

Queensland



Casino Control Act 1982

CASINO GAMING RULES 1985

**Reprinted as in force on 4 September 1998
(includes amendments up to SL No. 234 of 1998)**

Reprint No. 1C

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Information about this reprint

These rules are reprinted as at 4 September 1998. The reprint—

- shows the law as amended by all amendments that commenced on or before that day (Reprints Act 1992 s 5(c))
- incorporates all necessary consequential amendments, whether of punctuation, numbering or another kind (Reprints Act 1992 s 5(d)).

The reprint includes a reference to the law by which each amendment was made—see list of legislation and list of annotations in endnotes.

This page is specific to this reprint. See previous reprints for information about earlier changes made under the Reprints Act 1992. A table of earlier reprints is included in the endnotes.

Also see endnotes for information about—

- **when provisions commenced**
- **editorial changes made in earlier reprints.**

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CASINO GAMING RULES 1985

[as amended by all amendments that commenced on or before 4 September 1998]

PART 1—PRELIMINARY

Short title

1. These rules may be cited as the *Casino Gaming Rules 1985*.

Definitions—the dictionary

2. The dictionary¹ in the schedule defines particular words used in these rules.

PART 2—GENERAL PROVISIONS

Application of rules

3.(1) These rules shall apply to the games that may be conducted or played in a casino pursuant to a casino licence and shall be binding on the casino operator and the casino operator's employees and agents.

(2) By participating in a game a player undertakes to comply with and be bound by these rules and to accept as binding on the player the decisions made by the casino operator and the casino operator's employees and agents pursuant to these rules.

¹ In some subordinate legislation, definitions are contained in a dictionary that appears as the last schedule and forms part of the subordinate legislation—*Acts Interpretation Act 1954*, section 14 and *Statutory Instruments Act 1992*, section 14.

Use of calculators and other devices prohibited

4.(1) A person shall not, either alone or in concert with any other person, use or have in the person's possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

(2) Where a floor manager/person or casino key employee is satisfied that a player has contravened any provision of subsection (1) he or she may—

- (a) declare that any wager made by the player shall be void; and
- (b) direct that the player shall be excluded from further participation in the game.

(3) Subsection (1) is not applicable in the case of a person who is acting under and in accordance with a permit in writing granted by the chief executive who may issue any such permit in respect of a person or class of person.

Permissible wagers only

5.(1) A player shall not make, and the casino operator or the casino operator's employee or agent shall not accept, in connection with any game a wager if—

- (a) the wager is not expressly permitted by the rules of the game; or
- (b) the amount thereof is contrary to the permissible minimum or maximum wager indicated on the sign displayed pursuant to section 64 of the Act.

(2) Where a wager is inadvertently made and accepted in contravention of subsection (1) such wager—

- (a) if less than the permissible minimum—shall be regarded as valid once only in respect of any player but otherwise shall be void;
- (b) if in excess of the permissible maximum—shall be void only to the extent of such excess.

(3) The casino operator may require that bets be placed in increments of a

specific amount, which amount shall not be in excess of the minimum bet specified for the table concerned.

(4) The amount of any such increment shall be displayed at the table on the same sign on which the minimum bet value is displayed.

Use of cash in certain games

6.(1) The casino operator may—

- (a) permit the players to place wagers;
- (b) pay winning wagers;

in connection with the games of baccarat, mini-baccarat, blackjack, craps, two-up, tri-chro and triple penny two-up by the use of prescribed coins and, in any such case, a reference in these rules to chips shall, where appropriate, be read as including a reference to prescribed coins.

(2) In this section—

“**prescribed coins**” means Australian coins of 50c denomination.

(3) The casino operator may pay winning wagers in connection with any video gaming machine by cash.

PART 3—CASINO TOURNAMENTS

Definition

7. In this part—

“**tournament**” means a tournament based on the playing of any of the games provided for in these rules.

Tournament may be held with Minister’s approval

8. The casino operator from time to time, subject to the prior approval of the Minister and in conformity with the terms of such approval, may conduct tournaments.

