

Queensland

Office of Liquor and Gaming Regulation

Casino Gaming Rule 2010

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Casino Gaming Rule 2009

[as notified in the Queensland Government Gazette on 30 July 2010]

Part 1 Preliminary

1 Short title

This rule may be cited as the *Casino Gaming Rule 2010*.

2 Commencement

This rule commences on 30 July 2010.

3 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*.

4 Definitions

In this rule—

card machine means an item of gaming equipment combining a card mixing device 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—

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

- (a) for randomly mixing discards into the stack from which cards are dealt; and
- (b) as a shoe for dealing cards.

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—

- (a) into which the dealer inserts the cards after shuffling them by hand; 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 must be placed as part of the game.

floor manager, for a casino, means a person who is licensed for games supervision in the casino as a casino employee or casino key employee.

non-value chip means a chip² not of a specified denomination.

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

shuffle means randomly mix cards.

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.

² Act, schedule (Dictionary)—

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

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

Part 2 Miscellaneous

5 Use of calculators and other 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 recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- (2) If a floor manager or casino key employee is satisfied a player has contravened subsection (1), the floor manager or casino key employee 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.

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 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 floor manager considers silence is necessary during the conduct of a game, the floor manager may direct all players to be silent.

9 Effect of contravention of rules

- (1) This section applies if a floor manager 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.
- (2) The floor manager or another casino employee of the level of floor manager or higher 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.

Schedule 1 Baccarat

section 3(2)

1 **Conducting and playing baccarat**

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

2 **Definitions for sch 1**

In this schedule—

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

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

3 **Table and layout**

- (1) Baccarat is played on a table having numbered places for 10 to 14 seated players.
- (2) The layout cloth covering the table must have imprinted on it the name of, or logo for, the casino and must be marked similarly to the way shown in diagram 1.1.

4 **Drop box and discard holder**

The baccarat table must have a drop box and a discard holder attached to it in approximately the position shown in diagram 1.1.

5 **Standing players**

- (1) If all numbered places at the table are occupied by seated players, players who are standing may also participate in the game.

- (2) Standing players—
 - (a) may place a wager in the part of the layout identified for standing player wagers; and
 - (b) must not participate in the cut of the cards or touch or handle the cards used in the game; and
 - (c) may not be appointed banker; and
 - (d) for all winning wagers on the banker's hand, immediately the winnings become payable—must pay or have deducted from the winnings the commission calculated under section 13.

6 Number of decks and way cards are dealt

- (1) Baccarat is played with 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.

7 Value of cards and point count of hands

- (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.
- (2) The *point count* of a hand is a single digit number from 0 to 9 inclusive and is decided by adding together the value of the cards in the hand.
- (3) If the total of the cards in a hand is a 2-digit number, the left digit of the number must be discarded having no value and the right digit is the point count of the hand.

8 Permissible wagers and results

The following wagers are the permissible wagers by a player at a game of baccarat—

- (a) a wager on the banker's hand—

- (i) wins if the banker's hand has a point count higher than the player's hand; and
- (ii) loses if the banker's hand has a point count lower than the player's hand; and
- (iii) is void if the point counts of the banker's hand and the player's hand are equal;
- (b) a wager on the player's hand—
 - (i) wins if the player's hand has a point count higher than the banker's hand; and
 - (ii) loses if the player's hand has a point count lower than the banker's hand; and
 - (iii) is void if the point counts of the banker's hand and the player's hand are equal;
- (c) a tie bet 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.

9 How wagers may be made

- (1) A wager at baccarat is made by placing gaming chips on the appropriate wager area of the baccarat layout.
- (2) A wager can not be made orally.

10 When wagers can not be placed, changed or withdrawn

A wager can not be placed, changed or withdrawn after the first card of a round has been removed from the shoe.

11 Minimum and maximum wagers

- (1) If the minimum wager permitted for a table is not more than \$10, the maximum wager permitted for the table must be at least \$500.
- (2) A tie bet must not be more than one-eighth of the maximum wager permitted for the table.

12 Free hand

- (1) A casino operator may direct the banker to deal a round of play, for which the players must not make a wager (a *free hand*), if—
 - (a) a player at the table asks for a free hand; and
 - (b) all of the other players agree to play a free hand.
- (2) A free hand must be played under sections 20 to 26, 27(1) and (2), and 29.
- (3) No more than 3 free hands may be played consecutively.

13 Payout odds and commission

- (1) A winning wager made on either the player's hand or the banker's hand is paid at odds of 1 to 1.
- (2) However, for a winning wager made on the banker's hand, a 5% charge (a *commission*) is payable to the casino operator on the amount won.
- (3) The commission may be rounded up to 50c or the next highest multiple of 50c if the commission is not exactly 50c or a multiple of 50c.
- (4) The commission is collected from a player when the winning payout is made.
- (5) Collection from seated players may be deferred but all outstanding commission must be collected before reshuffling the cards in the shoe.
- (6) For any commission not collected when the winning payout is made, the dealer must place a marker button showing the amount of commission owed in a rectangular space imprinted with the number of the player owing the commission, on the part of the layout in front of the dealer.
- (7) A winning tie bet is paid at odds of 8 to 1.

14 No commission baccarat

- (1) A casino operator may, at any time, offer a variation of the game of baccarat known as 'no commission baccarat'.

- (2) In no commission 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.

15 Procedures for inspecting and shuffling cards

- (1) Cards must be inspected and shuffled—
 - (a) under the provisions of this schedule; 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.

16 Cutting the cards

- (1) After the cards have been shuffled, the dealer calling the game must offer the stack of cards, with backs facing away from the dealer, to the players to be cut.
- (2) The dealer must start with the player seated in the highest number position at the table and, 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 another casino employee or casino key employee approved under the approved control system for the casino, must cut the cards.
- (5) The cards must be cut by placing the cutting card in the stack at least 10 cards in from either end.

- (6) After the cutting card has been inserted into the stack, the dealer calling the game must take all cards in front of the cutting card and place them at the back of the stack.
- (7) The dealer must then insert 1 cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack.
- (8) The stack of cards must then be placed in the dealing shoe for the start of play.
- (9) Before starting play, the dealer must remove the first card from the shoe and place it, and an additional number of cards equal to the face value of the first card drawn, in the discard holder after the faces of all cards drawn have been shown to the players.
- (10) In the procedure mentioned in subsection (9), 10, jack, queen and king cards have a face value of 10 and an ace card a face value of 1.

17 Selecting the banker

- (1) This section applies subject to section 19.
- (2) The dealer calling the game must, at the start of play, offer the dealing shoe to the player in seat number 1 at the table.
- (3) If the player rejects the dealing shoe, or there is no-one in seat number 1, the dealer must offer the shoe to each of the other seated players in turn, going anticlockwise around the table, 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 banker 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 banker (the *former banker*), the dealer must, before the start of the next round of play, offer the dealing shoe to the player seated nearest the former banker, going anticlockwise around the table.

- (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, going anticlockwise around the table, 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, the player is the banker and must deal the cards under this rule and the instructions of the dealer.
- (9) If no player accepts the dealing shoe, the dealer is the banker for the round of play and must deal the cards.

18 Banker must make minimum wagers

- (1) A player wishing to continue as banker 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 banker and must relinquish the shoe.
- (3) A player who is the banker may place wagers on either the banker's hand or the player's hand and may switch between the hands on successive deals.

19 Dealer may be the banker

- (1) A casino key employee of a level higher than a floor manager may direct the dealer calling the game to be the banker during a game of baccarat.
- (2) While a direction given under subsection (1) is in force—
 - (a) the dealer calling the game must be the banker and is responsible for dealing the cards in accordance with this rule; and
 - (b) a player must not touch or handle the cards other than to cut the cards or if permitted by a dealer; and
 - (c) this section applies despite any other provision of this rule.

20 Dealing of first 2 cards to each hand

- (1) There must be 2 hands dealt in the game of baccarat 1 of which must be designated the player's hand and the other designated the banker's hand.
- (2) At the start of each round of play—
 - (a) the dealer calling the game must announce 'no more bets'; and
 - (b) the dealer must announce 'cards'; and
 - (c) the banker must then start dealing the cards.
- (3) The banker must deal 4 cards from the shoe, all face up or all face down.
- (4) The first and third cards dealt are the first and second cards of the player's hand.
- (5) The second and fourth cards dealt are the first and second cards of the banker's hand.
- (6) After the cards are dealt to each hand, the cards must be placed face up in front of the dealer, if the cards were dealt face down.

21 Announcement of point count of each hand after first 4 cards

- (1) After the first 4 cards have been dealt, the dealer calling the game announces the point count of the player's hand and then the banker's hand.
- (2) Following the announcement of the point counts of each hand, the banker deals a third card to each hand as required by sections 24 to 26.

22 Dealing of additional cards

If both the player's hand and the banker's hand require a third card to be dealt to them—

- (a) the player's hand is to be dealt to first; and
- (b) only 1 additional card may be dealt to either hand.

23 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.

24 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 an 8 or 9 (a *natural*), no more cards may be dealt to either hand.

25 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 or 7 and the point count of the player's hand is 6 or 7, the player's hand must stay.

26 Additional cards for banker's hand in certain circumstances

- (1) The banker's hand must draw or stay as required by diagram 1.2.
- (2) The first vertical column in the diagram labelled 'point count of banker's hand' refers to the point count of the banker's hand after the first 2 cards have been dealt to it.

- (3) The first horizontal column at the top of the diagram labelled 'third card drawn by player's hand' refers to the value of the third card drawn by the player's hand not the point count of the player's hand.
- (4) The letter 'D' used in the diagram means the banker's hand must draw and the letter 'S' used in the diagram means the banker's hand must stay.
- (5) To use the diagram, a person finds the point count of the banker's hand in the first vertical column and traces it horizontally across the diagram until it intersects the third card drawn by the player's hand.
- (6) The box at which the intersection takes place shows whether the banker's hand must draw or stay.

27 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, the dealer or dealers responsible for the wagers on the table collect all losing wagers, pay all winning wagers and either collect or mark up any commission owed.

28 Continuing as banker or selecting a new banker

- (1) After a round of play, the banker may elect to pass the shoe or remain as banker.
- (2) However—
 - (a) the banker must pass the shoe whenever the banker's hand loses; and
 - (b) the dealer or a floor manager may order the banker to pass the shoe if the banker unreasonably delays the game, repeatedly makes invalid deals or violates the rules of the game.

- (3) When a voluntary or compulsory relinquishment of the shoe occurs, the dealer calling the game must offer the shoe to the player immediately to the right of the previous banker.
- (4) If the player does not accept the shoe or there is no player in that position, the dealer must offer the shoe to each of the other seated players in turn anticlockwise around the table.
- (5) The first person to accept the shoe becomes the new banker.

29 Irregularities

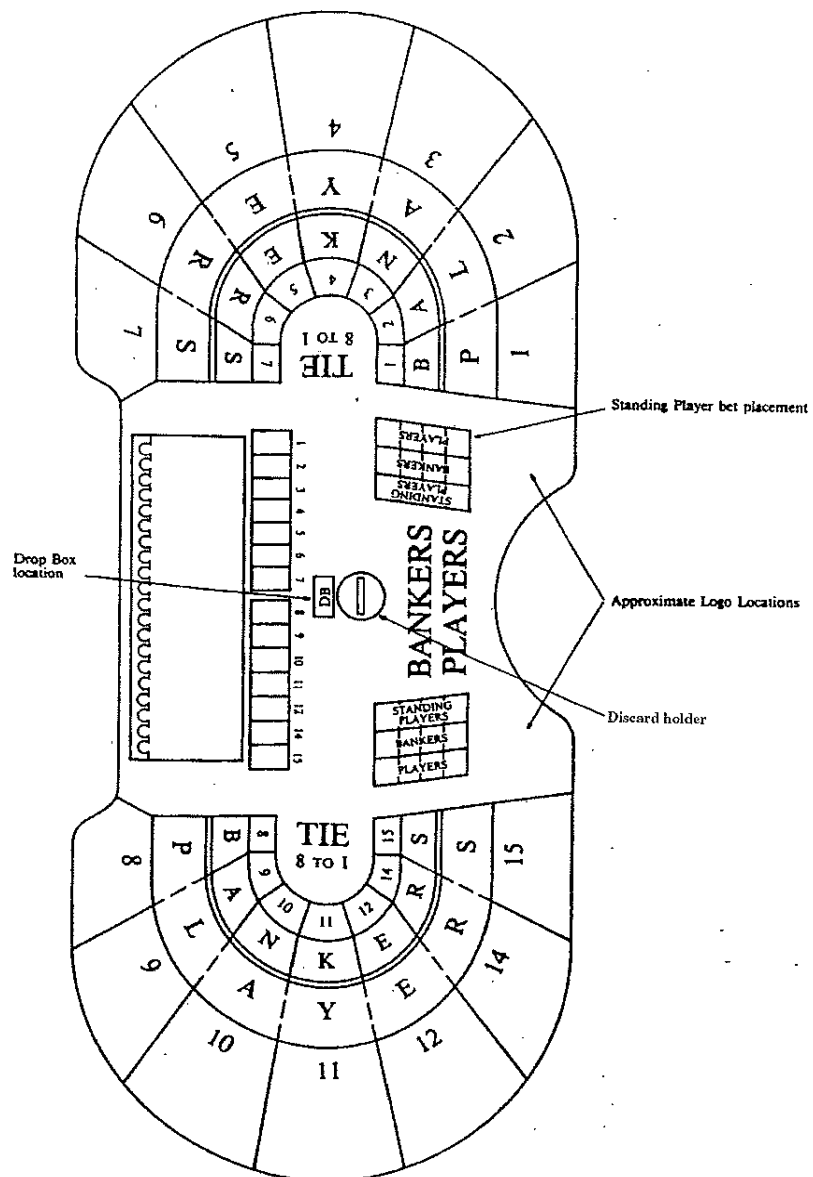
- (1) A third card dealt to the player's hand when no third card is authorised by this rule becomes the third card of the banker's hand if, under section 26, the banker's hand must draw.
- (2) If the banker's hand is required to stay, the card dealt in error becomes the first card of the next round of play unless it has been disclosed.
- (3) A card drawn in error from the shoe if not disclosed is used as the first card of the next round of play.
- (4) 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 disclosed; or
 - (b) is found face up in the shoe.
- (5) A dummy round—
 - (a) can only arise under subsection (4); and
 - (b) must be played in accordance with sections 20 to 26.
- (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.

Schedule 1 – Baccarat (continued)

- (8) If there are not enough cards remaining in the shoe to complete a round of play—
 - (a) the round has no effect; and
 - (b) a new round must start.

Diagram 1.1—Baccarat table layout

sections 3(2) and 4



section 26

[illegible]

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.

blackjack wager see section 7(1).

dealer means the person responsible for dealing the cards at a blackjack table.

double down see section 25.

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 24.

madness 21 wager see section 45.

perfect pairs wager see section 53.

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 26.

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 layout cloth for the blackjack table must have printed on it the name of, or logo for, the casino and—
 - (a) rectangular, circular or oval areas to show boxes for wagers; or
 - (b) if the chief executive has approved a change to the boxes for bonus blackjack wagers, madness 21 wagers, perfect pairs wagers or super sevens wagers—the boxes as approved.
- (3) The following words must be printed on the layout cloth—
 - blackjack pays 3 to 2
 - dealer must stand on 17 and must draw to 16
 - insurance pays 2 to 1.

4 Drop box and discard rack

Each blackjack table must have a drop box and a discard rack attached to it at approximately the positions shown in diagram 2.1.

Part 2 General rules

5 Number of decks

Blackjack is played with 5 to 8 decks of cards with backs of the same colour and design and 2 additional cutting cards.

6 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;

- (c) unless subsection (2) or section 25(4)³ 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.

7 **Winning and losing wagers**

- (1) Before the first card is dealt for each round of play, each player at a game of blackjack must make a wager (a ***blackjack 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 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 split cards and the dealer has a blackjack—
 - (a) the player's blackjack wager loses; and
 - (b) the additional wager made by splitting the cards is void.

³ Section 25—

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

8 How wagers may be made

- (1) A wager at blackjack is made by placing chips in the appropriate area of the layout.
- (2) A wager can not be made orally.

9 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.

10 Time for wagering

- (1) After the first card of a round of play has been removed from the shoe, a player must not handle, remove or alter the blackjack 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.

11 Entry to or exclusion from game after first round

- (1) A casino operator may refuse to allow a person who has not made a blackjack wager on the first round of play to enter a later round, until the cards are reshuffled.
- (2) A casino operator 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 casino operator may refuse to allow a person, who has placed a blackjack wager on a round of play and declined to place a blackjack wager on a later round, to place a further blackjack wager until the shoe is completed and a new shoe is started.

12 Minimum and maximum wagers for tables

- (1) If the minimum wager permitted for a table is not more than \$5, the maximum wager permitted for the table must be at least \$100.
- (2) Despite subsection (1), a casino key employee responsible for managing table games may direct that—
 - (a) a player may wager on only 1 box; and
 - (b) the player may wager only the minimum wager for the table.
- (3) The employee may give the direction only if the employee 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.
- (4) The casino employee must immediately report the direction to an inspector.

13 Procedures for inspecting and shuffling cards

- (1) Cards must be inspected and shuffled—
 - (a) under the provisions of this schedule; 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 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 to close at the end of the last round of play; and

- (c) after a round of play if directed by a casino employee higher than a floor manager.
- (5) The dealer must reshuffle cards that have been preshuffled if a player asks the dealer to reshuffle the cards before the first card is removed from the dealing shoe.

14 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.
- (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 pit boss or assistant pit boss 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.

15 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(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 pit boss, assistant pit boss, floor manager or the dealer must cut the cards.

16 Replacing the cards

A pit boss, assistant pit boss or floor manager may, after a round of play, direct that the cards be replaced.

17 Using a dealing shoe

- (1) All cards used in the game of blackjack 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 a blackjack wager;

- (b) one card face up to the dealer;
 - (c) a second card face up to each box which contains a blackjack 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 his or her 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

- (1) At the completion of a round of play, all cards still remaining 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 a 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 must pick up the dealer's cards and place them face down on top of the players' cards in the discard rack.

20 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.

21 Players not to handle cards

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

22 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.

23 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, 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 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 his or her 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 3 Different types of wagers, extra players and other matters

24 Insurance wagers

- (1) If the first card dealt to the dealer is an ace, each player may make an insurance wager which wins if the dealer's second card is a king, queen, jack or 10 and loses if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.
- (2) If subsection (1) applies, the dealer must call for insurance wagers by calling 'insurance'.
- (3) A player may make an insurance wager, immediately after the second card is dealt to the player and before any additional card is dealt, by placing on the insurance line an amount not more than half the amount staked on the player's blackjack wager.
- (4) However, the insurance wager may be more than half the amount staked on the player's blackjack wager by 25c to ensure an even dollar payout, if the insurance wager wins.
- (5) All winning insurance wagers are paid at odds of 2 to 1.
- (6) 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.

25 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 blackjack 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 blackjack wager and not the additional amount wagered in doubling down.

26 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 10, the 2 cards may be split, making the queen the first card of 1 hand and the 10 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 but—
 - (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

blackjack wager and may not collect the additional amount wagered in splitting cards.

27 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) a player electing to double down may draw only 1 additional card; and
 - (b) a player splitting aces may have only 1 card dealt to each ace and may not elect to receive additional cards.
- (3) A dealer may direct a player to draw an additional card if the player's point total is not more than 11, other than if—
 - (a) the total includes an ace that has been given a value of 1; or
 - (b) section 25 or 26 applies.

28 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.

29 One player for each box

Subject to section 30 and part 7—

- (a) only 1 player may play on a box at a blackjack table; and
- (b) the dealer must not allow a player to place a wager on another player's hand.

30 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.

31 Relationship between players placing blackjack wagers on the same box

- (1) This section applies—
 - (a) if more than 1 player places a blackjack wager on a box; and
 - (b) to each player who places a blackjack 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 blackjack wager to apply.

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

- (1) A player may be permitted by a casino operator to place a blackjack wager on more than 1 box at a blackjack 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 blackjack wager on more than 1 box at a table, the player must make at least the minimum wager on each hand played.

Part 4 Super sevens wagers

33 Additional super sevens wager

A player may choose to place an additional wager if the boxes for wagers on the blackjack table layout provide for super sevens wagers (a *super sevens wager*).

34 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.

35 Winning and losing super sevens wagers and payout odds

- (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 sevens wagers have the following payouts—
- (a) for 3 sevens (see subsection (1)(a))—
 - (i) if the 3 sevens are all the same suit—5000 to 1; or
 - (ii) if the 3 sevens are not all the same suit—500 to 1;
 - (b) for 2 sevens (see subsection (1)(b))—
 - (i) if the 2 sevens are both the same suit—100 to 1; or
 - (ii) if the 2 sevens are not both the same suit—50 to 1;
 - (c) for 1 seven (see subsection (1)(c))—3 to 1.
- (3) A super sevens wager loses if the first card dealt to the player placing the wager is not a seven.

36 Low super sevens wagers are dealt with

- (1) After each player has been dealt the player's first 2 cards, the dealer takes away all losing super sevens wagers.
- (2) The dealer then 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 winning 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 sevens 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 lastly takes away the player's cards.

37 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.

38 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 super sevens wagers, 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 other player chooses to make an additional wager to cover each split card.

Part 5 Bonus blackjack

39 Additional bonus blackjack wager

- (1) A player may place an additional \$1 wager (a ***bonus blackjack wager***) if—
 - (a) the boxes for wagers on the blackjack table layout provide for bonus blackjack; and
 - (b) a sign at the table shows the amounts of the bonus blackjack payouts for the table.
- (2) Bonus blackjack may be played only if either 6 or 8 decks of cards are used for the game of blackjack.

40 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.

