jackpot reset amount, shared equally between the royal flush winners.

(c) If there is a winning straight flush and royal flush hand at the same time, the jackpots wins are, the jackpot amount and the applicable straight flush portion of the jackpot reset amount, added together and shared as $1/11^{th}$ to the straight flush winner and $10/11^{th}$ to the royal flush winner.

(d) For the purposes of subsections (a), (b) and (c), more than one jackpot win is determined as being awarded at the same 'time' if:

(i) for jackpot wins on the same table, the wins occurred during the same round of play; or

(ii) for jackpot wins on different tables, any second or subsequent jackpot win is awarded from a deal on another table that commenced by the dealer removing the first card from the shoe prior to the first jackpot being determined on the first table, as determined by Surveillance.

(3) Table signage on all relevant tables must either include details of the way in which the jackpot prize is to be shared if 2 or more players have a winning progressive jackpot hand, or reference to this gaming rule.

Part 3 Irregularities

13 Commencing the game before jackpot wagers accepted

(1) If a dealer presses the button on the console to commence the game before allowing all players, the opportunity to place a jackpot wager—

(a) the dealer must press the button to void the game on the console; and

(b) the players who have not been given the opportunity to place a jackpot wager may do so before the dealer presses the button to commence the game again.

14 Dealing irregularities

On any round of play where the wager on the game is required to be returned to the player in accordance with the game schedule, jackpot wagers are to be returned to the player.

15 Incorrect placement of community cards used to determine winning jackpot hand

(1) On any round of play if the dealer's cards are dealt or handled in such a way that the community cards used to determine a winning jackpot hand cannot be identified, the dealer must either;

(a) where none of the players have looked at the players' cards:

(i) void the round of play; and

(ii) return all wagers placed for the round of play to the players or;

(b) where any player has looked at the player's cards;

(i) the jackpot wager will be returned for all players that have placed a jackpot wager in that round of play and;

(ii) all players at the table must be given the option of retracting their wagers.

16 Electronic failure

(1) In the event of a failure of the electronic jackpot system or a failure of the progressive jackpot meter after wagers are made and cards dealt—

(a) the round of play is void; and

(b) all jackpot wagers placed for the round must be returned to the players.

Schedule 18 – Table jackpot system (continued)

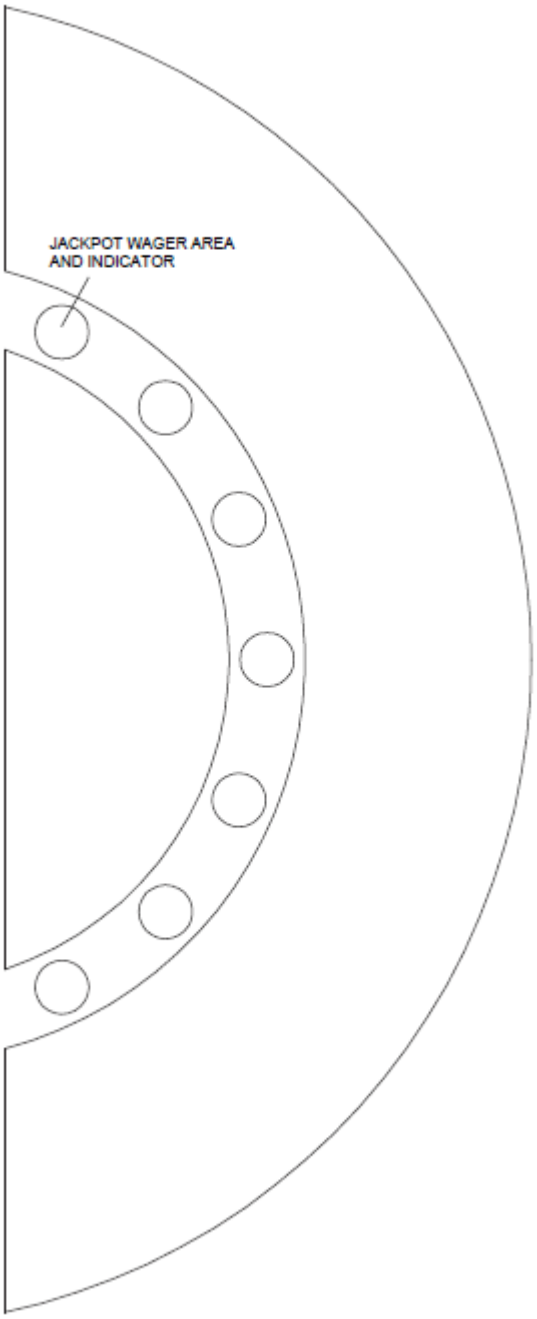



Diagram 18 —Table jackpot wager layout