Application for Minister's approval

9.(1) The casino operator shall, at least 2 months prior to the date on which any tournament is to be conducted, submit to the chief executive for the approval of the Minister an application in writing containing with respect to each proposed tournament—

- (a) a statement of the entry fee and other conditions of entry, including the entry form that is to be completed by intending players; and
- (b) a statement of the conditions of play, including—
 - (i) procedures for the conduct and playing of the tournament games; and
 - (ii) express references to any provisions of these rules that are not to apply or are to be altered for the purpose of conducting the tournament; and
 - (iii) any additional rules that are to apply for the purpose of conducting the tournament; and
- (c) such further information and particulars as the chief executive may require.

(2) Any alterations of the provisions of these rules, as specified in the proposed conditions of play, shall be limited to those alterations that are reasonably necessary for the purpose of conducting a tournament.

(3) An application may be in respect of—

- (a) 1 tournament; or
- (b) 2 or more tournaments to be conducted over a period not exceeding 1 year.

Entry fees for tournament

10. The following provisions shall apply to every tournament—

- (a) all entry fees received by the casino operator shall be included in a prize pool for distribution to the winning players in accordance with the conditions of play and no entry fee or part thereof shall be refunded to any person unless specifically permitted by the conditions of entry or conditions of play;

- (b) every entry fee shall be in the amount approved by the Minister in respect of the tournament.

Review of applications and consideration by Minister

11.(1) The chief executive shall review each application received by the chief executive pursuant to section 9 and make a recommendation to the Minister with respect to the application.

(2) The Minister, upon a consideration of the recommendation of the chief executive and such other matters with respect to the application as the Minister thinks fit, may—

- (a) approve the application without alteration; or
- (b) approve the application subject to such alterations as the Minister thinks fit; or
- (c) refuse the application.

Cancellation in certain circumstances if approval relates to more than 1 tournament

12. Where the Minister has approved an application that relates to the conduct of 2 or more tournaments by the casino operator, the Minister may cancel his or her approval if the Minister is advised by the chief executive that the conduct of any tournament by the casino operator has been in any respect contrary to the terms of the approval or that for other sufficient reason the approval should be cancelled.

PART 4—BLACKJACK

Division 1—Table etc.

Table and layout

13.(1) Blackjack shall be played at a table having on one side places for

the players and on the opposite side a place for the dealer.

(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 indicate boxes for wagers; or
- (b) if the chief executive has approved a change to the boxes for super sevens wagers—the boxes as approved.

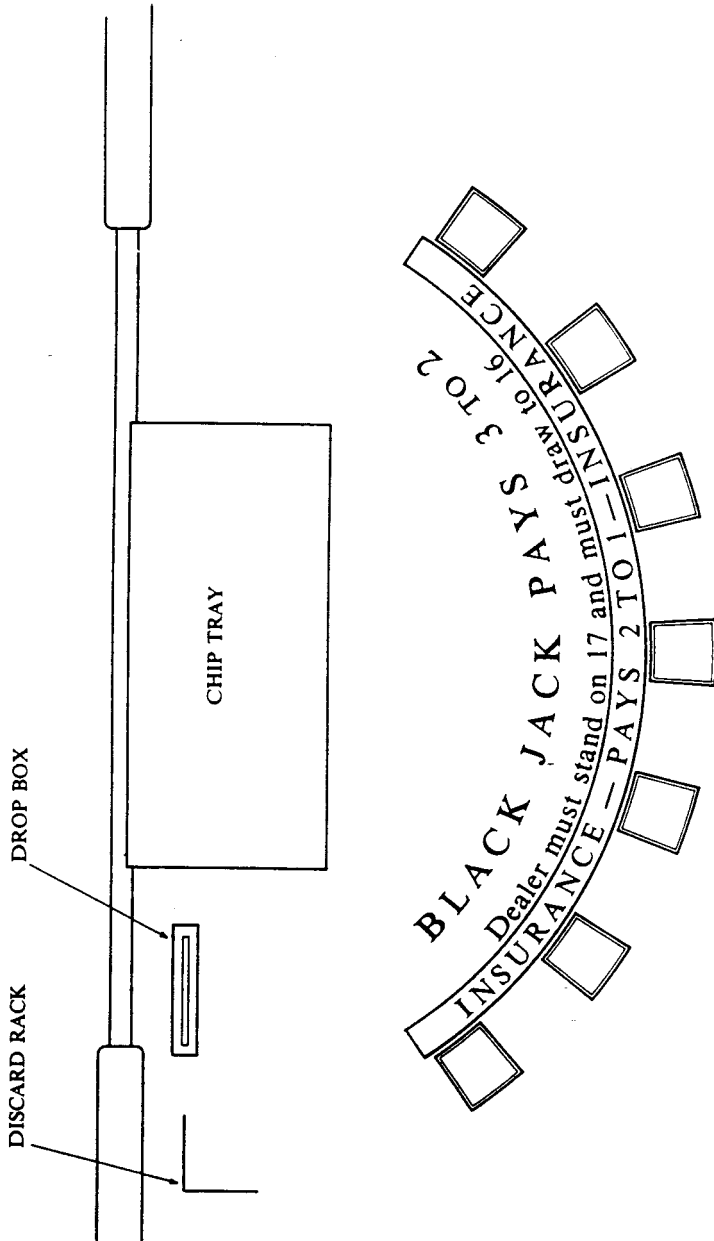
(3) The following inscriptions shall appear on the layout cloth—