41 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 (see subsection (1)(a))—
 - (i) if the 4 cards are all the same suit—\$25000; or
 - (ii) if the 4 cards are not all the same suit—\$1500;
 - (b) for 3 sevens (see subsection (1)(b))—
 - (i) if the 3 cards are all the same suit—\$5000; or
 - (ii) if the 3 cards are not all the same suit—\$500;
 - (c) for a six, a seven and an eight (see subsection (1)(c))—
 - (i) if the 3 cards are all the same suit—
 - (A) if 8 decks of cards are in use for the game of blackjack—\$750; or
 - (B) if 6 decks of cards are in use for the game of blackjack—\$800; or
 - (ii) if the 3 cards are not all the same suit—\$50;
 - (d) for a nominated blackjack (see subsection (1)(d))—\$175.
- (3) In this section—
- nominated blackjack*** means a blackjack consisting of an ace of a suit nominated for the round of play on a sign on the table and another card, also nominated on the sign, of the same suit as the ace.

42 Dealing with bonus blackjack wagers

- (1) This section applies to a player who makes a bonus blackjack wager in addition to the player's blackjack wager.
- (2) If the dealer settles a winning blackjack wager for the player and the player 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.
- (3) 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.
- (4) If the player's bonus blackjack wager is a winning bonus blackjack wager, but subsection (2) does not apply, the dealer must leave the wager in place.
- (5) If the player's bonus blackjack wager is left in place under subsection (4), the dealer must settle it after all players' blackjack wagers have been settled.

43 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 6 Madness 21 wagers

44 Definitions for pt 6

In this part—

controlling player, for a box, means the player whom the dealer decides, under section 31, controls the box.

electronic prize meter means a meter for displaying the amount of the prize for each \$1 wager that is a madness 21 wager.

45 Additional madness 21 wager

A player may choose to place an additional wager (a *madness 21 wager*) if—

- (a) the boxes for wagers on the blackjack table layout provide for madness 21 wagers; and
- (b) the table is fitted with the following equipment approved by the chief executive—
 - (i) a jackpot button;
 - (ii) a random number generator;
 - (iii) an electronic prize meter.

46 Placing a madness 21 wager

- (1) A player may place a madness 21 wager on any box on which the player has placed a blackjack wager.
- (2) The madness 21 wager must be placed before any cards in the round of play are dealt.
- (3) The madness 21 wager must be at least the minimum amount, and not more than the maximum amount, displayed on the sign at the table about madness 21 wagers.⁴
- (4) Subsection (1) does not apply if the madness 21 equipment for the table has malfunctioned or is not operating.

47 Winning and losing madness 21 wagers and payouts

- (1) A madness 21 wager on a box wins if the controlling player for the box has a blackjack, even if the dealer has a blackjack.
- (2) A madness 21 wager on a box loses if the controlling player for the box does not have a blackjack.
- (3) Subject to subsection (4), after the jackpot button has been pressed by a person eligible to press it under section 44E, each winning madness 21 wager on a box must be paid, for each \$1 wager that is a madness 21 wager, the amount displayed on the electronic prize meter for madness 21 wagers at the table.

⁴ Under section 64(1)(d) of the Act, a casino operator must display at each gaming table or location for the playing of a game a sign showing the permissible minimum and maximum wagers for the game played at the table or location.

- (4) If, during the round of play, the equipment for madness 21 malfunctions and can not be used to decide the amount payable for a winning madness 21 wager, the winning madness 21 wager for the round must be paid an amount equal to 25 times the amount of the madness 21 wager.

48 Deciding who is eligible to press jackpot button

- (1) The person who may press the jackpot button for a winning madness 21 wager on a box is decided under this section.
- (2) The controlling player for the box may press the jackpot button if the controlling player placed a winning madness 21 wager on the box.
- (3) The second player for the box may press the jackpot button if—
 - (a) the controlling player for the box has not placed a madness 21 wager, is not present or refuses to press the jackpot button; and
 - (b) the second player has placed a winning madness 21 wager on the box.
- (4) The third player for the box may press the jackpot button if—
 - (a) no-one may press the jackpot button under subsection (2) or (3) or the persons who may press the jackpot button under either of the subsections are not present or refuse to press the jackpot button; and
 - (b) the third player has placed a winning madness 21 wager on the box.
- (5) The floor manager may press the jackpot button if all persons who may press the button under subsection (2), (3) or (4) are not present or refuse to press the jackpot button.
- (6) In this section—

second player, for a box, means the player for a box whose blackjack wager is directly behind the blackjack wager of the controlling player for the box.

third player, for a box, means the player for a box whose blackjack wager is directly behind the blackjack wager of the second player for the box.

49 Pressing the jackpot button

- (1) A player may use only reasonable force to press the jackpot button.
- (2) If a casino key employee responsible for managing table games is satisfied a player used more force than was reasonable to press the jackpot button, the casino key employee may direct that the player be excluded from placing madness 21 wagers at the casino.

50 How madness 21 wagers are dealt with

- (1) This section applies despite section 23.
- (2) After controlling players have been dealt their first 2 cards, the dealer must take away all losing madness 21 wagers.
- (3) If a player has blackjack and the dealer's first card is a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer must—
 - (a) pay the player's blackjack wager, push the controlling player's cards together and leave them on the layout on the dealer's side of the box; and
 - (b) deal with each other player in the usual way for the game of blackjack.
- (4) If a player has blackjack and the dealer's first card is an ace, king, queen, jack or 10, the dealer must deal with each player in the usual way for a game of blackjack.
- (5) After the dealer has made payouts for the round of play but before removing the cards from the layout, the dealer must, for each box with a winning madness 21 wager, offer the jackpot button to the persons who may press the jackpot button for the box under section 48, starting from the dealer's right, until one of the persons presses the jackpot button.
- (6) After an amount is displayed on the electronic prize meter for a box with a winning madness 21 wager, the dealer must

pay, for each \$1 wager that is a madness 21 wager, the amount displayed on the electronic prize meter for madness 21 wagers at the table, before moving to the next box with a winning madness 21 wager.

- (7) After all winning madness 21 wagers have been paid, the dealer must collect the players' cards and place them in the discard rack.
- (8) To remove doubt, it is declared that—
 - (a) the jackpot button may only be pressed once for each box with a winning madness 21 wager; and
 - (b) each player with a winning madness 21 wager on a box is to be paid under subsection (6) or section 47(4).

51 Schedule of prizes

For each casino for which approval has been given for gaming equipment that provides for madness 21 wagers as part of the game of blackjack, the chief executive must approve a schedule of prizes for each \$1 wager that is a madness 21 wager as part of the game at the casino.

Part 7 Perfect pairs wagers

52 Definitions for pt 7

In this part—

coloured pair means a pair comprised of—

- (a) 2 red cards of different suits; or
- (b) 2 black cards of different suits.

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.

mixed pair means a pair comprised of 1 red card and 1 black card.

pair means 2 cards with the same face value.

perfect pair means a pair comprised of cards of the same suit.

53 Perfect pairs wager

A player may choose to place a wager (a ***perfect pairs wager***) for a round of play if the boxes for wagers on the blackjack table layout provide for perfect pairs wagers.

54 Placing a perfect pairs wager

- (1) If a player places a blackjack wager on a box, a perfect pairs wager on the player's hand may also be placed on the box.
- (2) However, the player placing the blackjack wager must be given an opportunity to place a perfect pairs wager on the player's hand before any other person is allowed to place a perfect pairs wager on the player's hand.
- (3) A perfect pairs wager for a round of play must be placed before any cards are dealt in the round of play.
- (4) A perfect pairs wager must be at least the minimum amount, and not more than the maximum amount, displayed on the sign at the table about perfect pairs wagers.⁵

55 Winning and losing perfect pairs wagers and payouts

- (1) A perfect pairs wager wins if the first 2 cards dealt to the hand on which the wager was placed are a pair.
- (2) Winning perfect pairs wagers must be paid as follows—

⁵ Under section 64(1)(d) of the Act, a casino operator must display at each gaming table or location for the playing of a game a sign showing the permissible minimum and maximum wagers for the game played at the table or location.

- (a) if the chief executive has approved the application of the No. 1 schedule of prizes for perfect pairs wagers as part of the game of blackjack at the casino—
 - (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 chief executive has approved the application of the No. 2 schedule of prizes for perfect pairs wagers as part of the game of blackjack at the casino—
 - (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.
- (3) A perfect pairs wager loses if the first 2 cards dealt to the hand on which the wager was placed do not comprise a pair.

56 Schedule of prizes

For each casino for which approval has been given for gaming equipment that provides for perfect pairs wagers as part of the game of blackjack, the chief executive must approve the application of the No. 1 schedule of prizes or No. 2 schedule of prizes for perfect pairs wagers as part of the game at the casino.

57 How perfect pairs wager dealt with

- (1) 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.
- (2) The dealer then goes on to deal with each player in the usual way for blackjack.

Part 8 Irregularities

58 Exposed card in rack

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

59 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.
- (4) If the card is refused by the players, it must become the dealer's second card.

60 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.

61 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.

62 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.

63 Dealer with too many cards

- (1) If, contrary to section 18(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 blackjack 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 blackjack wager; and
 - (b) whose point total is not more than 21.

64 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 blackjack 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 blackjack wager; or
 - (b) receive a second card when the dealer starts acting on player B's hand.

65 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 blackjack wager; or
 - (b) to be dealt a second card and additional cards before the dealer deals a second card to the dealer's hand.

66 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 wager or play out his or her hand after all other players have completed their hands and before any other card is dealt.

67 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 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 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.

68 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 blackjack 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 blackjack 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 blackjack wager;
 - (b) the player obtained a point total of more than 21.

69 Extra hand dealt

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

70 Player not acting on hand after wagering

If a player who has made a blackjack wager does not act on the player's hand within a reasonable time, or refuses to act or is not present, a pit boss, assistant pit boss or floor manager may direct that—

- (a) the first 2 cards must be dealt to the player's hand; 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 16.

Part 9 Use of card machine

71 Card machine

- (1) A card machine may be used for blackjack.
- (2) However, a card machine must not be used for a game of blackjack if super sevens, bonus blackjack, madness 21 or perfect pairs is offered with the game, unless the approved control system for the casino states that a card machine may be used for a game of blackjack with which super sevens, bonus blackjack, madness 21 or perfect pairs is offered.
- (3) If a card machine is used, the operation of parts 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 16, 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 in the way mentioned in paragraph (d);
 - (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.
- (4) Section 11 does not apply if a card machine is used.

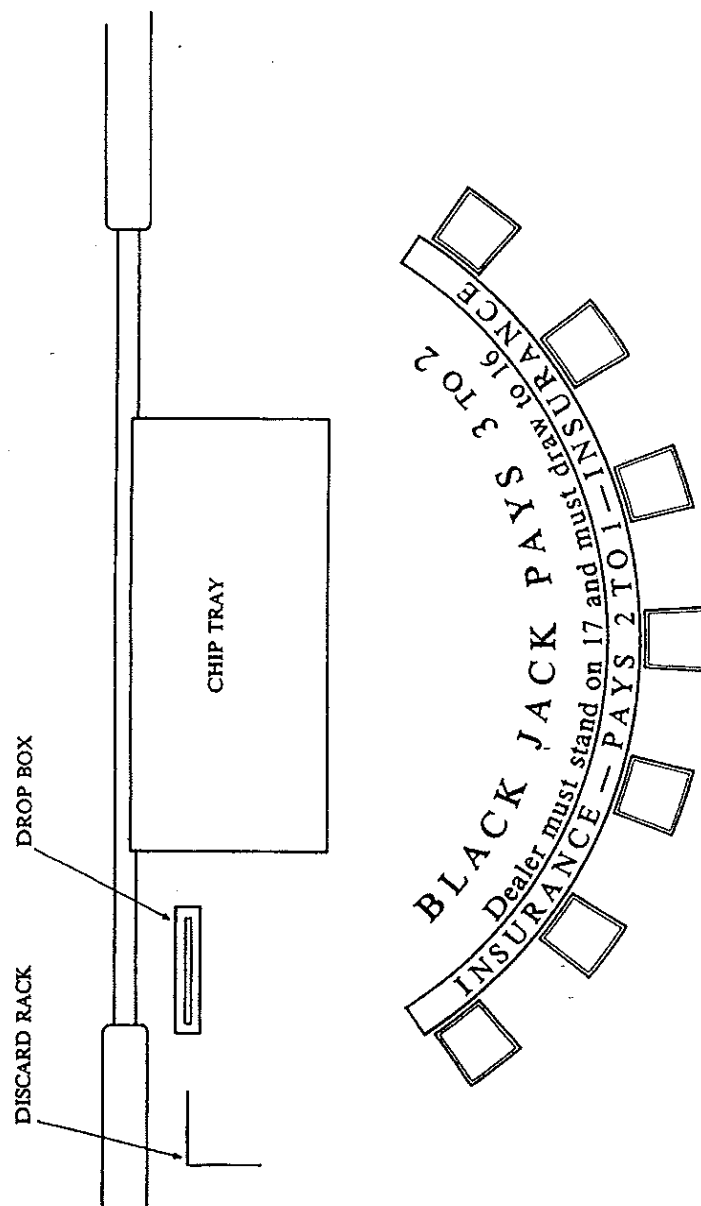
72 Card machine malfunction

- (1) This section applies if a card machine malfunctions during a round of play.
- (2) A casino employee of the level of pit boss or higher must ensure that the card machine is repaired or replaced in accordance with the casino's approved control system.
- (3) If the casino employee considers that the malfunction has disadvantaged a player, each player must be given the opportunity to have the player's wagers for the round of play returned to the player before the round of play is continued.

Schedule 2 – Blackjack (continued)

Diagram 2.1—Blackjack table layout

section 4



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 6.

2 pairs see section 6.

3 of a kind see section 6.

4 of a kind see section 6.

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.

dead man's hand means a hand with a pair of aces, a pair of eights and 1 odd card.

dealer's upcard see section 15.

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.

flush see section 6.

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

full house see section 6.

game means caribbean stud poker.

jackpot prize, for the game at a casino, 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 cards for a round are dealt.

maximum payment, for a bet wager at a table, means the maximum amount stated by the casino operator in the sign mentioned in section 10(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 6.

poker ranking, of a hand, means the ranking of the hand worked out under section 7.

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 6.

straight see section 6.

straight flush see section 6.

wager means an ante wager, bet wager or jackpot wager.

winning jackpot hand see section 5.

3 Meaning of *closes a player's hand*

A dealer *closes a player's hand* by—

- (a) collecting the player's ante wager, jackpot 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 *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.

6 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.

7 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

8 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; 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
 - (c) for jackpot wagers (if the table is not equipped with slots for the wagers)—by the word ‘jackpot’ 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 3.1 or a similar layout approved by the chief executive.⁶

9 Special jackpot equipment

- (1) A casino operator may link 2 or more tables together electronically to form a progressive jackpot link arrangement, if the chief executive has approved the arrangement.
- (2) The tables must have—
 - (a) a slot for a jackpot wager by each player; and
 - (b) a light for each slot that lights up if a chip is placed in the slot by a player and is accepted; and

⁶See section 62 (Gaming equipment and chips) of the Act.

- (c) a meter or sign that shows the amount of the jackpot prize for the table.
- (3) The arrangement must include a progressive jackpot meter that shows the amount of the jackpot prize for all tables under the arrangement.

10 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
 - (c) a drop box and discard rack at approximately the location shown in diagram 3.1.
- (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.

Part 3 Preparing for the game at a table

11 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.

12 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**13 Placing ante and jackpot wagers**

- (1) Before a round of the game starts, each player must—
 - (a) make an ante wager; and
 - (b) be given an opportunity to make a jackpot wager.
- (2) Subsection (1)(b) does not apply if the equipment for making a jackpot wager malfunctions or is not operating.

14 How wagers are made

- (1) All wagers must be made by placing chips in the appropriate areas for wagers on the table.
- (2) However, if the table is equipped with slots for jackpot wagers, a jackpot wager must be made by placing a chip of the correct denomination in the appropriate slot.
- (3) If a player places a chip in a slot for a jackpot wager, the player must check if the appropriate light is lit after the wager has been placed in the slot and, if it is not lit, must tell the dealer immediately.
- (4) A player must not wager on more than 1 hand in a round.
- (5) Only 1 wager may be accepted on each area for wagers.
- (6) 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.

15 Dealing the cards

- (1) After all ante wagers and jackpot 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*).

16 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.

17 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.

18 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.
- (4) However, if a player has made a jackpot wager and has a winning jackpot hand, the dealer must not collect the player's cards until the dealer has dealt with it under sections 23 to 25.

19 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.

20 Players must not exchange cards or communicate

A player must not—

- (a) exchange cards; or
- (b) exchange or communicate, or cause to be exchanged or communicated, information about the player's hand; or
- (c) speak in a language other than English if directed by a dealer or floor manager; or
- (d) touch another player's cards.

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 wager at the odds of 1 to 1; and
 - (b) pay the bet wager at the odds mentioned in section 22(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.
- (7) However, if a player has made a jackpot wager and has a winning jackpot hand, the dealer must not close the player's hand until the dealer has dealt with it under sections 23 to 25.

22 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.

23 Winning jackpot hands

- (1) A player who has made a jackpot wager and has a winning jackpot hand wins the payment mentioned in section 25 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 a winning ante wager or bet wager.
- (5) Before a payment mentioned in section 24 is made for a winning jackpot hand that is a straight flush or royal flush, the dealer must—

- (a) notify the floor manager; and
- (b) count the cards in the deck in use at the table.
- (6) If the dealer finds the deck does not contain 52 cards—
 - (a) a casino key employee responsible for managing table games must immediately 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.

24 Payments for winning jackpot hands

- (1) The following amounts must be paid for each winning jackpot hand—

Hand	Payment
dead man's hand (if section 5(2) applies to the casino)	\$50
flush	\$100
full house	\$150
4 of a kind	\$500
straight flush	the greater of \$1000 or 10% of the jackpot prize
royal flush	the greater of \$10000 or 100% of the jackpot prize.

- (2) This section is subject to section 25.

25 More than 1 straight flush or royal flush as winning jackpot hands in a round

- (1) 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.
- (2) The player shares the jackpot prize in the way stated under the approved control system for the casino if—

- (a) another player has made a jackpot wager for the round and has a straight flush or royal flush; and
 - (b) the approved control system for the casino states a way players share in the jackpot prize, other than the way mentioned in section 24(1).
- (3) However, subsection (2) applies only if, when the round was played, a sign was on the relevant table stating the way in which the jackpot prize is to be shared if 2 or more players have winning jackpot hands that are a straight flush or royal flush.

Part 6 Irregularities

26 Coin-in button pressed before jackpot wagers accepted

If a dealer presses the coin-in button on the console shown in diagram 3.1 before allowing all players the opportunity to place a jackpot wager—

- (a) marker buttons must be used to indicate the players who have placed a jackpot wager; and
- (b) the dealer must press the game over button on the console; and
- (c) the players who have not been given the opportunity to place a jackpot wager may do so before the dealer presses the coin-in button again.

27 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.

28 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) any jackpot 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.

29 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.

30 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 casino employee of the level of floor manager or higher; and
 - (c) the employee 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 casino employee of the level of pit boss or higher must immediately tell 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 casino employee of the level of floor manager or higher; and
 - (b) the employee 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 casino employee of the level of pit boss or higher must immediately tell 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; and
 - (e) jackpot wagers must be returned to the players; and
 - (f) winning jackpot 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 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; and
 - (g) jackpot wagers for other players must be returned to the players; and
 - (h) winning jackpot wagers for other players must be paid to the players in the usual way.

31 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.

32 Card placed in incorrect position

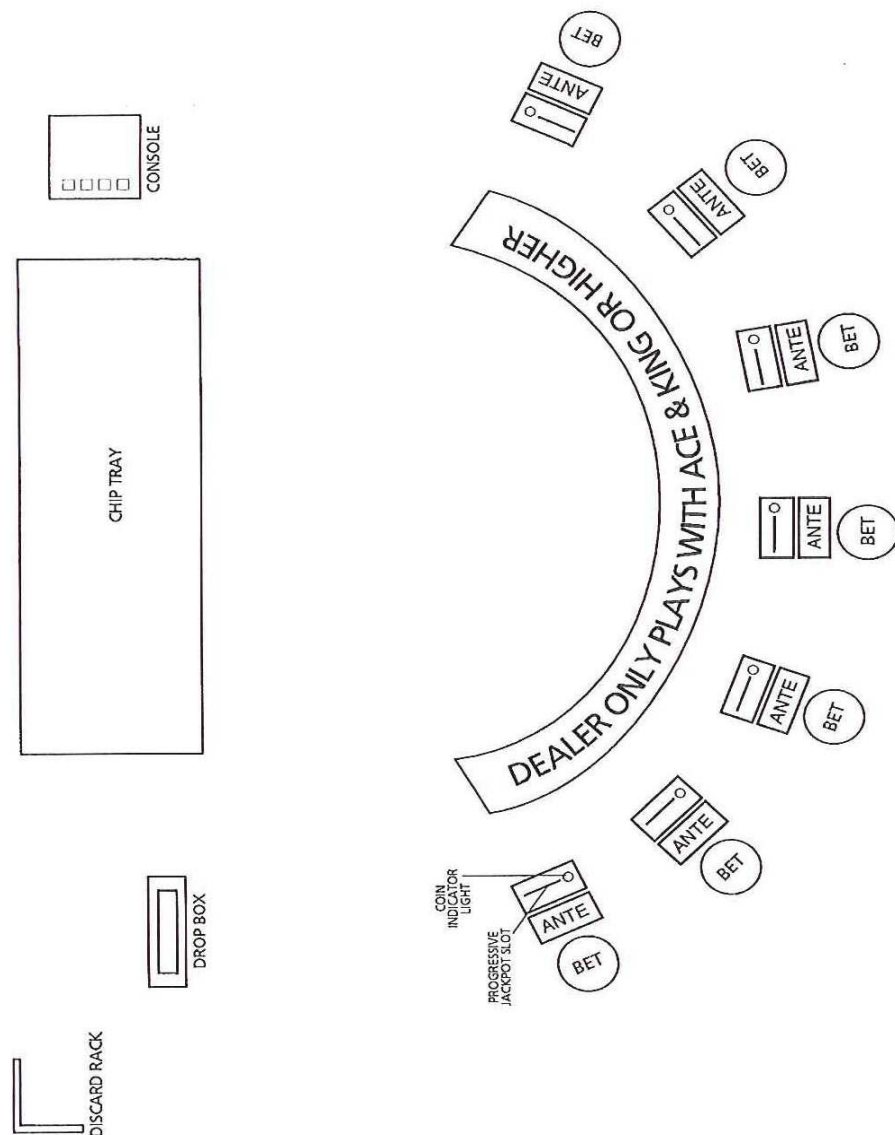
If a card has been placed in an incorrect position on the layout and no further cards have been dealt for the round of play—

- (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 3 – Caribbean stud poker (continued)

Diagram 3.1—Caribbean stud poker table layout

section 8(4)



Schedule 4 Craps

section 3(2)

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.

roll means the throw of the dice by the shooter.

shooter means the player who throws the dice.

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

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 imprinted on it and must be marked as shown in diagram 4.1.

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 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—
 - (a) the wager is confirmed orally by the dealer and a boxperson; and
 - (b) the cash is, as soon as practicable, replaced by chips placed on the appropriate area of the layout.
- (5) 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).
- (6) 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) If the minimum wager permitted for a table is not more than \$5, the maximum wager permitted for the table must be at least \$200.
- (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 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.

20 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.

21 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.

22 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.
- (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'.

23 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 floor manager may overrule the stickperson or boxperson if, in the floor manager's judgment, the stickperson or boxperson has made an error in calling the throw of the dice.
- (3) An assistant pit boss or a more senior casino employee may overrule the stickperson, boxperson or floor manager if, in his or her judgment, the stickperson, boxperson or floor manager has made an error in calling the throw of the dice.

24 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.

25 Continuing shooter or selecting new shooter

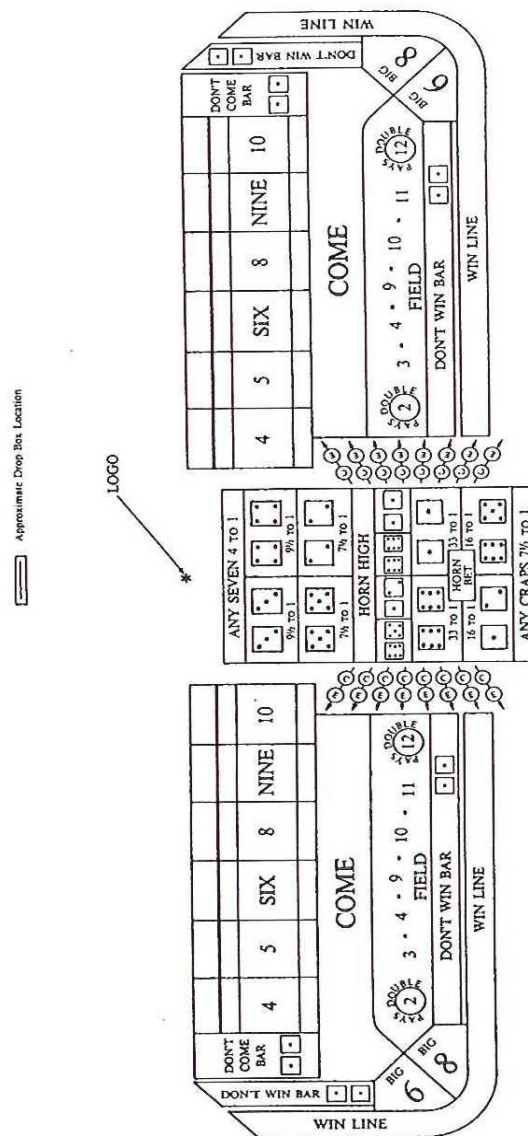
- (1) The shooter may, after a roll, either pass the dice or remain the shooter.

- (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.

Schedule 4 – Craps (continued)

Diagram 4.1—Craps table and layout

section 3(2)



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.

face value, of a card, means—

- (a) the number of the card, namely, 7, 8, 9 or 10; or
- (b) the type of card, namely, jack, queen, king or ace.

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.

round of play ordinarily includes dealing the cards, betting at the successive rounds of betting, deciding the winning hand, deducting the commission and the winner collecting the pot.

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,⁷ but the layout must include—
 - (a) a circle for discards; and
 - (b) the name of, or logo for, the casino.

12 Equipment and information

A table for the game must be equipped with the following—

- (a) a buck;
- (b) a cutting card;
- (c) a dealing shoe;

⁷ See section 62 (Gaming equipment and chips) of the Act.

- (d) a drop box.

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 floor manager 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, pit boss or floor manager considers at least 1 of the cards in the deck used for the last round of play is unfit for further use.
- (5) A floor manager 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 casino employee of the level of floor manager or higher; and
 - (b) rejoins 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 amount of 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 must be 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 amount of 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 amount of 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 amount of 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
 - (b) 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 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.
- (2) 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.
- (3) 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.
- (4) If the out of turn player folds under subsection (3), the out of turn bet must be returned to the out of turn player.
- (5) 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).

37 Players must not exchange cards or communicate

A player must not—

- (a) exchange cards; or
- (b) exchange or communicate, or cause to be exchanged or communicated, information about the player's hand; or
- (c) speak in a language other than English if directed by a dealer or floor manager.

Schedule 6 Mini-baccarat

section 3(2)

Part 1 Preliminary

1 Conducting and playing mini-baccarat

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

2 Definitions for sch 6

In this schedule—

banker's hand see section 19(1).

dragon bonus wager see section 31.

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

mini-baccarat wager see section 8(1).

natural see section 22.

perfect pairs wager see section 27.

player's hand see section 19(1).

standoff means the banker's hand and the player's hand are each a natural and have the same point count.

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

3 Table and layout

- (1) Mini-baccarat is played at a table having numbered places for up to 9 players.

- (2) The table layout must be substantially as shown in diagram 6.1 and must include—
 - (a) the name of, or logo for, the casino; and
 - (b) 3 betting areas for each player; and
 - (c) if the chief executive has approved a change to the betting areas for perfect pairs wagers—the betting areas as approved; and
 - (d) if the chief executive has approved a change to the betting areas for dragon bonus wagers—the betting areas for dragon bonus wagers as approved.
- (3) The table must have a drop box and a discard holder attached to it in approximately the positions shown in diagram 6.1.

Part 2 General rules

4 Standing players

- (1) A person who is standing may participate in a game of mini-baccarat even though all numbered 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.

5 Maximum of 3 players for a numbered place at a table

Not more than 3 players may wager at a numbered place at a table.

6 Number of decks and way cards are dealt

- (1) Mini-baccarat 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.

7 Value of cards and point value of hand

- (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.
- (2) The *point count* of a hand is a single digit number from 0 to 9 and is decided by adding together the values of the cards in the hand.
- (3) If the total value of the cards in a hand is a two-digit number, the left digit of the number is discarded and the right digit is the point count of the hand.

8 Mini-baccarat wagers and results

- (1) For a *mini-baccarat wager*, a player wagers on the banker's hand, the player's hand or a tie bet.
- (2) 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.
- (3) 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.
- (4) A tie bet 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.

9 How wagers are made

- (1) A wager at mini-baccarat is made by placing gaming chips on the appropriate betting area of the mini-baccarat layout.
- (2) A wager can not be made orally.

10 When a wager can not be placed, changed or withdrawn

A wager can not be placed, changed or withdrawn after the first card for a round has been removed from the shoe.

11 Minimum and maximum wagers

- (1) If the minimum wager permitted for a table is not more than \$5, the maximum wager permitted for the table must be at least \$200.
- (2) A tie bet must not be more than one-eighth of the maximum wager permitted for the table.

12 Free hand

- (1) A casino operator may direct the banker to deal a round of play, for which the players must not make a wager (a *free hand*), if—
 - (a) a player at the table asks for a free hand; and
 - (b) all of the other players agree to play a free hand.
- (2) A free hand must be played under sections 19 to 24, 25(1) and (2), and 35.

13 Payout odds for winning mini-baccarat wagers

- (1) A winning mini-baccarat wager made on the player's hand is paid at odds of 1 to 1.
- (2) A winning mini-baccarat wager made on the banker's hand is paid at odds of 19 to 20.
- (3) Despite subsection (2), the payout for a winning mini-baccarat wager made on the banker's hand may be rounded down to the nearest sum consisting of a multiple of 50c.
- (4) A winning tie bet is paid at odds of 8 to 1.

14 No commission mini-baccarat

- (1) A casino operator may, at any time, offer a variation of the game of mini-baccarat known as 'no commission mini-baccarat'.
- (2) In no commission mini-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**15 Procedures for inspecting and shuffling cards**

- (1) Cards must be inspected and shuffled—
 - (a) under the provisions of this schedule; 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 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 to close at the end of the last round of play; and
 - (c) after a round of play if directed by a casino employee higher than a floor manager.
- (5) The dealer must reshuffle cards that have been preshuffled if a player asks the dealer to reshuffle the cards before the first card is removed from the dealing shoe.

16 Cutting the cards

- (1) After the cards have been shuffled, the dealer must offer the stack of cards, with backs facing away from the dealer, to the seated players to be cut.
- (2) The dealer starts with the player seated at the lowest numbered place at the table and working clockwise around the table, offers 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 pit boss, assistant pit boss, floor manager or dealer cuts the cards.
- (5) The cards must be cut by placing the cutting card in the stack at least 10 cards in from either end.
- (6) After the cutting card has been inserted into the stack, the dealer takes all cards in front of the cutting card and places them to the back of the stack.
- (7) The dealer then inserts the second cutting card at least 14 cards in from the back of the stack and leaves the second cutting card at the end of the stack.

- (8) The stack of cards is then inserted into the dealing shoe for start of play.
- (9) Before starting play, the dealer must remove the first card from the shoe face down and place it in the discard holder.
- (10) However, if a player asks, the dealer must show the face of the card to the players.
- (11) If a player asks and all other players at the table agree, a casino employee of the level of assistant pit boss or higher 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 holder after the faces of all cards drawn have been shown to the players.
- (12) For subsection (11)—
 - (a) a 10, jack, queen or king card has a face value of 10; and
 - (b) an ace card has a face value of 1.

17 Banker

- (1) The dealer is the banker unless a player is the banker under this rule.
- (2) If a casino key employee of a level higher than floor manager directs the dealer to offer the dealing shoe to a player seated at the table, the dealer must, before the start of play, offer the shoe to the player in seat number 1 at the table.
- (3) If the player rejects the dealing shoe or if there is no-one in seat number 1, the dealer must offer the shoe to each of the other seated players in turn, going clockwise around the table 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 banker and must deal the cards under this rule and the instructions of the dealer.
- (5) If no player accepts the dealing shoe, the dealer must deal the cards.

18 Banker must make minimum wagers

- (1) This section applies to a player who is the banker.
- (2) The player must wager at least the permissible minimum wager on either the banker's hand or the player's hand for a round of play.
- (3) If the player does not wish to make a mini-baccarat wager for a round of play, the player stops being the banker and must surrender the dealing shoe.

19 Dealing first 2 cards to each hand

- (1) There are 2 hands (the *player's hand* and the *banker's hand*) dealt in mini-baccarat.
- (2) At the start of each round of play, the dealer announces 'no more bets' before the cards are dealt.
- (3) The banker must deal 4 cards from the shoe.
- (4) The first and third cards dealt are the first and second cards of the player's hand and are placed on the player box.
- (5) The second and fourth cards dealt are the first and second cards of the banker's hand and are placed on the banker box.
- (6) All cards must be dealt either face up or face down.
- (7) After all the cards are dealt to each hand, the cards must be placed face up in front of the dealer, if the cards were dealt face down.

20 Announcing point count of each hand after first 4 cards and dealing additional cards

- (1) After the first 4 cards have been dealt, the dealer announces the point count of the player's hand and then the banker's hand.
- (2) Following the announcement of the point counts of each hand, a third card, if required, is dealt to each hand under sections 22 to 24.
- (3) Only 1 additional card may be dealt to either hand.

21 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 is completed, the dealer must tell the players a last round is about to be 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 of cards, the dealer must tell the players a 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.

22 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 an 8 or 9 (a *natural*), no more cards may be dealt to either hand.

23 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 player's hand must stay.

24 Additional card for banker's hand in certain circumstances

- (1) The banker's hand must draw or stay as required by diagram 6.2.
- (2) The first vertical column in the diagram labelled 'point count of banker's hand' refers to the point count of the banker's hand after the first 2 cards have been dealt to it.

- (3) The first horizontal column at the top of the diagram labelled 'third card drawn by player's hand' refers to the value of the third card drawn by the player's hand as distinguished from the point count of the player's hand.
- (4) The letter 'D' used in the diagram means the banker's hand draws and the letter 'S' used in the diagram means the banker's hand stays.
- (5) To use the diagram, a person finds the point count of the banker's hand in the first vertical column and traces it horizontally across the diagram until it intersects the third card drawn by the player's hand.
- (6) The box at which the intersection takes place shows whether the banker's hand draws or stays.

25 Deciding 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) If a dragon bonus wager has been made and there is a standoff the dealer announces 'standoff'.
- (4) After the result of the round is announced, the dealer—
 - (a) collects all losing mini-baccarat wagers and dragon bonus wagers; and
 - (b) pays all winning mini-baccarat wagers and dragon bonus wagers.

Part 4 Perfect pairs wagers

26 Definitions for pt 4

In this part—

coloured pair means a pair comprised of—

- (a) 2 red cards of different suits; or
- (b) 2 black cards of different suits.

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.

mixed pair means a pair comprised of 1 red card and 1 black card.

pair means 2 cards with the same face value.

perfect pair means a pair comprised of cards of the same suit.

27 Perfect pairs wager

For a *perfect pairs wager*, a player wagers that—

- (a) if the wager is placed on the betting area for the banker's hand, 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's hand, the first 2 cards dealt to the player's hand will be a pair.

28 Placing a perfect pairs wager

- (1) A player may place a perfect pairs wager if—
 - (a) the betting areas for wagers on the table layout provide for perfect pairs wagers; and
 - (b) the player has placed a mini-baccarat wager.

- (2) A perfect pairs wager must be at least the minimum amount, and not more than the maximum amount, displayed on the sign at the table about perfect pairs wagers.

29 Winning and losing perfect pairs wagers and payouts

- (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) Winning perfect pairs wagers in a game of mini-baccarat 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.
- (4) 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.
- (5) A perfect pairs wager on the player's hand loses if the first 2 cards dealt to the player's hand are not a pair.

30 How a perfect pairs wager is dealt with

- (1) After 2 cards are dealt to the player's hand and 2 cards are dealt to the banker's hand, the dealer must—
 - (a) take away all losing perfect pairs wagers; and
 - (b) pay all winning perfect pairs wagers.
- (2) The dealer must then continue to deal the game in the usual way for mini-baccarat.

Part 5 Dragon bonus wager

31 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.

32 Placing a dragon bonus wager

- (1) A player may place a dragon bonus wager if the betting areas for wagers on the table 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 on the sign at the table about dragon bonus wagers.
- (4) A maximum of 3 dragon bonus wagers may be allowed at each dragon bonus wager betting area on the table and preference for placing a dragon bonus wager is given to the players who have also placed a mini-baccarat wager.

33 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—
 - (i) has a point count lower than the player's hand; 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 banker's hand; and
 - (b) loses if the player's hand—
 - (i) has a point count lower than the banker's hand; 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.

34 Payouts

A winning dragon bonus wager in a game of mini-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 6 Irregularities

35 Irregularities

- (1) A third card dealt to the player's hand when no third card is authorised by this rule becomes the third card of the banker's hand if, under section 24, the banker's hand must draw.
- (2) If the banker's hand is required to stay, the card dealt in error becomes the first card of the next hand unless it has been disclosed.
- (3) A card that would have been the first card of the next hand becomes the first card of a dummy round if the card—
 - (a) has been disclosed; or
 - (b) is found face up in the shoe.
- (4) A dummy round—
 - (a) can only arise under subsection (3); and
 - (b) must be played in accordance with sections 19 to 24.
- (5) A player must not make a wager on a dummy round.
- (6) If, after the start of a hand, 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.
- (7) If there are not enough cards remaining in the shoe to complete a round of play—
 - (a) the round has no effect; and
 - (b) a new round must start.

Schedule 6 – Mini-baccarat (continued)

Diagram 6.1—Mini-baccarat table layout

section 3

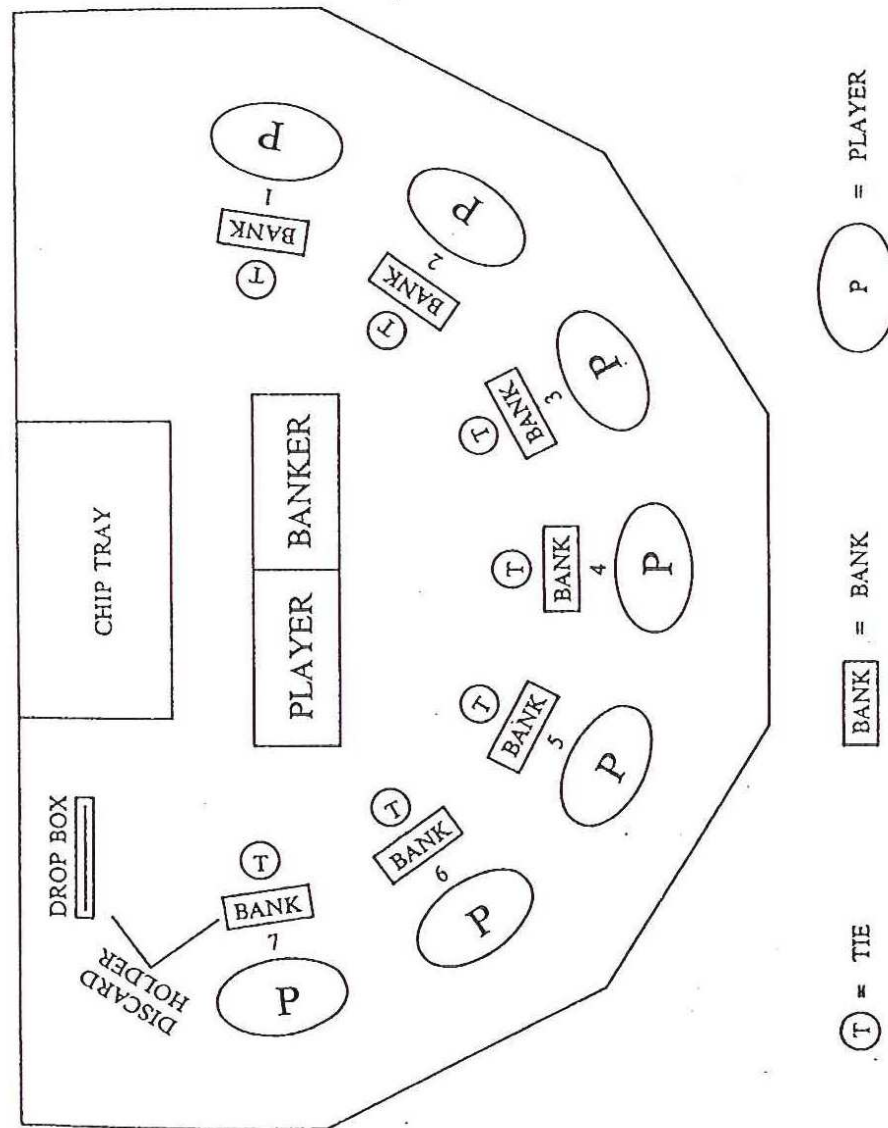


Diagram 6.2—Mini-baccarat table of play

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Schedule 7 Mini-dice

section 3(2)

1 Conducting and playing mini-dice

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

2 Table layout, dice number and 3 identical dice

- (1) Mini-dice is played at a table having places for players on 1 side and a place for the dealer on the opposite side.
- (2) A layout cloth covering the mini-dice table must have imprinted on it the name of, or logo for, the casino and boxes for wagers.
- (3) The boxes must be marked as shown in diagram 7.1.
- (4) The mini-dice table must have attached to it—
 - (a) a drop box; and
 - (b) a dice tumbler containing 3 identical dice.
- (5) The 3 dice must remain in the dice tumbler under seal.

3 Inspecting dice tumbler and seal before opening table for gaming

Before opening a mini-dice table for gaming, a floor manager must—

- (a) inspect the dice tumbler and ensure it is functioning correctly by spinning the dice; and
- (b) ensure the 3 dice in the dice tumbler are properly under seal and the seal has not been interfered with.

4 Permissible wagers and results

- (1) The wagers defined in this section are the permissible wagers by a player at the game of mini-dice.
- (2) In this schedule—

field means a wager that wins if a total of 5, 6, 7, 8, 13, 14, 15 or 16 appears in any combination of the 3 dice and loses if any other total appears.

individual die face values, 1, 2, 3, 4, 5 or 6, means a wager on 1 of the numbers that wins if the number appears on 1 or more of the dice and loses if the number does not appear.

total's means the total of the uppermost sides of the 3 dice in any spin of the dice tumbler.
- (3) The win or loss of a wager is decided by the numbers appearing on the uppermost sides of the dice.
- (4) Only 1 face of each die is taken to be uppermost.

5 How wagers may be made

- (1) A wager at mini-dice is made by placing gaming chips in the appropriate wager area of the mini-dice layout.
- (2) A wager can not be made orally.

6 Player responsible when wagering or giving instructions

- (1) Each player is responsible for the correct positioning of the player's wagers on the layout whether or not the player is helped by the dealer.
- (2) Each player must ensure instructions the player gives to the dealer about placement of the player's wagers are carried out correctly.

7 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'.

8 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.

9 Change to application of ss 6 and 8 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 chip for a player's wager as instructed by the player, or incorrectly places the chip, and the instructions can be confirmed by the dealer; and
 - (b) the casino operator is satisfied the application of sections 6 and 8 would be unfair to the player.
- (2) Despite sections 6 and 8, the casino operator may settle the player's wager as if the chip were in the original or correct position.

10 Use of non-value chips

- (1) 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.
- (2) A non-value chip may be used only at the table at which it was issued.

-
- (3) 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.