- (a) blackjack pays 3 to 2;
- (b) dealer must stand on 17 and must draw to 16;
- (c) insurance pays 2 to 1.

Drop box and discard rack

14. Each blackjack table shall have a drop box and a discard rack attached to it at approximately the locations shown in diagram 1.

DIAGRAM 1—LAYOUT OF BLACKJACK TABLE



Division 2—General rules of blackjack**Definitions**

15. In this part—

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

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

“**hard total**” means the point total of a hand which contains no aces or which contains aces that are each counted as 1 in value.

“**soft total**” means the point total of a hand containing an ace when the ace is counted as 11 in value.

Number of decks

16. Blackjack shall be played with 5 to 8 decks of cards with backs of the same colour and design and 2 additional red cutting cards.

Value of cards

17. The value of the cards contained in each deck shall be as follows—

- (a) any card from 2 to 10 shall have its face value;
- (b) any jack, queen or king shall have a value of 10;
- (c) an ace shall have a value of 11 except where that would give a player or the dealer a point total in excess of 21, in which case, it shall have a value of 1 and except as provided in section 37.

Winning and losing wagers

18. Prior to the first card being dealt for each round of play, each player at the game of blackjack shall make a wager against the dealer which shall—

- (a) win if the point total of the player is 21 or less and that of the dealer is in excess of 21;

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- (b) win if the point total of the player exceeds that of the dealer without either exceeding 21;
- (c) win if the player has a blackjack and the dealer has achieved a point total of 21 in more than 2 cards;
- (d) lose if the dealer has a blackjack and the player has achieved a point total of 21 in more than 2 cards;
- (e) except as provided in paragraphs (c) and (d), be void if the point total of the player is the same as the dealer or if the dealer and the player both have a blackjack;
- (f) lose if the point total of the player is in excess of 21;
- (g) lose if the point total of the dealer exceeds that of the player without either exceeding 21.

Way wagers may be made

19.(1) All wagers at the game of blackjack shall be made by placing gaming chips, with the smaller denomination chips on top, in the appropriate wager area of the blackjack layout.

(2) Orally declared wagers shall not be accepted at blackjack.

(3) Subject to section 6, wagers may be placed by the use of coins.

Payout odds for winning wagers

20. All winning wagers made in accordance with section 18 shall be paid at odds of 1 to 1 with the exception of blackjack which shall be paid at odds of 3 to 2.

Time for wagering

21.(1) Once the first card of any hand has been removed from the shoe and dealt by the dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these rules; and no dealer or other person shall permit any player to do so.

(2) Once a wager on the insurance line, a wager to double down or a

wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager, except as explicitly permitted by these rules and no dealer or other person shall permit any player to do so.

Entry to or exclusion from game after first round

22.(1) A casino operator may preclude any person who has not made a wager on the first round of play from entering on a subsequent round of play, prior to a reshuffle of cards occurring.

(2) Any person permitted by the casino operator to enter the game after the first round of cards is dealt from the dealing shoe, may be required by the casino operator to wager only the minimum wager posted at the table, until the cards are reshuffled and a new shoe is commenced.

(3) Any player who, after placing a wager on a given round of play, declines to place a wager on any subsequent round of play may be precluded by the casino operator from placing any further wagers until that shoe of cards is completed and a new shoe is commenced.

Minimum and maximum wagers for tables

23.(1) The casino operator must set minimum and maximum wagers for each blackjack table.

(2) The minimum and maximum wagers must be displayed on a sign at each table with letters and numbers not less than 8 mm high.

(3) If the minimum wager at a table is \$5 or less the maximum wager must be at least \$100.

(4) However, the casino operator may operate a maximum of 8 tables at which—

- (a) the minimum wager is \$2 and the maximum wager is \$10; and
- (b) casino patrons are instructed in the rules, procedures and basic playing strategies of blackjack.

Sorting of cards and player inspection

24.(1) After receiving the 5 to 8 decks of cards at the table, both the dealer and floor manager/person shall sort and inspect the cards independently of each other.

(2) After the sorting and inspection under subsection (1), the cards must be spread face up on the table in a way making it easy for a person inspecting them to see if each deck is complete.

(3) After the first player or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, stacked and shuffled.

Shuffling of cards

25. The dealer shall shuffle the cards so that they are randomly intermixed—

- (a) immediately prior to the start of play; or
- (b) after any round of play, if so directed by a pit boss, assistant pit boss or floor manager/person, which direction must, unless all players at the table are in agreement with the decision to shuffle, be reported immediately to an inspector; or
- (c) at the appropriate time, as provided for under these rules, after the cutting card is reached in the shoe; or
- (d) after each shoe of cards is dealt.

Cutting of cards by player and dealer

26.(1) After the cards have been shuffled, the cards shall be cut.

(2) Two cut cards shall be used.

(3) The dealer shall offer the stack of cards, with backs facing away from the dealer, to the players to be cut.

(4) The player designated in section 27 shall 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 shall be cut only once by the player.

(6) After the cutting card has been inserted into the stack by the player, the dealer shall 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 shall insert the other cutting card in a position approximately 1/4 of the way 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 not more than about 2/3 of the way in from the back of the stack.

(8) The stack of cards shall then be inserted in the dealing shoe for commencement of play.

Selecting player to cut cards

27.(1) The player to cut the cards shall be—

- (a) the first player to the table immediately prior to the start of play;
- (b) the player on whose box the cutting card appeared during the last round of play;
- (c) the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play;
- (d) the player at the farthest point to the right of the dealer if the reshuffle or replacement of the cards was initiated under section 25(b).

(2) If the player designated in subsection (1) refuses to cut, the cards shall 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/person or the dealer shall cut the cards.

Replacing the cards

28. A pit boss, assistant pit boss or floor manager/person may, after any round of play, direct that the cards shall be replaced and, if he or she does so, the new cards shall be shuffled and cut in accordance with these rules.

Using a dealing shoe

29.(1) All cards used in the game of blackjack shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the dealer.

(2) The dealer shall 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, except that the dealer has the option to deal hit cards to the first 2 positions with the dealer's left hand.

Dealing the cards

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

- (a) 1 card face up to each box on the layout in which a wager is contained;
- (b) 1 card face up to the dealer;
- (c) a second card face up to each box in which a wager is contained.

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

(3) As each player indicates his or her decision(s), the dealer shall deal face up whatever additional cards are required to give effect to such decision(s) and shall announce the point total of such player after each additional card is dealt.

(4) After the decisions of each player have been completed and all additional cards have been dealt, the dealer shall deal a second card face up to the dealer.