11 Payout odds for winning wagers

Winning wagers at the game of mini-dice are paid at the following odds—

Wager	Payout odds		
(a) field	1 to 1		
(b) individual die face values	if number appears on 1 die	if number appears on 2 dice	if number appears on 3 dice
1, 2, 3, 4, 5 or 6	1 to 1	2 to 1	12 to 1.

12 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.

13 Announcing the result

- (1) If, when the 3 dice have come to rest in the bottom section of the dice tumbler, the dice are all lying flat,⁸ the dealer must announce—

⁸ Section 15 explains what happens if 1 or more of the dice are not lying flat.

- (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.

Example—

2, 3, 6; total 11

- (2) Doubles and triples and the total must be called in a similar way.

Example—

double 3, 4; total 10

triple 5; total 15

14 No unauthorised interference with gaming equipment

A person, other than a casino employee or a casino key employee who is responsible for the operation of the game, must not activate the dice tumbler or interfere with the operation of the dice tumbler.

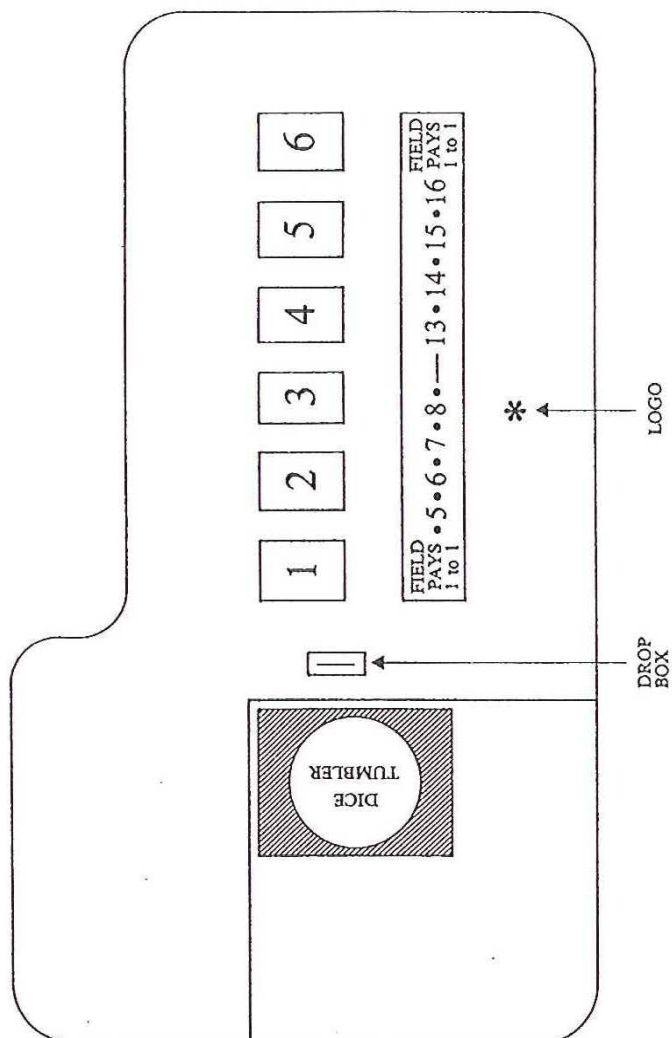
15 Irregularities

- (1) After the dice have been spun as required by section 12, if any of the 3 dice are not lying flat in the bottom section of the tumbler, the dealer must announce ‘no spin’ in a clearly audible voice.
- (2) If the dice tumbler after being activated does not operate correctly, the dealer must announce ‘no spin’ in a clearly audible voice.

Schedule 7 – Mini-dice (continued)

Diagram 7.1—Mini-dice table layout

section 2(3)



Schedule 8 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 8

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 8.1 or a similar layout approved by the chief executive; and
 - (b) must include the following—
 - (i) the name of, or logo for, the casino;
 - (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;
 - (iv) a drop box.

6 Tiles

Pai gow is played with 32 tiles with—

- (a) faces bearing the markings shown in diagram 8.2; 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 8.2, 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 8.3.
- (4) The ranking of individual tiles from highest to lowest is shown in diagram 8.4, 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
 - (b) the tiles for the box must be set before players at other boxes look at or start setting their tiles.

- (5) 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 floor manager 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.
- (6) The casino operator may allow additional cuts to be used if an inspector is told in advance of the cut or cuts to be used.

24 Replacing the tiles

- (1) If a casino employee of the level of floor manager or higher 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 floor manager.
- (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.

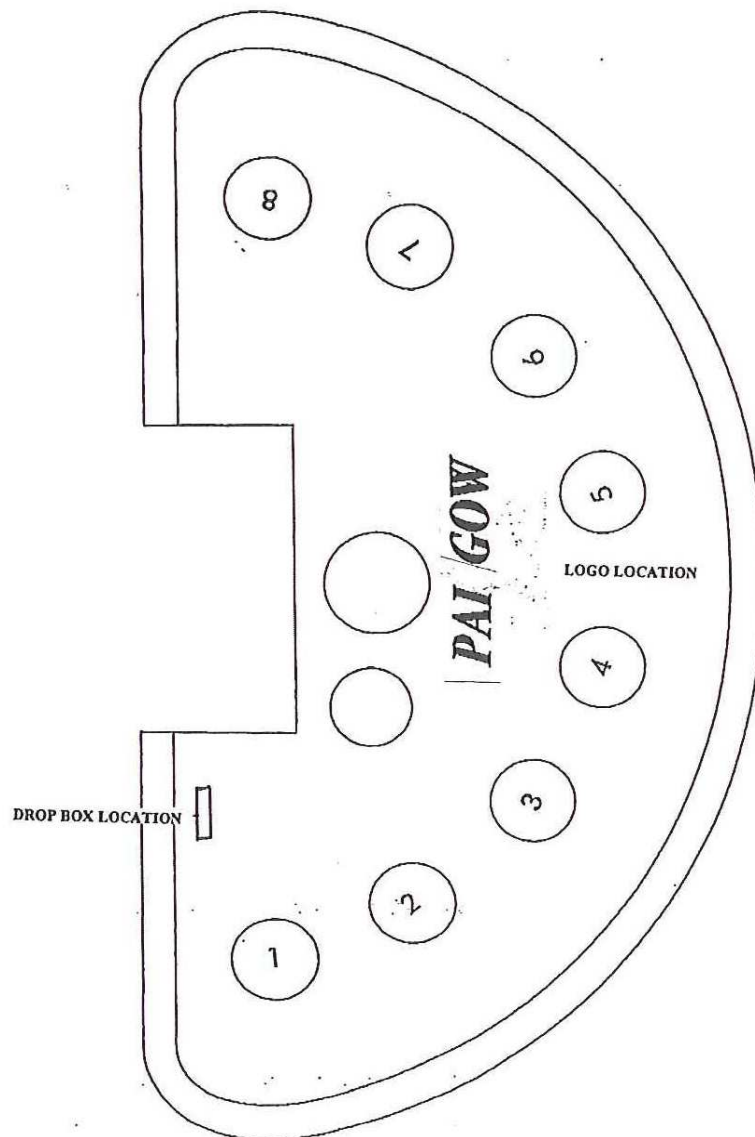
43 Failure to wager

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.

Schedule 8 – Pai gow (continued)

Diagram 8.1—Table layout

section 5



Schedule 8 – Pai gow (continued)

Diagram 8.2—Ranking pairs

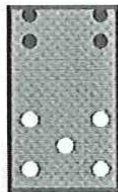
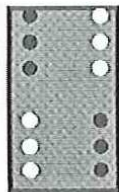
sections 6 and 7

		Gee Jun 1st			Foo 9th
		Teen 2nd			Ping 10th
		Day 3rd			Tit 11th
		Yun 4th			Look 12th
		Gor 5th			Chop Gow 13th
		Mooy 6th			Chop Bot 14th
		Chong 7th			Chop Chit 15th
		Bon 8th			Chop Ng 16th

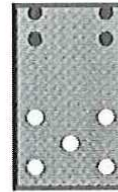
Schedule 8 – Pai gow (continued)

Diagram 8.3—Wongs, gongs and high 9s

section 7



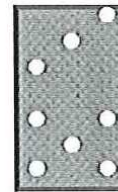
Teen Wong 1st



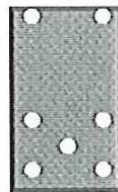
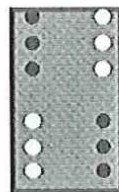
Day Wong 2nd



Teen Gong 3rd



Day Gong 4th



Teen High Nine 5th



Day High Nine 6th

Schedule 8 – Pai gow (continued)

Diagram 8.4—Ranking tiles

section 7

	1st 12		2nd 2
	3rd High 8		4th High 4
	5th High 10		6th High 6
	7th Low 4		8th 11
	9th Low 10		10th High 7
	11th Low 6		12th 9
	13th Low 8		14th Low 7
	15th 5		16th 3/6

Schedule 9 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.

2 Definitions for sch 9

In this schedule—

display, for a roulette terminal, means electronically display.

roulette terminal means a touch screen for playing roulette.

Part 2 Equipment for roulette

3 Roulette wheel and ball

- (1) A roulette wheel must be not less than 0.75m in diameter and have 37 equally spaced compartments around the wheel.
- (2) One of the compartments on a roulette wheel must be marked with '0' and coloured green and the other compartments must be marked with a number from 1 to 36, with 18 of the compartments coloured red and 18 coloured black.

- (3) The numbers and colours on a roulette wheel must be arranged around the wheel in the way approved by the chief executive.
- (4) However, it is not necessary to obtain the chief executive's approval under subsection (3) for the arrangement of numbers and colours shown in diagram 9.1

4 Roulette table and layout

- (1) A roulette table must have a roulette wheel at 1 end of the table and a roulette layout imprinted on the opposite end of the table on a layout cloth.
- (2) The layout cloth of each roulette table must have the name of, or logo for, the casino imprinted on it and must be marked similarly to the way shown in diagram 9.2.

5 Roulette terminal

- (1) A roulette terminal must display a roulette layout similar to the layout shown in diagram 9.2.
- (2) A roulette terminal also must display the following information—
 - (a) the minimum and maximum permissible wagers;
 - (b) when a player may place bets;
 - (c) the total number of credits available to the player;
 - (d) the number of credits bet by the player for the current round of play;
 - (e) the winning number for the previous round of play;
 - (f) the number of credits won by the player for the previous round of play.
- (3) For each roulette wheel for which roulette terminals are used, the chief executive must approve the maximum number of roulette terminals for the wheel.

Part 3 General rules

6 Playing roulette

A player plays roulette using a roulette table or roulette terminal.

7 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) While the ball is still rotating around the wheel—
 - (a) the dealer must call ‘no more bets’; and
 - (b) if a player is using a roulette terminal—the words ‘no more bets’ must be displayed on the terminal and the terminal must not accept a wager or a change or withdrawal of a wager.

8 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.
- (3) If a player is using a roulette terminal—
 - (a) the winning number must be displayed on the terminal after the ball comes to rest; and
 - (b) the layout displayed on the terminal must be cleared of wagers; and
 - (c) if the player has made a winning wager—

- (i) the wager and the player's winnings must be displayed on the terminal; and
- (ii) the wager and the player's winnings must be added to the player's credits and the total of the credits must be displayed on the terminal.

9 No unauthorised interference with gaming equipment

During play a person, other than a casino key employee or a casino employee 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) the operation of a roulette terminal;
- (e) any other gaming equipment used for the game.

10 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 from 0 to 36 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—

- (a) wins if—
 - (i) one of the 3 numbers in the row wagered is spun; or
 - (ii) 0 and 1 and 2 are wagered and 1 of them is spun; or

(iii) 0 and 2 and 3 are wagered and 1 of them is spun; and

(b) 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.

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 or 0.

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 or 0.

red means a wager that wins if the colour of the number wagered and spun is red and loses if another colour is spun.

11 How wagers are made and changed—roulette 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 9.3 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.
- (6) This section does not apply to a player using a roulette terminal.

12 How wagers are made and changed—roulette terminal

- (1) This section applies to a player using a roulette terminal.
- (2) The player makes a wager by touching the part of a roulette terminal's touch screen designated for making wagers.
- (3) Diagram 9.4 shows the correct placement of wagers on the layout for a roulette terminal.
- (4) The player may make, change or withdraw a wager until the words 'no more bets' are displayed on the terminal.

13 Use of non-value chips

- (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.

14 Player responsible for placing wagers

- (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.

15 Wagers dealt with when ball falls to rest

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.

16 Change to application of ss 14 and 15 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 14 and 15 would be unfair to the player.
- (2) Despite sections 14 and 15, the casino operator may settle the player's wager as if the chip were in the original or correct position.

17 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) The amount of the minimum wager for a game of roulette when a player plays the game at a roulette terminal may be different between each roulette terminal.
- (3) If the minimum wager for a type of wager mentioned in column 1 is not more than the amount in column 2 for the wager—
 - (a) for a player playing at a roulette table—the maximum wager must be at least the amount in column 3 for the wager; and
 - (b) for a player playing at a roulette terminal—the maximum wager must be at least the amount in column 4 for the wager.

Column 1	Column 2	Column 3	Column 4
Type of wager	Minimum wager	Maximum wager (roulette table)	Maximum wager (roulette terminal)
1 number or straight up	\$5	\$20	\$10
2 numbers or split	\$5	\$40	\$20
3 numbers or street	\$5	\$60	\$30
4 numbers or corner	\$5	\$80	\$40
6 numbers or 6-line	\$5	\$120	\$60
column	\$25	\$250	\$50
dozen	\$25	\$250	\$50

low—(1–18)	\$25	\$500	\$100
high—(19–36)	\$25	\$500	\$100
even	\$25	\$500	\$100
odd	\$25	\$500	\$100
red	\$25	\$500	\$100
black	\$25	\$500	\$100

18 Use of value chips

The casino operator may permit, limit or prohibit the use of value chips by a player at the roulette table.

19 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
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 'zero' or '0', all wagers lose other than the wagers made straight up on the zero or 0 or made in any combination of the zero or 0 and the numbers 1, 2 and 3.
- (3) Winning wagers made straight up on the zero or 0 or made in any combination of the zero or 0 and the numbers 1, 2 and 3, are paid the same odds as would apply to the same type of wager involving any other numbered square on the layout.

20 Roulette terminal payments

- (1) This section applies when a player collects the player's credits from a roulette terminal.
- (2) The roulette terminal may dispense a voucher for the value of credits due to the player.
- (3) If the roulette terminal does not dispense a voucher, the dealer must either—
 - (a) give the player a voucher for the value of credits due to the player; or
 - (b) pay the player in chips to the value of credits due to the player.
- (4) The player may redeem a voucher mentioned in subsection (2) or (3)(a) with the casino operator for an amount equivalent to the value of the credits stated in the voucher.

Part 4 Irregularities

21 Irregularities and announcing no spin

- (1) If the ball is spun in the same direction as the wheel, the dealer, another casino employee, or a casino key employee 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, another casino employee, or a casino key employee 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, another casino employee, or a casino key employee 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, another casino employee, or a casino key employee must announce 'no spin'.
- (5) After the dealer, another casino employee, or a casino key employee 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.
- (6) If 'no spin' is announced under this section and a player is using a roulette terminal, the words 'no spin' or other words indicating 'no spin' has been announced, must immediately be displayed on the terminal.

22 Irregularities—roulette terminal

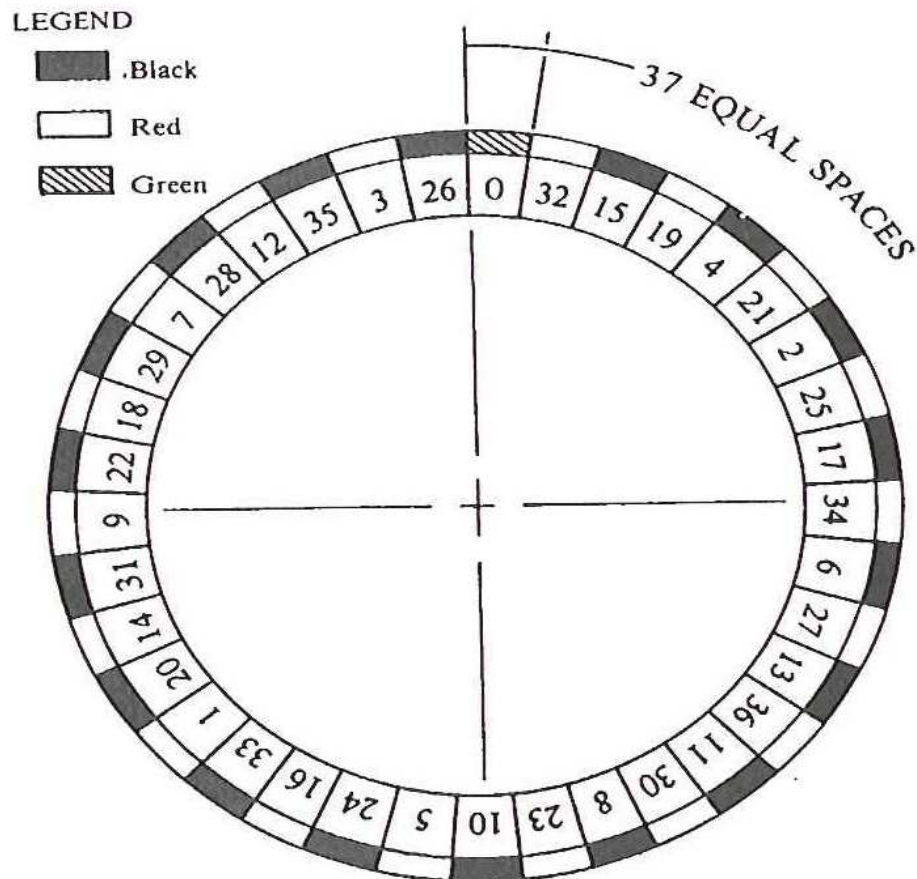
- (1) This section applies to a roulette terminal if, after the ball comes to rest in a compartment—

- (a) the winning number is not displayed on the roulette terminal; or
 - (b) a number is incorrectly displayed on the roulette terminal as the winning number.
- (2) A floor manager or a casino key employee must ensure the correct winning number is displayed on the roulette terminal.

Schedule 9 – Roulette (continued)

Diagram 9.1—Roulette wheel

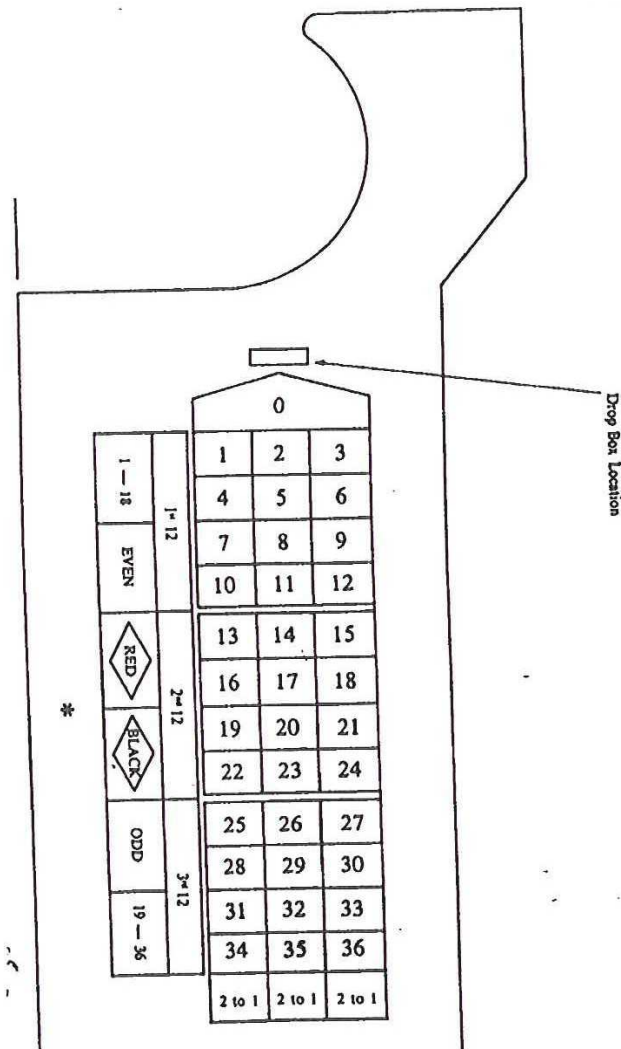
Section 3(4)



Schedule 9 – Roulette (continued)

Diagram 9.2—Layout for roulette table and roulette terminal

sections 4(2) and 5(1)