(5) Any additional cards dealt to the hand of the dealer shall be dealt face up at this time after which the dealer shall announce the dealer's point total.

Collecting and discarding cards after play

31.(1) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute.

(2) The cards must be placed in the discard rack.

Procedure when cutting card is reached

32.(1) Whenever the cutting card is reached in a round of play, the dealer shall continue dealing the cards until that round of play is completed after which the dealer shall reshuffle the cards.

(2) Whenever the cutting card is drawn as the first card of a new round of play, the cards shall be immediately reshuffled.

(3) Subsection (4) applies if, before a new round of play starts, and before the cutting card has been dealt, a pit boss or assistant pit boss directs only 3 more rounds to 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 finished without a card reshuffle.

Players not to handle cards etc.

33. No player or spectator shall handle, remove or alter any cards used to game at blackjack except as explicitly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so.

Player responsible for own point total

34. Each player at the table shall be responsible for correctly computing the point total of the player's hand and no player shall be entitled to rely on the point total announced by the dealer.

Play if player has blackjack

35.(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 shall announce and pay the blackjack at odds of 3 to 2 and shall 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 shall announce the blackjack but shall make no payment nor remove any cards until all other cards are dealt to the players and the dealer receives his or her second card.

(3) If the dealer's second card does not give the dealer blackjack, the dealer shall complete his or her hand and any player having blackjack shall be paid at the odds of 3 to 2.

(4) Notwithstanding any other provision of these rules, when a player has blackjack and the dealer's first card is an ace, the dealer shall pay the player immediately at odds of 1 to 1 in full settlement of the player's wager if so requested by the player.

Division 3—Different types of wagers, extra players and other matters

Insurance wagers

36.(1) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance wager which shall win if the dealer's second card is a king, queen, jack or 10 and shall lose 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) 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 initial wager which shall be accomplished immediately after the second card is dealt to each player and prior to any additional cards being dealt to them.

(4) However, the insurance wager may exceed half the amount staked on the player's initial wager by 25c in order to ensure an even dollar payout, if the insurance wager wins.

(5) All winning insurance wagers shall be paid at odds of 2 to 1.

(6) All losing insurance wagers shall be collected by the dealer

immediately after the dealer draws his or her second face up card and before the dealer draws any additional cards.

Doubling down

37.(1) A player may elect to double down, (i.e. make an additional wager not in excess of the amount of the player's original wager), on the first 2 cards dealt to the player or the first 2 cards of any split pair on the conditions that the point count of the first 2 cards total either 9, 10 or 11, and that 1, and only 1, additional card shall be dealt to the hand on which the player has elected to double down.

(2) In such circumstances, the 1 additional card shall be dealt face up and placed sideways on the layout.

(3) Any ace in the first 2 cards of any double down situation shall have a value of 1 and not 11.

(4) If the dealer obtains blackjack after a player doubles down, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in doubling down.

Splitting cards

38.(1) If the initial 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 shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to the second hand.

(4) After a second card is dealt to a split card, the dealer shall announce the point total of such hand and the player shall indicate the player's decision to stand, draw or double down with respect thereto except that—

- (a) a player shall not split cards again; and
- (b) a player splitting aces shall only have 1 card dealt to each ace and may not elect to receive additional cards; and
- (c) a player splitting aces or 10 point value cards shall not be capable of achieving a blackjack.

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

Additional cards for players

39.(1) A player may elect to draw additional cards whenever the player's point total is less than 21 except that—

- (a) a player having blackjack or a hard or soft total of 21 may not draw additional cards;
- (b) a player electing to double down shall draw 1 and only 1 additional card;
- (c) a player splitting aces shall only have 1 card dealt to each ace and may not elect to receive additional cards.

(2) A dealer may direct that a player shall draw 1 additional card when the point total of the player is 11 or less, except when that total includes an ace which has been given a value of 1 or when the provisions of section 37 apply.