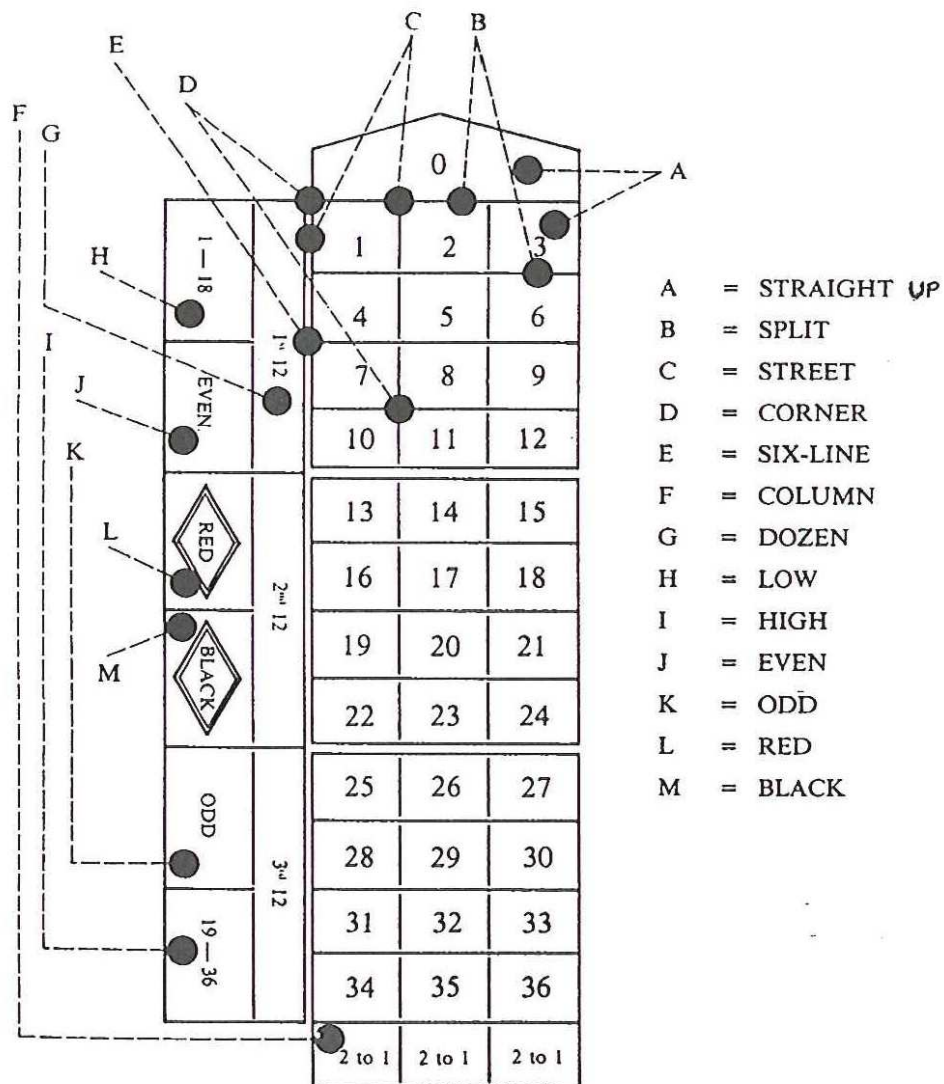


*Approximate casino name or logo location

Schedule 9 – Roulette (continued)

Diagram 9.3—Illustration of manner of placement of wagers at a roulette table

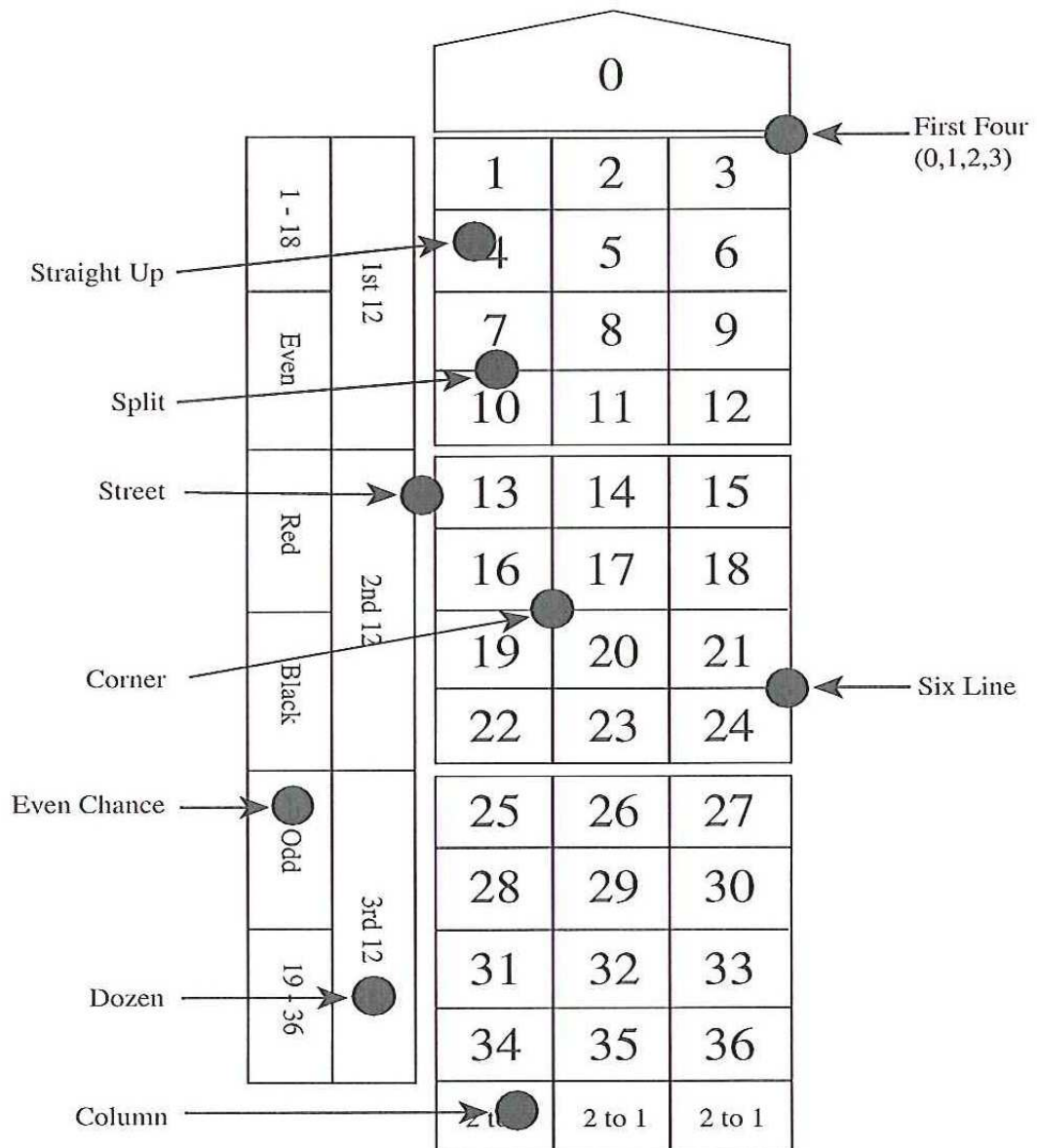
section 11(3)



Schedule 9 – Roulette (continued)

Diagram 9.4—Illustration of manner of placement of wagers at a roulette terminal

section 12(3)



Schedule 10 Sic-bo

section 3(2)

1 Conducting and playing sic-bo

This schedule states the rules for conducting and playing the casino game known as sic-bo.

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 name of, or logo for, the casino must be included in the table layout in the way shown in diagram 10.1.
- (3) The sic-bo table must have a dice tumbler containing 3 identical dice and an entry terminal.
- (4) The dice tumbler and the entry terminal must be attached to the table.
- (5) Each sic-bo table must have a drop box attached to it.
- (6) The table layout must include the wagers and their respective payout odds.
- (7) The 3 dice must remain in the dice tumbler under seal.

3 Electronic equipment and entry terminal for results

- (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.

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.

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.

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.

6 Gaming chips to be used for wagering

- (1) A wager at sic-bo is made by placing gaming chips in the appropriate wager area of the sic-bo layout.
- (2) A wager can not be made orally.

7 Player responsible for placing wagers

- (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—
 - (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 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

- (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.

12 Payout odds for winning wagers

Winning wagers at the game of sic-bo are paid at the following odds—

Wager	Payout odds
(a) small	1 to 1
(b) big	1 to 1
(c) triples—	
triple 6, 5, 4, 3, 2 or 1	180 to 1
(d) doubles—	
double 6, 5, 4, 3, 2 or 1	11 to 1
(e) any triple	31 to 1
(f) 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	
(g) 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	
(h) individual die			
face values	if number appears on 1 die	if number appears on 2 dice	if number appears on 3 dice
1, 2, 3, 4, 5 or 6	1 to 1	2 to 1	12 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,⁹ 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

15 Entering results into the electronic equipment

- (1) As well as announcing the result, 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 casino employee or a casino key employee who is responsible for the operation of the game, must not activate the dice tumbler or operate the entry terminal.

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’ in a clearly audible voice.

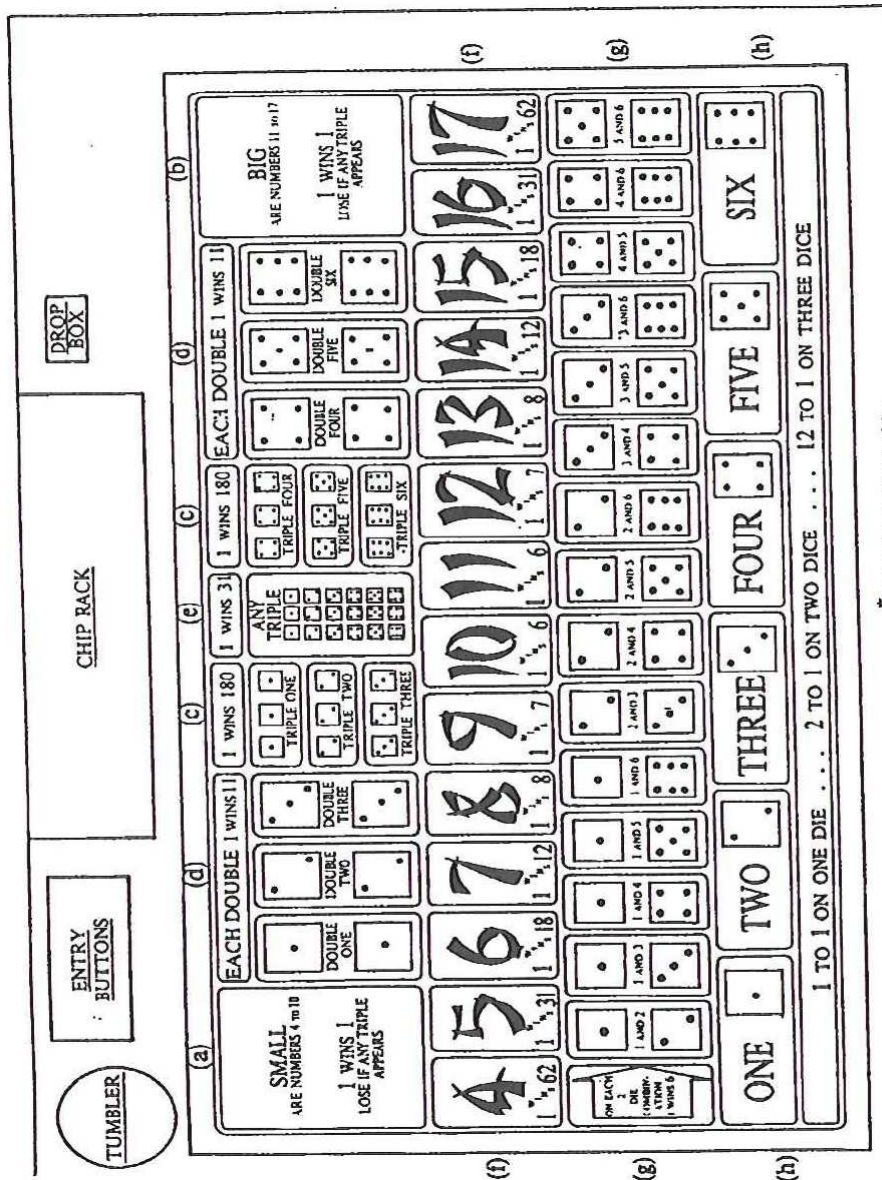
⁹ Section 17 explains what happens if 1 or more of the dice are not lying flat.

- (2) If the dice tumbler does not operate correctly after being activated, the dealer must announce 'no spin' in a clearly audible voice.

Schedule 10 – Sic-bo (continued)

Diagram 10.1—Sic-bo table layout

section 2(2)



(Wagers and payout odds available to players are marked (a) to (h) on this diagram and correspond with the wagers described in section 5 and payout odds specified in section 12.)

Schedule 11 Spanish blackjack

section 3(2)

Part 1 Preliminary

1 Conducting and playing spanish blackjack

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

2 Definitions for sch 11

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.

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.

dealer means the person responsible for dealing the cards at a spanish blackjack table.

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 see section 25.

perfect pairs wager see section 35.

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

spanish blackjack wager see section 7(1).

split, for cards or a hand of cards, see section 27.

Part 2 Table, layout and equipment

3 Table and layout

- (1) Spanish 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 layout cloth for the spanish blackjack table must have printed on it—
 - (a) the name of, or logo for, the casino; and
 - (b) rectangular, circular or oval areas to indicate boxes for wagers; and
 - (c) if the chief executive has approved a change to the boxes for perfect pairs wagers—the boxes as approved; and
 - (d) the following words—
 - (i) spanish blackjack pays 3 to 2;
 - (ii) dealer must stand on hard 17 or soft 18 and must draw to hard 16 or soft 17;
 - (iii) insurance pays 2 to 1.
- (3) The layout for the table is the layout in diagram 11.1 or a similar layout approved by the chief executive.

4 Drop box and discard rack

Each spanish blackjack table must have a drop box and a discard rack attached to it at approximately the positions shown in diagram 11.1.

Part 3 General rules of spanish blackjack

5 Number of decks

Spanish blackjack is played with—

- (a) 5 to 8 decks of cards with—
 - (i) backs of the same colour and design; and
 - (ii) the 10 of hearts, diamonds, clubs and spades removed from the packs; and
- (b) 2 cutting cards.

6 Value of cards

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 jack, queen or king has a value of 10;
- (c) an ace has a value of 11 unless—
 - (i) if a value of 11 for the ace would give a player or the dealer a point total of more than 21—the ace has a value of 1; or
 - (ii) section 26(4)¹⁰ applies.

7 Winning and losing wagers

- (1) Before the first card is dealt for each round of play, each player at a game of spanish blackjack must make a wager (a ***spanish blackjack 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

¹⁰ Section 26—

- (4) If a player elects to double down, any aces dealt to the player's hand before the double down have a value of 1, not 11.

-
- (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 paragraph (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.

8 How wagers may be made

- (1) A wager at spanish blackjack is made by placing chips in the appropriate area of the layout.
- (2) A wager can not be made orally.

9 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 7s of the same suit and the dealer's first card is a 7 of any suit—
 - (a) if the player's spanish blackjack wager is not more than \$24—\$1000;
 - (b) if the player's spanish blackjack wager is at least \$25—\$5000;
 - (c) all other players who have made spanish blackjack wagers in the round of play—\$50.

10 Time for wagering

- (1) After the first card of a round of play has been removed from the shoe, a player must not handle, remove or alter the spanish blackjack wager on the 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.

11 Entry to or exclusion from game after first round

- (1) A casino operator may refuse to allow a person who has not made a spanish blackjack wager on the first round of play to enter a later round, until the cards are reshuffled.
- (2) A casino operator 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 casino operator may refuse to allow a person, who has placed a spanish blackjack wager on a round of play and declined to place a spanish blackjack wager on a later round, to place a further spanish blackjack wager until the shoe is completed and a new shoe is started.

12 Minimum and maximum wagers for tables

- (1) If the minimum wager permitted for a table is not more than \$5, the maximum wager permitted for the table must be at least \$100.
- (2) Despite subsection (1), a casino key employee responsible for managing table games may direct that—
 - (a) a player may wager on only 1 box; and
 - (b) the player may wager only the minimum wager for the table.
- (3) The employee may give the direction only if the employee 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.
- (4) The casino employee must immediately report the direction to an inspector.

13 Procedures for inspecting and shuffling cards

- (1) Cards must be inspected and shuffled—
 - (a) under the provisions of this schedule; 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 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 to close at the end of the last round of play; and
- (c) after a round of play if directed by a casino employee higher than a floor manager.
- (5) The dealer must reshuffle cards that have been preshuffled if a player asks the dealer to reshuffle the cards before the first card is removed from the dealing shoe.

14 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) 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 pit boss or assistant pit boss 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.
- (8) The stack of cards must then be inserted in the dealing shoe for the start of play.

15 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(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) If no player accepts the cut, the pit boss, assistant pit boss, floor manager or the dealer must cut the cards.

16 Replacing the cards

A casino key employee responsible for managing table games may, after a round of play, direct that the cards be replaced.

17 Using a dealing shoe

- (1) All cards used in the game of spanish blackjack 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 a spanish blackjack wager;

- (b) one card face up to the dealer;
 - (c) a second card face up to each box which contains a spanish blackjack 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.¹¹
- (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 his or her decision, the dealer must deal face up the additional cards required and must announce the point total of the player's hand 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's hand.
- (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

- (1) At the completion of a round of play, all cards still remaining 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 a 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 must pick up the dealer's cards and

¹¹ See also sections 24 (Surrender) and 25 (Insurance wagers).

place them face down on top of the players' cards in the discard rack.

20 Procedure when cutting card is reached

- (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.
- (2) When the cutting card is drawn as the first card of a new round of play, the cards must be immediately reshuffled.
- (3) Subsection (4) applies if, before a new round of play starts, and before the cutting card has been dealt, a casino key employee responsible for managing table games directs that only 3 more rounds be played before the table is closed.
- (4) Despite subsections (1) and (2), if the cutting card is dealt in 1 of the 3 rounds of play mentioned in subsection (3), the 3 rounds may be completed without a card reshuffle.

21 Players not to handle cards

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

22 Player responsible for own point total

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

23 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, extra players and other matters

24 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 spanish blackjack 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) If the dealer obtains blackjack, the surrender is void and the player loses the whole wager.
- (4) If the dealer does not obtain blackjack, the dealer must complete the hand and take half the surrendered wager.

25 Insurance wagers

- (1) If the first card dealt to the dealer is an ace, the dealer must call for insurance wagers by calling 'insurance'.
- (2) Each player may make an insurance wager which wins if the dealer's second card is a king, queen or jack and loses if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.
- (3) Immediately after the second card is dealt to each player and before any additional cards are dealt to the players, an insurance wager may be made by placing on the insurance line an amount not more than half the amount staked on the player's spanish blackjack wager.
- (4) However, to ensure an even dollar payout if the insurance wager wins, the insurance wager may be up to 25c more than half the amount staked on the player's spanish blackjack wager.
- (5) All winning insurance wagers are paid at odds of 2 to 1.

- (6) 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.

26 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 spanish blackjack 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) If a player elects to double down, any aces dealt to the player's hand before the double down have 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 spanish blackjack wager and not the additional amount wagered in doubling down.
- (6) Despite section 9, a winning double down wager may be paid only at odds of 1 to 1 for both the spanish blackjack wager and the double down wager.
- (7) A player who has doubled down forfeits the amount of the spanish blackjack 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 spanish blackjack wager; and
- (b) if all the players for the box have elected to withdraw the doubled portion of their wagers—remove the players' cards.

27 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 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 but—
 - (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 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 hand; 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 hand is not more than 20.

28 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.

29 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.

30 One player for each box

Subject to section 31 and part 5—

- (a) only 1 player may play on a box at a spanish blackjack table; and
- (b) the dealer must not allow a player to place a wager on another player's hand.

31 More than 1 player for a box

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

32 Relationship between players placing spanish blackjack wagers on the same box

- (1) This section applies—
 - (a) if more than 1 player places a spanish blackjack wager on a box; and
 - (b) to each player who places a spanish blackjack 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) Despite section 24(1), if the player controlling the box does not surrender, other players wagering on the box can not surrender.
- (6) If the player controlling the box surrenders, the dealer must not deal any further cards to the box.
- (7) All players may make an insurance wager.
- (8) 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.
- (9) 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 spanish blackjack wager to apply.

33 When a player may wager on more than 1 box

- (1) A casino operator may permit a player to place a spanish blackjack wager on more than 1 box at a spanish blackjack table with the understanding that, when there are not enough betting positions 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 spanish blackjack wager on more than 1 box at a table, the player must make at least the minimum wager on each hand played.

Part 5 Perfect pairs wagers

34 Definitions for pt 5

In this part—

coloured pair means a pair comprised of—

- (a) 2 red cards of different suits; or
- (b) 2 black cards of different suits.

face value, of a card, means—

- (a) the number of the card, namely 2, 3, 4, 5, 6, 7, 8 or 9;
or
- (b) the type of card, namely jack, queen, king or ace.

mixed pair means a pair comprised of 1 red card and 1 black card.

pair means 2 cards with the same face value.

perfect pair means a pair comprised of cards of the same suit.

35 Perfect pairs wager

A player may choose to place a wager (a **perfect pairs wager**) for a round of play if the boxes for wagers on the spanish blackjack table layout provide for perfect pairs wagers.

36 Placing a perfect pairs wager

- (1) If a player places a spanish blackjack wager on a box, a perfect pairs wager on the player's hand may also be placed on the box.
- (2) However, the player placing the spanish blackjack wager must be given an opportunity to place a perfect pairs wager on the player's hand before any other person is allowed to place a perfect pairs wager on the player's hand.
- (3) A perfect pairs wager for a round of play must be placed before any cards are dealt in the round of play.
- (4) A perfect pairs wager must be at least the minimum amount, and not more than the maximum amount, displayed on the sign at the table about perfect pairs wagers.¹²

¹² Under section 64(1)(d) of the Act, a casino operator must display at each gaming table or location for the playing of a game a sign showing the permissible minimum and maximum wagers for the game played at the table or location.

37 Winning and losing perfect pairs wagers and payouts

- (1) A perfect pairs wager wins if the first 2 cards dealt to the hand on which the wager was placed are a pair.
- (2) Winning perfect pairs wagers must be paid as follows—
 - (a) if the chief executive has approved the application of the No. 1 schedule of prizes for perfect pairs wagers as part of the game of spanish blackjack at the casino—
 - (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 chief executive has approved the application of the No. 2 schedule of prizes for perfect pairs wagers as part of the game of spanish blackjack at the casino—
 - (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.
- (3) A perfect pairs wager loses if the first 2 cards dealt to the hand on which the wager was placed do not comprise a pair.

38 Schedule of prizes

For each casino for which approval has been given for gaming equipment that provides for perfect pairs wagers as part of the game of spanish blackjack, the chief executive must approve the application of the No. 1 schedule of prizes or No. 2 schedule of prizes for perfect pairs wagers as part of the game at the casino.

39 How perfect pairs wager dealt with

- (1) 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.
- (2) The dealer then goes on to deal with each player in the usual way for spanish blackjack.

Part 6 Madness 21 wagers

40 Definitions for pt 6

In this part—

controlling player, for a box, means the player whom the dealer decides, under section 32, controls the box.

electronic prize meter means a meter for displaying the amount of the prize for each \$1 wager that is a madness 21 wager.

madness 21 wager see section 41.

41 Additional madness 21 wager

A player may choose to place an additional wager (a *madness 21 wager*) if—

- (a) the boxes for wagers on the spanish blackjack table layout provide for madness 21 wagers; and
- (b) the table is fitted with the following equipment approved by the chief executive—
 - (i) a jackpot button;
 - (ii) a random number generator;
 - (iii) an electronic prize meter.

42 Placing a madness 21 wager

- (1) A player may place a madness 21 wager on any box on which the player has placed a spanish blackjack wager.

- (2) The madness 21 wager must be placed before any cards in the round of play are dealt.
- (3) The madness 21 wager must be at least the minimum amount, and not more than the maximum amount, displayed on the sign at the table about madness 21 wagers.¹³
- (4) Subsection (1) does not apply if the madness 21 equipment for the table has malfunctioned or is not operating.

43 Winning and losing madness 21 wagers and payouts

- (1) A madness 21 wager on a box wins if the controlling player for the box has a blackjack, even if the dealer has a blackjack.
- (2) A madness 21 wager on a box loses if the controlling player for the box does not have a blackjack.
- (3) Subject to subsection (4), after the jackpot button has been pressed by a person eligible to press it under section 44, each winning madness 21 wager on a box must be paid, for each \$1 wager that is a madness 21 wager, the amount displayed on the electronic prize meter for madness 21 wagers at the table.
- (4) If, during the round of play, the equipment for madness 21 malfunctions and can not be used to decide the amount payable for a winning madness 21 wager, the winning madness 21 wager for the round must be paid an amount equal to 25 times the amount of the madness 21 wager.

44 Deciding who is eligible to press jackpot button

- (1) The person who may press the jackpot button for a winning madness 21 wager on a box is decided under this section.
- (2) The controlling player for the box may press the jackpot button if the controlling player placed a winning madness 21 wager on the box.

¹³ Under section 64(1)(d) of the Act, a casino operator must display at each gaming table or location for the playing of a game a sign showing the permissible minimum and maximum wagers for the game played at the table or location.

- (3) The second player for the box may press the jackpot button if—
 - (a) the controlling player for the box has not placed a madness 21 wager, is not present or refuses to press the jackpot button; and
 - (b) the second player has placed a winning madness 21 wager on the box.
- (4) The third player for the box may press the jackpot button if—
 - (a) no-one may press the jackpot button under subsection (2) or (3) or the persons who may press the jackpot button under either of the subsections are not present or refuse to press the jackpot button; and
 - (b) the third player has placed a winning madness 21 wager on the box.
- (5) The floor manager may press the jackpot button if all persons who may press the button under subsection (2), (3) or (4) are not present or refuse to press the jackpot button.
- (6) In this section—

second player, for a box, means the player for a box whose spanish blackjack wager is directly behind the spanish blackjack wager of the controlling player for the box.

third player, for a box, means the player for a box whose spanish blackjack wager is directly behind the spanish blackjack wager of the second player for the box.

45 Pressing the jackpot button

- (1) A player may use only reasonable force to press the jackpot button.
- (2) If a casino key employee responsible for managing table games is satisfied a player used more force than was reasonable to press the jackpot button, the casino key employee may direct that the player be excluded from placing madness 21 wagers at the casino.

46 How madness 21 wagers are dealt with

- (1) This section applies despite section 23.
- (2) After controlling players have been dealt their first 2 cards, the dealer must take away all losing madness 21 wagers.
- (3) If a player has blackjack and the dealer's first card is a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer must—
 - (a) pay the player's spanish blackjack wager, push the controlling player's cards together and leave them on the layout on the dealer's side of the box; and
 - (b) deal with each other player in the usual way for the game of spanish blackjack.
- (4) If a player has blackjack and the dealer's first card is an ace, king, queen or jack, the dealer must deal with each player in the usual way for a game of spanish blackjack.
- (5) After the dealer has made payouts for the round of play but before removing the cards from the layout, the dealer must, for each box with a winning madness 21 wager, offer the jackpot button to the persons who may press the jackpot button for the box under section 44, starting from the dealer's right, until 1 of the persons presses the jackpot button.
- (6) After an amount is displayed on the electronic prize meter for a box with a winning madness 21 wager, the dealer must pay, for each \$1 wager that is a madness 21 wager, the amount displayed on the electronic prize meter for madness 21 wagers at the table, before moving to the next box with a winning madness 21 wager.
- (7) After all winning madness 21 wagers have been paid, the dealer must collect the players' cards and place them in the discard rack.
- (8) To remove doubt, it is declared that—
 - (a) the jackpot button may only be pressed once for each box with a winning madness 21 wager; and
 - (b) each player with a winning madness 21 wager on a box is to be paid under subsection (6) or section 43(4).

47 Schedule of prizes

For each casino for which approval has been given for gaming equipment that provides for madness 21 wagers as part of the game of spanish blackjack, the chief executive must approve a schedule of prizes for each \$1 wager that is a madness 21 wager as part of the game at the casino.

Part 7 Irregularities**48 Exposed card in rack**

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

49 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 the player's hand during the round.
- (4) If the card is refused by the players, it must become the dealer's second card.

50 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.

51 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.

52 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.

53 Dealer with too many cards

- (1) If, contrary to section 18(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 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 spanish blackjack 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 spanish blackjack wager; and
 - (b) whose point total is not more than 20.

54 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 player A's spanish blackjack 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 spanish blackjack wager; or
 - (b) receive a second card when the dealer starts acting on player B's hand.

55 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 spanish blackjack wager; or
 - (b) to be dealt a second card and additional cards before the dealer deals a second card to the dealer's hand.

56 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 spanish blackjack wager or play out his or her hand after all other players have completed their hands and before any other card is dealt.

57 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 the dealer's hand 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 (**player A**)—
 - (a) if player A was not dealt a second card—a second card; and
 - (b) if player A indicates player A wants to be hit with additional cards—as many additional cards as player A 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.

58 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 spanish blackjack 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 spanish blackjack wager; and
 - (b) whose point total is not more than 20.
- (3) However, the dealer can not obtain blackjack from the 2 cards dealt to the dealer's hand under subsection (2), even if the 2 cards are an ace and a card with a point value of 10.

59 Extra hand dealt

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

60 Player not acting on hand after wagering

If a player who has made a spanish blackjack wager does not act on the player's hand within a reasonable time, or

refuses to act or is not present, a pit boss, assistant pit boss or floor manager may direct—

- (a) the first 2 cards must be dealt to the player's hand; and
- (b) further cards must be dealt to the player's hand, until the hard total of the hand is more than 11 or the soft total of the hand is more than 16.

Part 8 Use of card machine

61 Card machine

- (1) A card machine may be used for spanish blackjack.
- (2) However, a card machine must not be used for a game of spanish blackjack if perfect pairs is offered with the game, unless the approved control system for the casino states that a card machine may be used for a game of spanish blackjack with which perfect pairs is offered.
- (3) If a card machine is used, the operation of parts 1 to 7 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 number of decks (which in turn must be not more than 8) 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 16, 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 in the way mentioned in paragraph (d);
 - (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.
- (4) Section 11 does not apply if a card machine is used.

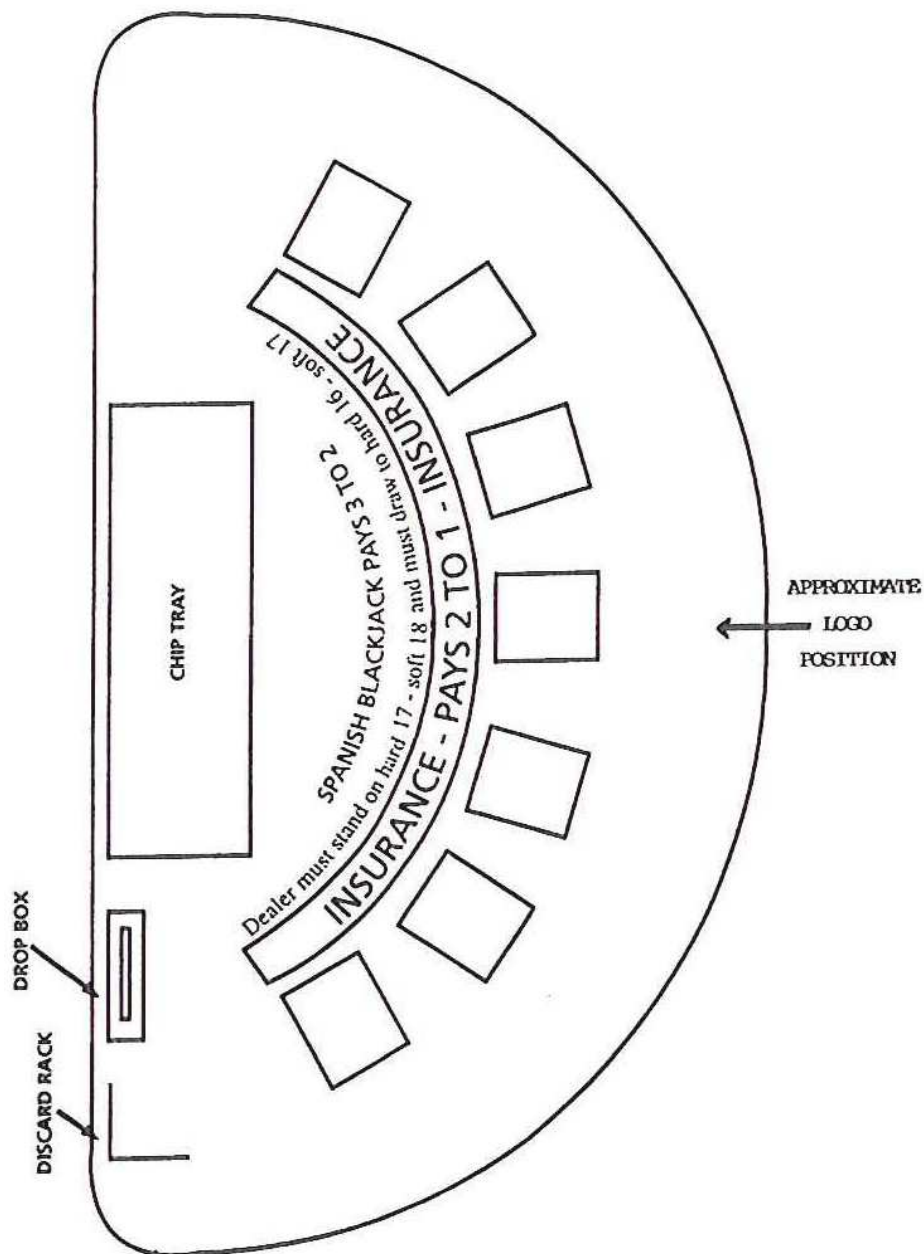
62 Card machine malfunction

- (1) This section applies if a card machine malfunctions during a round of play.
- (2) A casino employee of the level of pit boss or higher must ensure that the card machine is repaired or replaced in accordance with the casino's approved control system.
- (3) If the casino employee considers that the malfunction has disadvantaged a player, each player must be given the opportunity to have the player's wagers for the round of play returned to the player before the round of play is continued.

Schedule 11 – Spanish blackjack (continued)

Diagram 11.1—Spanish blackjack table layout

sections 3(3) and 4



Schedule 12 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.

- (3) The sections are arranged around the rim of the wheel as shown in diagram 12.1.
- (4) Each wheel of fortune table layout cloth must have the name of, or logo for, the casino, the 8 symbols and the odds that apply to each symbol imprinted on it in the way shown in diagram 12.2 or approved by the chief executive.
- (5) Each symbol must be imprinted in a clearly defined area of the layout cloth, which is used by the players in placing wagers at this game.

3 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.
- (3) To be a valid spin, at least 4 revolutions of the wheel must be completed after the dealer has called 'no more bets'.

4 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.

5 No unauthorised interference with gaming equipment

During play a person, other than a casino key employee or a casino employee who is responsible for the operation and integrity of the game, must not interfere with the wheel or its rotation.

6 Permissible 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.

7 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 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.

8 Player responsible when wagering

- (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.

9 Wagers dealt with when indicator rests in slot

Each wager must be settled strictly in accordance with its position on the layout when the indicator falls to rest in a slot of the wheel.

10 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 8 and 9 would be unfair to the player.
- (2) Despite sections 8 and 9, the casino operator may settle the player's wager as if the chip were in the original or correct position.

11 Minimum and maximum wagers

If the minimum wager permitted for a table is not more than \$5, the maximum wager permitted for the table must be at least—

- (a) if the payout odds are 1 to 1—\$400; or
- (b) if the payout odds are 5 to 1—\$80; or
- (c) if the payout odds are 11 to 1—\$40; or
- (d) if the payout odds are 22 to 1—\$20; or
- (e) if the payout odds are 44 to 1—\$10.

12 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.’

13 Irregularities

- (1) If a mechanical malfunction of the wheel occurs the dealer must announce ‘no spin’ and the spin is an invalid spin whether or not the indicator comes to rest in 1 of the slots on the wheel.
- (2) If the dealer calls ‘no spin’ all wagers are void on the spin.

Part 3 Changed rules for wheel with 52 spaces

14 Wheel and layout

- (1) If the chief executive approves, an alternative wheel of fortune may be played with a circular wheel not less than 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 12.3.
- (4) Each alternative wheel of fortune table layout cloth must have the name of, or logo for, the casino, the 7 symbols and the odds that apply to each symbol imprinted on it in the way shown in diagram 12.4 or approved by the chief executive.
- (5) Section 2(5) applies to the alternative wheel of fortune.

15 Spinning the wheel

Sections 3 to 5 apply to the alternative wheel of fortune.

16 Permissible wagers and results

Sections 6 to 10 apply to the alternative wheel of fortune.

17 Minimum and maximum wagers

- (1) If the minimum wager permitted for a table is not more than \$5, the maximum wager permitted for the table must be at least—
- (a) if the payout odds are 1 to 1—\$200; or
 - (b) if the payout odds are 3 to 1—\$80; or
 - (c) if the payout odds are 5 to 1—\$40; or
 - (d) if the payout odds are 11 to 1—\$20.
- (2) Also, if the minimum wager permitted for a table is not more than \$2, the maximum wager permitted for the table must be at least—
- (a) if the payout odds are 23 to 1—\$10; or
 - (b) if the payout odds are 47 to 1—\$5.

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 12(2) and (3) applies to the alternative wheel of fortune.

19 Irregularities

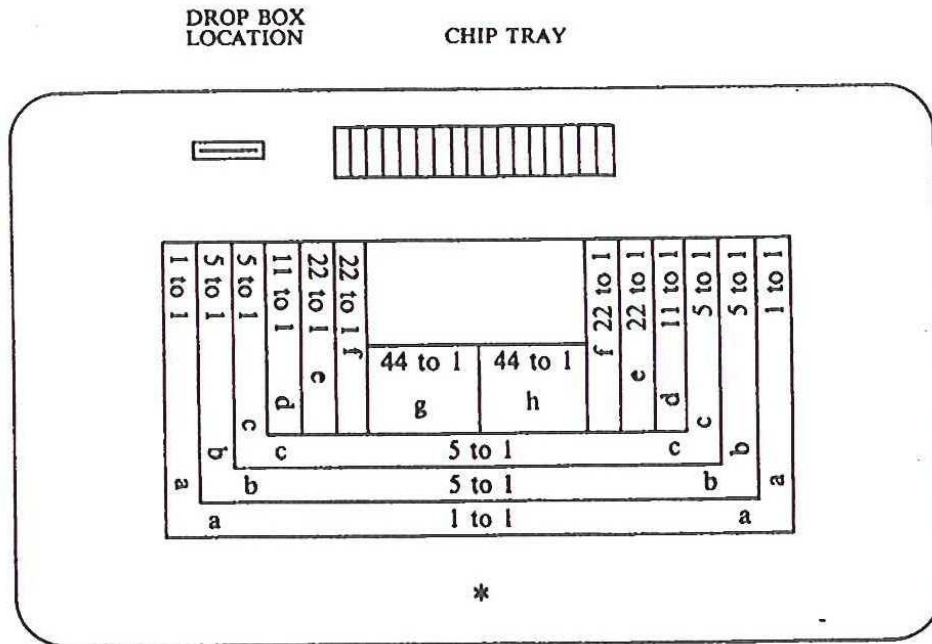
Section 13 applies to the alternative wheel of fortune.

Diagram 12.1—Arrangement of wheel of fortune

Schedule 12 – Wheel of fortune (continued)

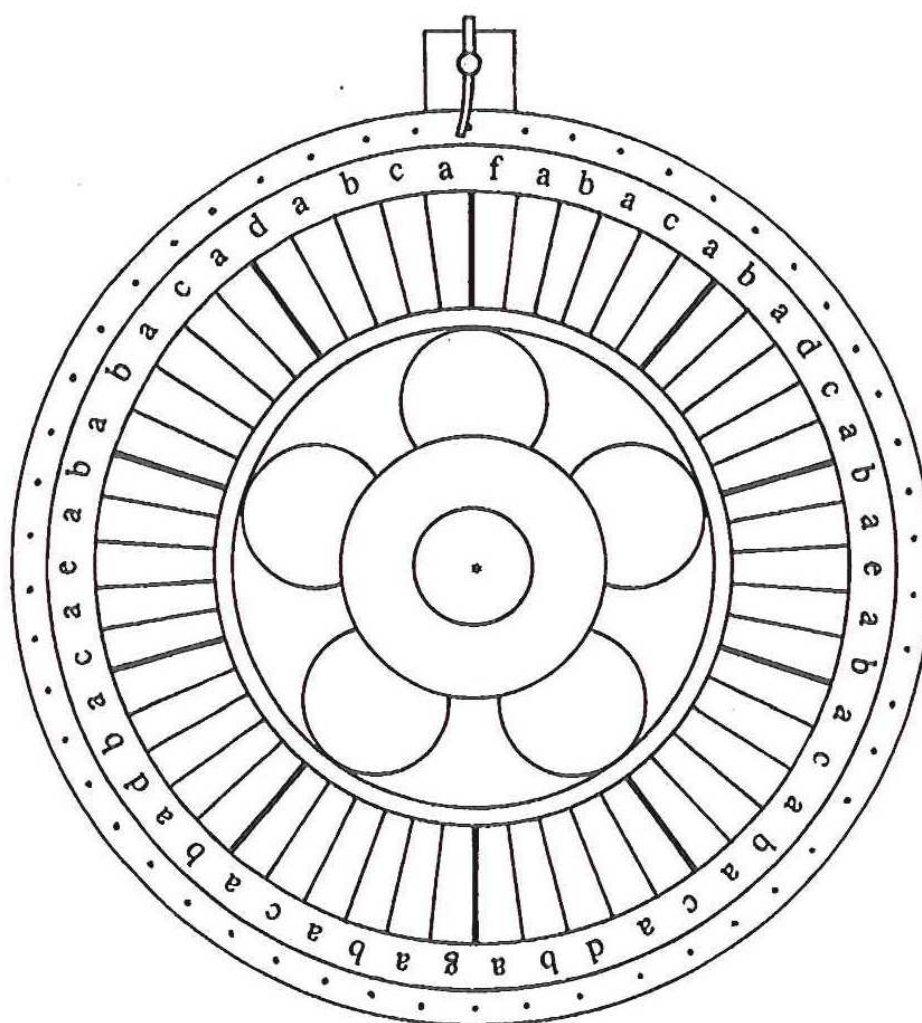
Diagram 12.2—Wheel of fortune table layout

section 2(4)



*Approximate location for casino name or logo

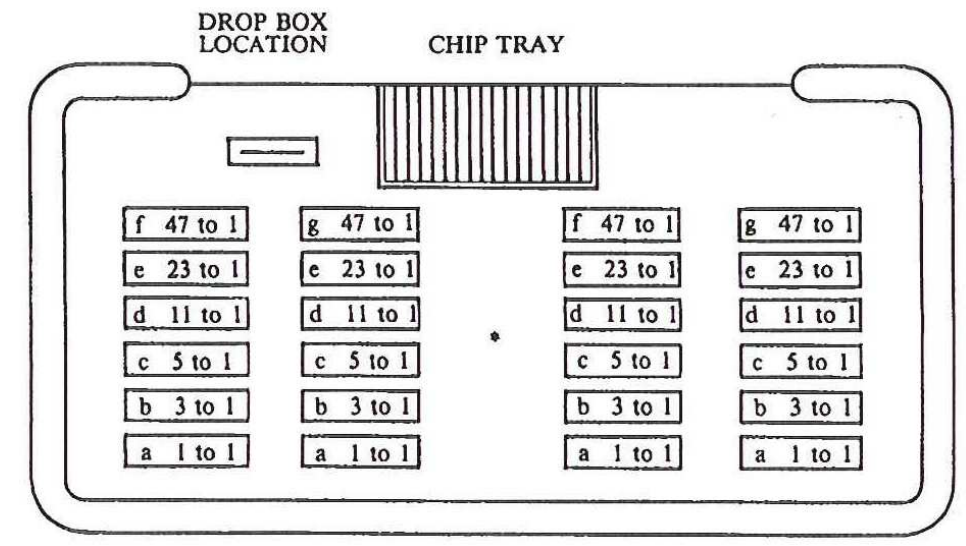
Diagram 12.3—Arrangement of alternative wheel of fortune
section 14(3)



*Approximate location for casino name or logo

Schedule 12 – Wheel of fortune (continued)

Diagram 12.4—Alternative wheel of fortune table layout
section 14(4)



*Approximate location for casino name or logo

Schedule 13 Two-up dice

section 3(2)

Part 1 Preliminary

1 Conducting and playing two-up dice

This schedule states the rules for conducting and playing the casino game known as two-up dice.

2 Definitions for sch 13

In this schedule—

heads means 2 dice lying on the table with ‘H’ showing on the top side of each die.

invalid spin means a spin declared invalid by the dealer under section 20.

odds means 2 dice lying on the table with ‘H’ showing on the top side of 1 die and ‘T’ showing on the top side of the other die.

player’s wager see section 11(1).

spin, in relation to dice, means to throw the dice.

spinner means the player or dealer who spins the dice.

spinner’s wager see section 6(1).

tails means 2 dice lying on the table with ‘T’ showing on the top side of each die.

valid spin means a spin that is not an invalid spin.

Part 2 Table, layout and equipment

3 Table and layout

- (1) Two-up dice is played on an oblong table with rounded corners and high walled sides having places for players and places for the dealers.
- (2) The layout cloth covering the two-up dice table must be substantially as shown in diagram 13.1 and must include—
 - (a) the name of, or logo for, the casino; and
 - (b) areas for placing the spinner's wager and players' wagers.
- (3) The two-up dice table must have a drop box attached to it.

4 Dice to be used in the game

- (1) Each die used in the game must have—
 - (a) 6 equal sides; and
 - (b) 3 of the sides marked 'H' and 3 sides marked 'T'; and
 - (c) the sides arranged so that each side marked 'H' is opposite a side marked 'T'.
- (2) A set of 5 dice must be at the table at the start of play.
- (3) However, only 2 dice may be spun for playing the game.
- (4) The dealer must keep the dice, other than the dice in play, in a dice cup at the table.
- (5) A player may not ask for new dice for a game.

Part 3 The spinner

5 Selecting the spinner and the dice for spinning

- (1) This section states the procedures for offering the dice to players to act as spinner.
- (2) At the start of the first game after the table is opened for play, the dealer must offer the 5 dice at the table to the first player on the dealer's left hand side.
- (3) At the start of a subsequent game, if a spinner must be selected, the dealer must offer the 5 dice at the table to the next player at the table, going in a clockwise direction, from the place at the table occupied by the spinner for the previous game.
- (4) If the player offered the dice under subsection (2) or (3) declines to spin the dice, the dealer must offer the dice to each of the other players in turn, going clockwise around the table, until a player accepts the dice or all players have declined to spin the dice.
- (5) If a player accepts the dice, the player is the spinner.
- (6) If all of the players decline to spin the dice, the dealer is the spinner.
- (7) The spinner must select 2 dice from the 5 dice offered, to use in play.
- (8) If the dealer is the spinner under subsection (6), the dealer must spin the dice until the dealer spins heads or tails once, or odds 5 times consecutively, after which the dealer may stop being the spinner or continue as the spinner.

6 Spinner's wager

- (1) The spinner must place a wager (the *spinner's wager*) on either heads or tails.
- (2) However, a dealer acting as the spinner must not place a wager.

- (3) The spinner's wager may only be placed by placing chips on the area of the layout for the spinner's wager.
- (4) The spinner's wager must remain unchanged on the layout until the result of the wager has been decided.

7 Spinning the dice

- (1) The spinner must spin the dice after the dealer calls 'no more bets'.
- (2) The spinner must use only 1 hand to handle or spin the dice.
- (3) The spinner must spin the dice, so that they—
 - (a) leave the spinner's hand simultaneously; and
 - (b) strike the end of the table farthest from the spinner.

8 Results of the spinner's wager

- (1) A spinner's wager on heads—
 - (a) wins if the spinner spins heads 3 times, without spinning tails, and without spinning odds 5 times consecutively; and
 - (b) loses if the spinner spins tails; and
 - (c) loses if the spinner spins odds 5 times consecutively.
- (2) A spinner's wager on tails—
 - (a) wins if the spinner spins tails 3 times, without spinning heads, and without spinning odds 5 times consecutively; and
 - (b) loses if the spinner spins heads; and
 - (c) loses if the spinner spins odds 5 times consecutively.

9 Payout odds for a spinner's wager

A winning spinner's wager is paid at odds of 7.5 to 1.

10 Changing the spinner

- (1) If the spinner's wager wins, the spinner may stop being the spinner or continue as the spinner.
- (2) If the spinner's wager loses, the spinner must stop being the spinner.
- (3) If the spinner stops being the spinner under subsection (1) or (2), a spinner must be selected for the next game.
- (4) If the spinner stops spinning the dice before the result of the spinner's wager is decided—
 - (a) the dealer must take over as spinner and spin the dice until the result of the spinner's wager is decided; and
 - (b) a spinner must be selected for the next game.

Part 4 Players**11 Player's wager**

- (1) A player, including a player who is the spinner, may place a wager (a *player's wager*) on heads or tails and may place separate player's wagers on heads and tails.
- (2) A player's wager may only be placed by placing chips on the area of the layout for players' wagers.
- (3) A player's wager must remain unchanged on the layout until the result of the wager has been decided.

12 Results of a player's wager

- (1) A player's wager on heads—
 - (a) wins, if the spinner spins heads; and
 - (b) loses, if the spinner spins—
 - (i) tails; or
 - (ii) odds 5 times consecutively.

- (2) A player's wager on tails—
 - (a) wins, if the spinner spins tails; and
 - (b) loses, if the spinner spins—
 - (i) heads; or
 - (ii) odds 5 times consecutively.

13 Payout odds for a player's wager

A winning player's wager is paid at odds of 1 to 1.

Part 5 Other matters about wagers

14 Minimum and maximum wagers

If the minimum wager permitted at a table for a game of two-up dice is not more than \$5, the maximum wager permitted for the table must be at least \$100.

15 Player responsible for placing wagers

- (1) Each player is responsible for the correct positioning of his or her wagers on the layout, whether or not the player is helped by the dealer.
- (2) Each player must ensure that the instructions the player gives to the dealer about positioning chips for his or her wagers are carried out correctly.

16 Wagers to remain after dealer calls 'no more bets'

No wager may be placed, changed or withdrawn after the dealer has called 'no more bets'.

17 How wagers are dealt with

Each wager must be settled strictly in accordance with its position on the layout when the result of the wager is decided.

18 Change to application of ss 15 and 17 if unfair

- (1) This section applies if—
 - (a) any of the following happen—
 - (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 chip for a wager as instructed by a player, or incorrectly places the chip, and the instructions can be confirmed by the dealer;
 - (iii) a player's chip is struck by a die during a spin causing the chip to move from its original position to another position on the table layout, and the chip and its original position can be identified by the casino operator; and
 - (b) the casino operator is satisfied the application of sections 15 and 17 would be unfair to the player.
- (2) Despite sections 15 and 17, the casino operator may settle the wager made by the player as if the chip were in the original or correct position.

19 Results of spins to be displayed

- (1) The result of each spin must be shown—
 - (a) if the spin is heads—by switching on 1 light in a set of 3 lights that are all the same colour; or
 - (b) if the spin is tails—by switching on 1 light in a set of 3 lights that are all a second colour; or

- (c) if the spin is odds—by switching on 1 light in a set of 5 lights that are all a third colour.
- (2) If a light fails, a card showing the result of the spin must be shown instead of the light.

Part 6 Irregularities

20 Invalid spins

- (1) The dealer—
 - (a) must declare a spin invalid if—
 - (i) the spinner uses both hands to handle or spin the dice; or
 - (ii) the dice do not leave the spinner's hand simultaneously; or
 - (iii) the dice do not strike the end of the table farthest from the spinner; or
 - (iv) either or both of the dice come to rest in the table's chip tray; or
 - (v) 1 die comes to rest on top of the other die; or
 - (vi) either or both of the dice come to rest in the dice cup or on the rail of the table; or
 - (vii) a die does not come to rest evenly on the table, including, for example, because the die comes to rest entirely or partially on a chip or other object, or a corner of the die comes to rest against the table wall; or
 - (viii) either or both of the dice go off the table; and
 - (b) may declare a spin invalid if the dealer otherwise considers the spin is invalid.

- (2) Subject to subsection (1)(a)(iv) and (vii), the dealer must not declare a spin invalid only because a die contacts a chip during the spin.
- (3) The dealer declares a spin invalid by calling 'no spin' or 'barred'—
 - (a) if possible, before the dice come to rest; or
 - (b) otherwise, as soon as possible after the dice come to rest.
- (4) If the dealer declares a spin invalid, a casino key employee responsible for managing table games may overrule the dealer if the casino key employee considers the dealer has made an error in declaring the spin invalid.

21 Dealer may take over as spinner if there are consecutive or numerous invalid spins

- (1) A spinner must stop being the spinner if—
 - (a) the spinner spins 3 consecutive invalid spins; or
 - (b) the dealer considers the spinner has spun an unreasonably high proportion of invalid to valid spins.
- (2) If a spinner stops being the spinner under subsection (1)—
 - (a) the dealer must spin the dice until the result of the spinner's wager is decided; and
 - (b) a spinner must be selected for the next game.
- (3) Despite subsection (2)(b), if a spinner stops being the spinner because the spinner's first 3 spins are invalid spins, the spinner may, if he or she wishes, continue as the spinner after the result of the spinner's wager is decided.

22 Procedure if a die goes off the table

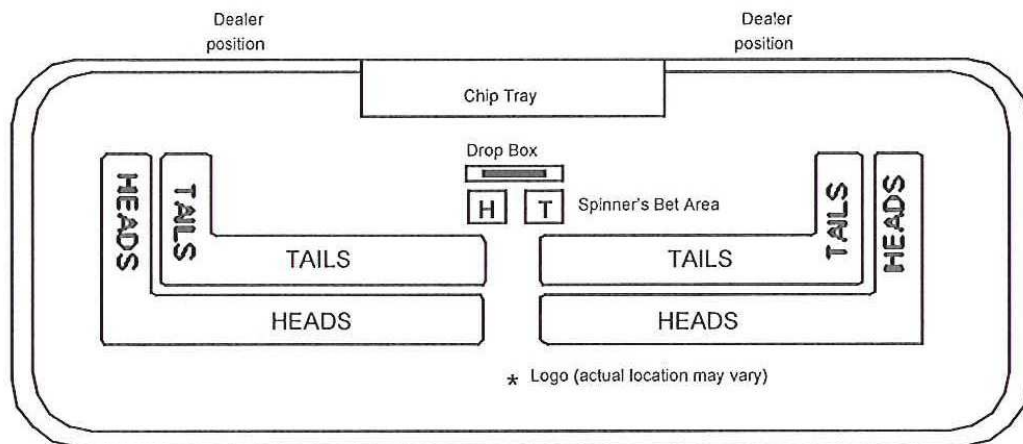
- (1) If a die or dice go off the table, the following procedures must be followed—
 - (a) an immediate effort must be made to retrieve the die or dice;

- (b) the remaining dice must be offered to the spinner to select new dice;
 - (c) if the missing die or dice are found, they must be checked by the dealer, then—
 - (i) if requested by the spinner—returned to the spinner; or
 - (ii) if not requested by the spinner—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 spinner may ask for the original dice to be returned.
- (3) Despite subsection (1)(d), to avoid delay in a game, the spinner may continue to use the remaining dice of the original set until—
- (a) the spinner's wager loses; or
 - (b) the spinner's wager wins and the spinner decides to stop being the spinner.

Schedule 13 – Two-up dice (continued)

Diagram 13.1—Two-up dice table and layout

section 3(2)



Schedule 14 Texas hold'em poker

section 3(2)

Part 1 Preliminary

1 Conducting and playing texas hold'em poker

This schedule states the rules for conducting and playing the casino game known as texas hold'em poker.

2 Definitions for sch 14

In this schedule—

absent player means a player who is absent with approval under section 22(2)(a).

act, in a round of betting, means to fold, call, call and raise, or check.

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 31(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.

buck, for a round of play, means the marker used to show the last player to receive the hole cards in the round of play.

burn card means the card dealt immediately before the flop, turn card or river card.

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 32.

community card, without indicating a particular community card, means a card from the flop, or the turn card or river card.

designated player, for a round of play, means the player who has the buck for the round of play.

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.

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.

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—

- (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.

hole cards see section 21(4).

inactive player, for a round of play, means a player who has gone all-in or folded.

minimum table stake, for a game at a table, means the minimum stake required to enter the game at the table.

misdeal see section 34(1).

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 a 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.

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 the sequence of play described in section 21 from paying the participation fee, if any, to paying the pot to the winner.

second blind bet see section 24(2).

showdown means the procedure under section 29 for deciding the winning hand or hands in which 1 or more players show their hands.

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.

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 Meaning of *check*

- (1) A player ***checks*** in a round of betting if the player declines to make an opening bet but does not fold.
- (2) A player may check only in the second, third, or final round of betting.
- (3) However, a new or returning player may check in the first round of betting.
- (4) The first player who may check in a round of betting is the first active player.
- (5) 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.

5 Meaning of *fold*

- (1) A player ***folds*** in a round of play if, in a round of betting, 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.
- (2) If a player folds, the dealer must collect the player's cards and place them in the circled area for discards of the table layout.

-
- (3) For subsection (1)(b), a player is taken to have folded in a round of play if the player puts the player's cards in the circled area for discards of the table layout.

6 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.

7 Meaning of *poker hands*

- (1) The *poker hands* for texas hold'em 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.

8 **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.

9 Meaning of *raise* and *raises*

- (1) A player ***raises*** in a round of betting if the player calls or makes an opening bet and then bets an additional amount (a ***raise***).
- (2) The casino operator may decide the maximum number of raises allowed in each round of betting.

10 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

11 Table and layout

- (1) Texas hold'em 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 14.1 or a similar layout approved by the chief executive, but must include—
 - (a) a circle for discards; and
 - (b) the name of, or logo for, the casino.

12 Equipment

- (1) A table for texas hold'em poker must be equipped with the following—
 - (a) a buck;
 - (b) a cutting card;
 - (c) a dealing shoe;
 - (d) a drop box;
 - (e) a sign stating the following—
 - (i) the minimum table stake;
 - (ii) betting limits and structure;
 - (iii) that there are 2 blind bets;
 - (iv) the rate of commission or the amount of the participation fee.
- (2) A table may also be equipped with a mechanical shuffling device approved by the chief executive for use in texas hold'em poker.

Part 3 Preparing for the game

13 Complete deck to be used

Texas hold'em poker must be played with a complete deck of 52 cards.

14 Sorting and inspecting the cards

- (1) The dealer and the floor manager must independently sort and inspect the cards at the table—
 - (a) before the first round of play for a game starts; and
 - (b) if, after a round of play, the dealer, pit boss or floor manager considers at least 1 of the cards in the deck used for the last round of play is unfit for further use; and
 - (c) if the cards are otherwise not to be used for the game.
- (2) A floor manager may, after a round of play, ask the dealer to check that the deck being used for the game is complete.

15 Inspecting and shuffling a new deck

- (1) This section applies if a deck is to be used for a round of play and has not been used in the preceding round of play.
- (2) After the cards have been sorted and inspected, the dealer must spread the cards face up on the table to make it easy for a player inspecting them to see if the cards form a complete deck.
- (3) After a player has been given an opportunity to look at the cards, the dealer must turn the cards face down on the table and wash, stack and shuffle them by hand.

16 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.

17 Shuffling cards before each round of play

- (1) The cards must be shuffled immediately before the start of a round of play.
- (2) If a mechanical shuffling device is being used, it may be loaded only with 1 deck of cards.
- (3) After the cards have been shuffled, the dealer must—
 - (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.

18 The buck

- (1) The player to the immediate right of the dealer receives the buck for the first round of play.

- (2) At the end of each round of play after the first round of play, the buck is passed to the player next to the player who had the buck for the preceding round of play.
- (3) If it is an absent player's turn to receive the buck, the next active player receives the buck instead.
- (4) A player must accept the buck when it is the player's turn to receive it.

19 Minimum table stake

- (1) Subsections (2) and (3) apply if a person is about to become a player in—
 - (a) the first round of play for a game; or
 - (b) a later round of play for a game, if the person was not a player in the preceding round of play.
- (2) The person must place the person's table stake on the table, in full view of the dealer and all players.
- (3) The table stake must be—
 - (a) at least the minimum table stake; 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 or reduce the player's table stake during a round of play, other than by taking part in a round of betting.
- (5) A returning player 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 table stake.

20 Participation fee

- (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.

21 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, the dealer deals 2 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.

22 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 floor manager 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 casino employee of the level of floor manager or higher; and
 - (b) he or she rejoins the game in accordance with the approval.
- (3) However, a new or returning player may only join a game during a round of play before the hole cards are dealt.

Part 4 Playing the game

23 How to wager

- (1) A player wagers in a round of play by placing gaming chips in the appropriate area of the table.
- (2) A wager must not be made orally.

24 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 half the minimum permissible wager for 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 permissible wager for the table.
- (3) 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.

- (4) After the second blind bet has been made and all wagers under section 25 have been made, the dealer must deal the hole cards to each player.
- (5) To deal the hole cards, the dealer must deal 1 card face down to each player starting with the player who made the first blind bet until each player has 2 cards.

25 Wagers for new and returning players

- (1) A new player in a round of play must make a wager equal to the value of the second blind bet.
- (2) If a returning player was absent during their turn to make a blind bet, they must make a wager equal to the combined total value of all missed blind bets that the returning player would otherwise have been required to make.
- (3) The wager mentioned in subsection (1) and (2) must be made before the hole cards are dealt.

26 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) make an opening bet for the round of betting; or
 - (b) make an opening bet and raise; or
 - (c) fold.
- (3) If player B folds under subsection (2)(c), each player in turn may, if an opening bet has not already been made—
 - (a) make an opening bet or an opening bet and raise; or
 - (b) fold.
- (4) However, a new or returning player may also check if no opening bet has been made.
- (5) An opening bet and a raise made with an opening bet must each be equal to the amount of the second blind bet.

- (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) If a player makes an opening bet and no other player raises, the player who made the first blind bet must make a wager equal to the amount of the first blind bet to remain an active player.
- (8) The first round of betting and the round of play ends if any of the following happens—
 - (a) no player makes an opening bet;
 - (b) a player makes an uncalled opening bet;
 - (c) a player makes an uncalled raise.
- (9) If no player makes an opening bet—
 - (a) the player who made the second blind bet 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 28.
- (10) 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 28.
- (11) 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; and
 - (c) no player raises.

27 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 less than the minimum permissible wager for the table nor more than the maximum permissible wager for the table.
- (5) 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.
- (6) 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.
- (7) 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 28.
- (8) 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; and
 - (c) no player raises.
- (9) However, if the final round of betting ends under subsection (8), a showdown happens for the round of play.
- (10) 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.

28 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 31.

29 Showdown

- (1) This section explains the sequence for a showdown in a round of play.
- (2) If no player made an opening bet for the final round of betting—
 - (a) the designated player for the round of play (the *showing player*) must show the player's hand; or
 - (b) if the designated player is not an active player, the first active player (also the *showing player*) must show the player's hand.
- (3) If the final round of betting has ended and subsection (2) does not apply, the last player to be called in the final round of betting (also the *showing player*) must show the player's hand.
- (4) 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 showing player's hand, the responding player must show the responding player's hand.
- (5) When the showing player and each responding player, if any, have shown their hands, the round of play and the final round of betting ends.
- (6) If only 1 hand has the highest poker ranking, the hand is the winning hand.
- (7) If 2 or more hands each have the highest poker ranking, the hands are the winning hands.

- (8) After the winning hand or hands have been worked out, the dealer must announce the winning hand or hands.
- (9) 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) if more than 1 player has a winning hand, divide the pot equally, in units of \$1, among the players with the winning hands.
- (10) If a participation fee has been charged, the dealer must—
 - (a) pass the entire pot to the player with the winning hand; or
 - (b) if more than 1 player has a winning hand, divide the pot equally, in units of \$1, among the players with the winning hands.
- (11) If there is an amount left over after a division under subsection (9)(e)(ii) or (10)(b), the amount is given to the player with a winning hand who is next to the designated player for the round of play.
- (12) The pot must not be divided on the basis of an agreement among players.
- (13) This section applies subject to section 31.
- (14) 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.

30 Betting structure and raises

- (1) Subject to subsection (11), full pot betting, half pot betting, no limit betting, straddle 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 (9).
- (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 an opening bet is made by the last player to bet before player A—the amount of the opening bet; or
 - (b) if the last player to bet before player A makes a call without raising—the amount of the call; or
 - (c) if the last player to bet before player A calls and raises—the amount of player A's call.
- (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 raise must not be less than the amount of the last bet made by an active player.

Example of no limit betting—

If the last active player made a call and raise totalling \$200, the next active player must bet a minimum amount of \$200 to call and \$200 to raise.

- (8) If ***straddle betting*** applies for the round of betting, a player's raise must not be more than—
- (a) if the player calls a player who has made an opening bet—twice the opening bet; or
 - (b) if paragraph (a) does not apply, and the last player to bet called but did not raise—twice the amount of the call; or
 - (c) if paragraph (a) does not apply and the last player to bet called and raised—twice the total amount of the call and raise.
- (9) If ***structured betting*** applies at the table, a player's raise must be—
- (a) in the first and second rounds of betting—the minimum permissible wager for the table; and
 - (b) in the third and final rounds of betting—the maximum permissible wager for the table.
- (10) A table for Texas hold'em poker must have a sign at the table that states the betting structure that applies at the table.
- (11) However, combination betting may apply at a table if—
- (a) the chief executive has approved combination betting for the table; and
 - (b) a sign at the table states that straddle betting applies for the first round of betting and full pot betting or half pot betting applies for the final round of betting; and
 - (c) the sign mentioned in paragraph (b) has been approved by the chief executive.

- (12) In this section—

betting structure means full pot betting, half pot betting, no limit betting, straddle betting or structured betting.

combination betting means—

- (a) straddle betting for the first round of betting; and
- (b) the betting that would otherwise apply at the table under subsection (1) for the second and third rounds of betting; and
- (c) full pot betting or half pot betting for the final round of betting.

31 **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 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, 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.

32 Commission

- (1) Subject to subsection (4)(a)—
- (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 20.
- (2) However, for deducting commission from a pot that is more than 100 times the minimum permissible wager for the

table, the pot is taken to be 100 times the minimum permissible 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) if a player wins more than 1 pot in a round of play, commission is calculated on the total amount of all of the pots won; and
 - (b) if a player raises but is not called, the raise is taken not to be part of a 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.

33 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 permissible wager for the table.
- (3) Before the new round starts, the player must increase the player's table stake to at least the minimum table stake for the game.
- (4) If the player does not increase the player's table stake under subsection (3) to at least the minimum table stake, 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 minimum table stake but not less than the minimum permissible wager for the table.

- (6) The player may increase the player's table stake to the minimum table stake for the game but must do so before the new round starts.

Part 5 Irregularities

34 Misdeals

- (1) A *misdeal* happens for a round of play 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) in dealing the hole cards—
 - (i) the dealer exposes a card; or
 - (ii) a card is found face up in the deck; or
 - (d) 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 floor manager, pit boss or dealer becomes aware a misdeal has happened, the floor manager, pit boss or dealer 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)(d) 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)(d)(iv) happens, but a misdeal can not be declared under subsection (4), 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 circled area for discards of the table layout.

35 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 for a round of play, 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 declared dead 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 a player's hand is declared dead for a round of play 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 whose hand has been declared dead for the round of play.

- (5) However, subsections (3) and (4) apply subject to section 31 if a player has gone all-in during the round of play and is eligible to win the pot.

36 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 circled area for discards of the table layout.
- (4) The dealer must give all players the opportunity to view a card exposed in error under subsection (1) or (3).

37 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.

38 Community card exposed in error

- (1) This section applies if, during any of the first 3 rounds 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.
- (3) The maximum bet allowed for the round of betting must not be more than—
 - (a) if a bet has already been made in the round of betting—the highest bet made; or
 - (b) if no bets have been made in the round of betting—the minimum permissible wager for the table.

39 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) If, when acting out of turn, the out of turn player made a bet (an *out of turn bet*), the out of turn bet stands if each missed player—
 - (a) folds; or
 - (b) checks; or
 - (c) makes a bet that is not more than the out of turn bet.
- (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 must be returned to the out of turn player.
- (6) Despite subsection (3), if the out of turn bet is more than the maximum permissible wager for the table, the difference between the out of turn bet and the maximum permissible wager must be returned to the out of turn player.

40 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.
- (5) Subsection (4) applies even if the player becomes an inactive player in the round of play.
- (6) 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 a 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.

41 Players must not exchange cards or communicate

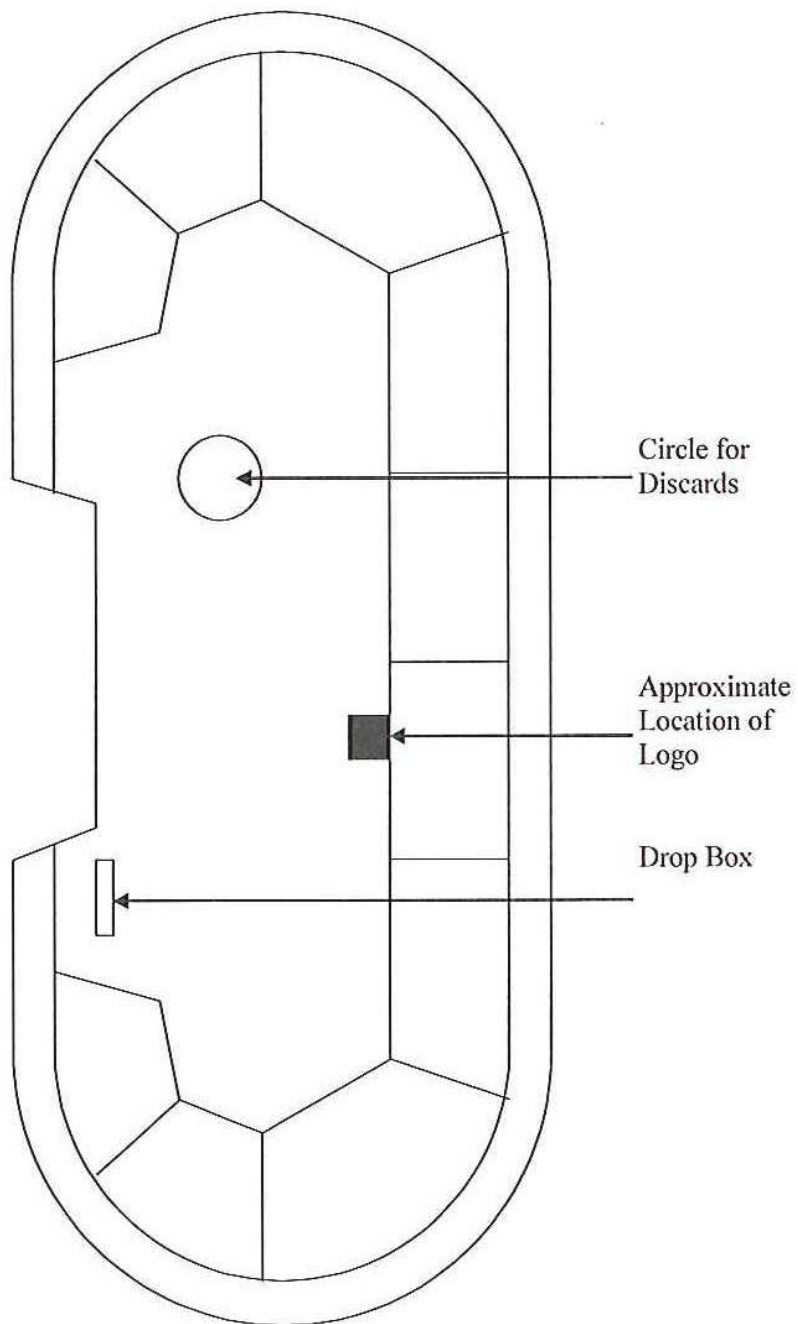
A player must not—

- (a) exchange cards; or
- (b) communicate, or cause to be communicated, information about the player's hand; or
- (c) speak in a language other than English, if directed by a dealer or floor manager.

Schedule 14 – Texas hold'em poker (continued)

Diagram 14.1—Texas hold'em poker table layout

section 11(2)



Schedule 15 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 15

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.

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.

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).

round of play, of the game, includes the following—

- (a) wagering;

- (b) dealing of cards;
- (c) playing the game with the cards as dealt;
- (d) deciding the winning hands;
- (e) collecting losing wagers;
- (f) paying for winning hands.

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; 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 15.1 or a similar layout approved by the chief executive.

10 Equipment

A table for the game must be equipped with—

- (a) either—
 - (i) a dealing shoe; or
 - (ii) a mechanical shuffling device approved by the chief executive for use in texas hold’em bonus poker; and
- (b) a drop box and discard rack at approximately the locations shown in diagram 15.1.

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.

12 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

13 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.

14 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.

15 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.

16 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 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 at a time to the dealer.

- (3) The cards must be dealt face down.

17 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 must deal 3 cards (the ***flop***) face down and simultaneously expose the cards.

18 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 1 card (the ***turn card***) face down and expose the card.

19 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 must deal 1 card (the *river card*) face down and expose the card.

20 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.

21 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.

22 Players must not exchange cards or communicate

A player must not—

- (a) exchange cards; or
- (b) exchange or communicate, or cause to be exchanged or communicated, information about the player's hand; or
- (c) speak in a language other than English if directed by a dealer or floor manager; or
- (d) touch another player's cards.

Part 5 Deciding the outcome of wagers and paying winning wagers

23 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 at the odds mentioned in section 24; and
 - (b) pay the flop, turn and river wagers at the odds mentioned in section 24; and
 - (c) 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 25 and 26.

24 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.

25 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 26.
- (2) Subsection (1) applies whether or not the player's hand is a winning hand under section 23.
- (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.

26 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

27 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.

28 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.

29 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.

30 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.

31 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 casino employee of the level of floor manager or higher; and

- (c) the employee 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 casino employee of the level of pit boss or higher must immediately tell 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 casino employee of the level of floor manager or higher; and
 - (b) the employee 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 casino employee of the level of pit boss or higher must immediately tell 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.

32 Effect of card being exposed during initial deal

If any card is exposed during the initial deal, the round of play is void.

33 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.

34 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).

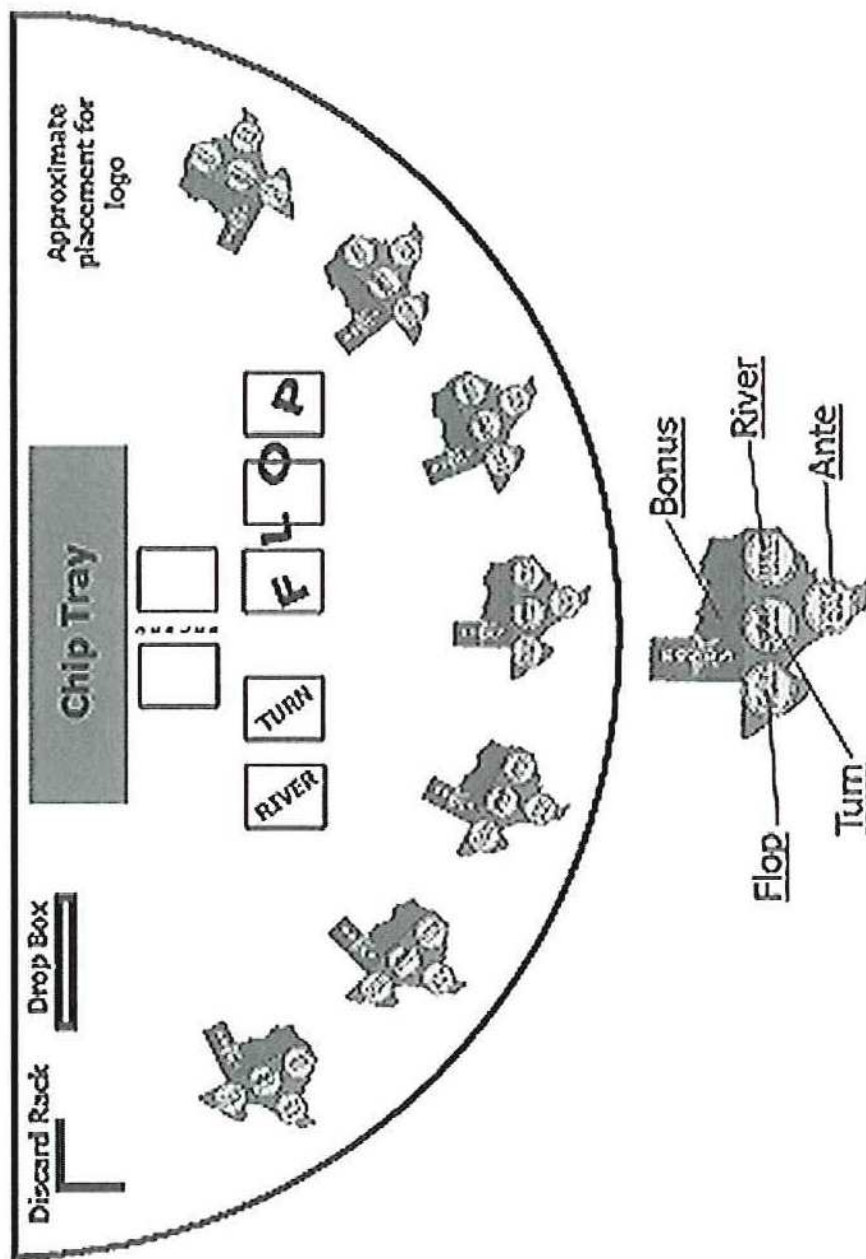
35 Card placed in incorrect position

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 15 – Texas hold'em bonus poker (continued)

Diagram 15.1—Texas hold'em bonus poker table layout
sections 9(4) and 10(b)



Schedule 16 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 16

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.

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.

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.

round of play, of the game, includes the following—

- (a) wagering;
- (b) dealing of cards;
- (c) playing the game with the cards as dealt;
- (d) deciding the winning hands;
- (e) collecting losing wagers;
- (f) paying for winning hands.

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
- 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; 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 16.1 or a similar layout approved by the chief executive.

11 Equipment

A table for the game must be equipped with—

- (a) either—
 - (i) a dealing shoe; or
 - (ii) a mechanical shuffling device approved by the chief executive for use in three card poker; and
- (b) a drop box and discard rack at approximately the locations shown in diagram 16.1.

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.

21 Players must not exchange cards or communicate

A player must not—

- (a) exchange cards; or
- (b) exchange or communicate, or cause to be exchanged or communicated, information about the player's hand; or
- (c) speak in a language other than English if directed by a dealer or floor manager; or
- (d) touch another player's cards.

Part 5 Deciding the outcome of wagers and paying winning wagers

22 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..
- (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 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 23 and 24; 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 25 and 26; and
 - (e) 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.

23 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 24.
- (2) Subsection (1) applies—

- (a) whether or not the player's hand is a winning hand under section 22; and
- (b) whether or not the dealer's hand qualifies.

24 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.

25 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 26.
- (2) Subsection (1) applies—
 - (a) whether or not the player's hand is a winning hand under section 22; and
 - (b) whether or not the dealer's hand qualifies.

26 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

27 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.

28 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.

29 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.

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 casino employee of the level of floor manager or higher; and
 - (c) the employee 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 casino employee of the level of pit boss or higher must immediately tell 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 casino employee of the level of floor manager or higher; and
 - (b) the employee 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 casino employee of the level of pit boss or higher must immediately tell 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.

31 Effect of card being exposed during a deal

If any card is exposed during a deal, the round of play is void.

32 Card placed in incorrect position

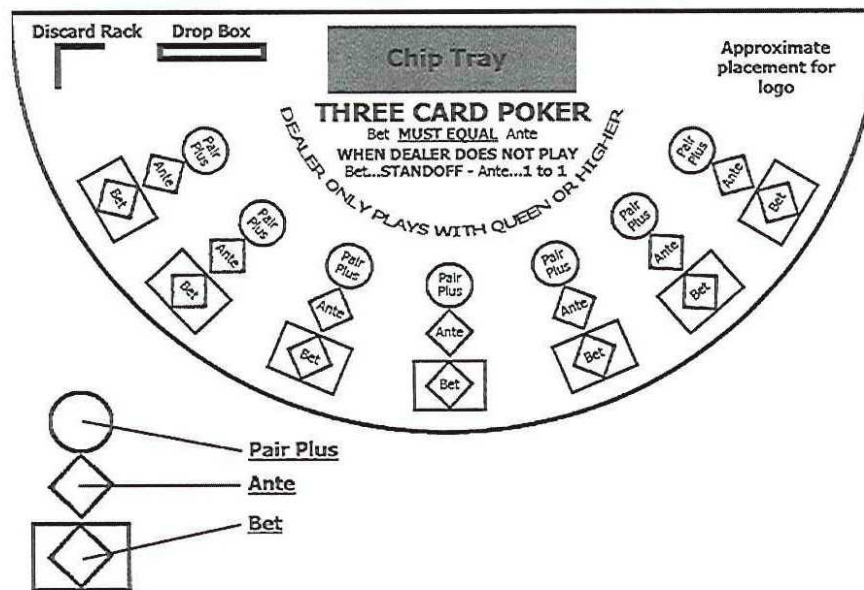
If a card has been placed in an incorrect position on the layout and no further cards have been dealt for the round of play—

- (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 16 – Three card poker (continued)

Diagram 16.1—Three card poker table layout

sections 10(4) and 11(b)



Schedule 17 Four card poker

section 3(2)

Part 1 Preliminary

1 Conducting and playing four card poker

This schedule states the rules for conducting and playing the casino game known as four card poker.

2 Definitions for sch 17

In this schedule—

aces up wager means a wager made by a player by placing the wager in the appropriate area for aces up wagers on the table.

ante bonus payment means a payment made on a winning ante bonus hand under section 21.

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.

dealer's upcard see section 15(2)(a)(v) or (2)(b)(iii).

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.

folds see section 4.

game means four 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.

poker hands see section 7.

poker ranking, of a hand, means the ranking of the hand worked out under section 8.

round of play, of the game, includes the following—

- (a) wagering;
- (b) dealing of cards;
- (c) playing the game with the cards as dealt;
- (d) deciding the winning hands;
- (e) collecting losing wagers;
- (f) paying for winning hands.

wager means an ante wager, bet wager or aces up wager.

winning aces up hand see section 6.

winning ante bonus hand see section 5.

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 *winning ante bonus hand*

Each of the following is a *winning ante bonus hand*—

- of a kind
- straight flush
- of a kind.

6 Meaning of *winning aces up hand*

Each of the following is a *winning aces up hand*—

- pair of aces
- 2 pairs
- flush
- straight
- of a kind
- straight flush
- of a kind.

7 Meaning of *poker hands*

- (1) The *poker hands* for four 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 4 cards, other than another poker hand mentioned in this section

1 pair

2 cards with the same face value and 2 odd cards

2 pairs	2 cards with the same face value and another 2 cards with the same face value (other than the face value of the first 2 cards)
straight	4 cards of more than 1 suit running consecutively in face value
flush	4 cards of the same suit but not running consecutively in face value
3 of a kind	3 cards with the same face value and 1 odd card
straight flush	4 cards of the same suit running consecutively in face value
4 of a kind	4 cards with the same face value

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
 - straight
 - flush
 - 3 of a kind
 - straight flush
 - 4 of a kind.
- (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 and 4, 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, the player wins.

Examples of application of this section—

- 1 A jack, queen, king, ace straight beats a 9, 10, jack, queen straight.
- 2 If there are 2 hands, each containing 1 pair, the hand holding the highest pair in face values is ranked the higher. If each hand has an equally ranked pair with the same face values, the hand whose third card has the higher face value is ranked the higher. If the third cards of the hands have the same face value, the hand whose fourth card has the higher face value is ranked the higher. If the third cards of the hands have the same face value and the fourth cards of the hands have the same face value, the player wins.

Part 2 Table, layout and equipment

9 Table and layout

- (1) Four 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; and
 - (b) the words 'dealer always qualifies' and 'player wins ties'; 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 words 'play 1x to 3x ante'; and

- (c) for aces up wagers—by the words ‘aces up’ 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 17.1 or a similar layout approved by the chief executive.

10 Equipment

A table for the game must be equipped with—

- (a) either—
 - (i) a dealing shoe; or
 - (ii) a mechanical shuffling device approved by the chief executive for use in four card poker; and
- (b) a drop box and discard rack at approximately the locations shown in diagram 17.1.

Part 3 Preparing for the game

11 Cards

- (1) Four 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.

12 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**13 Placing ante and aces up wagers**

Before a round of play starts, each player must—

- (a) make an ante wager; and
- (b) be given an opportunity to make an aces up wager.

14 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.

15 Dealing the cards

- (1) After all ante wagers and aces up 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 face down to each area containing an ante wager; and
 - (ii) 1 card face down to the dealer; and
 - (iii) a second, third, fourth and fifth card, face down in sequence, to each area containing an ante wager; and
 - (iv) a second, third, fourth and fifth card, face down in sequence, to the dealer; and
 - (v) a sixth card (the *dealer's upcard*) face up to the dealer;
 - (b) by placing in turn—
 - (i) 5 cards at a time face down to each area containing an ante wager; and
 - (ii) 5 cards at a time face down to the dealer; and
 - (iii) a sixth card (also the *dealer's upcard*) face up to the dealer.

16 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 discard 1 card face down on the table, place a bet wager in the appropriate area for bet wagers on the table and place the remaining cards face down on the table.
- (5) A player's bet wager must be equal to, twice, or 3 times, 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.

17 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 the highest poker ranking of the dealer's hand.

18 Deciding the highest poker ranking of player's hand

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.

19 Players must not exchange cards or communicate

A player must not—

- (a) exchange cards; or
- (b) exchange or communicate, or cause to be exchanged or communicated, information about the player's hand; or
- (c) speak in a language other than English if directed by a dealer or floor manager; or

- (d) touch another player's cards.

Part 5 Deciding the outcome of wagers and paying winning wagers

20 Player's hand—when it wins or loses

- (1) A player's hand wins if the poker ranking of the player's hand is higher than, or equal to, 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) 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 and bet wagers for the hand; and
 - (b) close the player's hand.
- (5) However, if a player has made an ante wager and has a winning ante bonus hand, the dealer must deal with the player's hand under sections 21 and 22.
- (6) Also, if a player has made an aces up wager and has a winning aces up hand, the dealer must deal with the player's hand under sections 23 and 24.

21 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 22.

- (2) Subsection (1) applies whether or not the player's hand is a winning hand under section 20.
- (3) Payments for winning ante bonus hands are made after all ante and bet wagers have been collected or paid.

22 Payment odds for winning ante bonus hands

The payment odds for winning ante bonus hands are as follows—

Winning ante bonus hand	Payment odds
3 of a kind	2 to 1
straight flush	20 to 1
4 of a kind	25 to 1.

23 Winning aces up hand

- (1) If a player has made an aces up wager and has a winning aces up hand, the dealer must pay the winning aces up hand at the corresponding payment odds mentioned in section 24.
- (2) Subsection (1) applies whether or not the player's hand is a winning hand under section 20.
- (3) Payments for winning aces up hands are made after all ante and bet wagers have been collected or paid.

24 Payment odds for winning aces up hands

The payment odds for winning aces up hands are as follows—

Winning aces up hand	Payment odds
pair of aces	1 to 1
2 pairs	2 to 1

straight	5 to 1
flush	6 to 1
3 of a kind	7 to 1
straight flush	30 to 1
4 of a kind	50 to 1.

Part 6 Irregularities

25 Bet wager under, or more than 3 times, the ante wager amount

If, while acting on the hands, the dealer becomes aware that a 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 bet wager must be equal to, twice, or 3 times, the amount of the player's ante wager.

26 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 aces up 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.

27 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.

28 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 casino employee of the level of floor manager or higher; and
 - (c) the employee 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 casino employee of the level of pit boss or higher must immediately tell 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 casino employee of the level of floor manager or higher; and
 - (b) the employee 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 casino employee of the level of pit boss or higher must immediately tell 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 ante bonus payments must be made to the players in the usual way; and
 - (d) all bet wagers are void; and
 - (e) aces up wagers must be returned to the players; and
 - (f) winning aces up 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 wager 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 ante bonus payments must be made to the other players in the usual way; and

- (f) all bet wagers for other players are void; and
- (g) aces up wagers for other players must be returned to the players; and
- (h) winning aces up wagers for other players must be paid to the players in the usual way.

29 Effect of card being exposed during a deal

- (1) If any card is exposed during a deal, the round of play is void.
- (2) However, if 1 card is exposed during the 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.

30 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 17 – Four card poker table layout

Diagram 17.1—Four card poker table layout

sections 9(4) and 10(b)