Additional cards for dealer

40.(1) Except as provided in subsection (2), a dealer shall draw additional cards to his or her hand until the dealer has a hard or soft total of 17, 18, 19, 20 or 21 at which point no additional cards shall be drawn.

(2) A dealer shall draw no additional cards to his or her 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.

One player for each box generally

41. Except as provided in section 42—

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

Circumstances when more than 1 player for a box etc.

42.(1) The casino operator may permit up to 3 players to wager on any 1 box at a blackjack table.

(2) The casino operator may direct that the total of all players' wagers on any 1 box shall not exceed the table maximum or that the separate wagers for each player shall not exceed the table maximum.

Relationship between players on same box

43. Whenever more than 1 player wagers on a box—

- (a) the first player shall have the exclusive right to make the decisions with regard to the cards to be dealt to such box;
- (b) the first player shall place his or her wager in that portion of the box closest to the dealer's side of the table and all other players shall place their wagers immediately behind and in a straight line with the wager of the first player;
- (c) if the first player decides to double down, as provided in section 37, the other players may also double down but shall not be required to do so.

In any event, only 1 additional card shall be dealt to the hand that is subject to the double down situation;

- (d) if the first player decides to split cards, the other players shall either make an additional wager as provided in section 38 to cover each split card or designate to which of the split cards they wish their initial wager to apply;

- (e) all players shall have the right to make an insurance wager as provided in section 36.

Circumstances when a player may wager on more than 1 box

44.(1) A player may be permitted by a casino operator to wager on more than 1 box at a blackjack table with the understanding that, when there are insufficient seats in the casino to accommodate patron demand, a player wagering on more than 1 box shall give up a box or boxes to accommodate other players.

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

Division 4—Super sevens wagers

Additional super sevens wager

45. 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**”).

Placing a super sevens wager

46.(1) 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 in the game are dealt.

Winning and losing super sevens wagers and payout odds

47.(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 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—5 000 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 seven.

How super sevens wagers are dealt with

48.(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 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 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 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.

Splitting sevens

49.(1) If a player who makes a super sevens wager splits 2 sevens, the player's super sevens result is decided from those 2 cards and the next card dealt to the player (that is, the 2 sevens that were split and the card dealt 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.

When 2 or more players on a box

50.(1) If 2 or more players wager on a box where the first player is permitted to make super sevens wagers, the other player or players may also make super sevens wagers, but the first player's right to make decisions about the cards to be dealt is not affected.

(2) If the first player splits a pair of sevens, the cards that decide the super sevens result for the first player also decide the super sevens result for another player wagering for the box, whether or not the other player chooses to make an additional blackjack wager to cover each split card.

Division 4A—Bonus blackjack**Additional bonus blackjack wager**

50A.(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.

(3) The casino operator may offer bonus blackjack to blackjack players under another name if the casino operator considers the other name appropriate.

Placing a bonus blackjack wager

50B.(1) A player may place a bonus blackjack wager on a box if the player is the first player for the box.

(2) If 2 or more players wager on a box where the first player may make a bonus blackjack wager, the other player or players may not make a bonus blackjack wager, even if the first player elects not to make a bonus blackjack wager.

(3) The wager must be placed before any cards in a round are dealt.

(4) The wager must be made by placing chips in the appropriate area of the layout.

(5) Only 1 bonus blackjack wager may be placed on a box for a round of play.

Winning bonus blackjack wagers and payouts

50C.(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—\$25 000; or
 - (ii) if the 4 cards are not all the same suit—\$1 500;
- (b) for 3 sevens (see subsection (1)(b))—
 - (i) if the 3 cards are all the same suit—\$5 000; or
 - (ii) if the 3 cards are not all the same suit—\$500;

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- (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.

Dealing with bonus blackjack wagers

50D.(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 cannot be a winning bonus blackjack wager, the dealer must take away the wager as soon as it is evident that 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 its place.

(5) If the player’s bonus blackjack wager is left in its place under subsection (4), the dealer must settle it after all players’ blackjack wagers have been settled.

Splitting cards

50E. 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.

Division 5—Irregularities**Exposed card in rack**

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

Card drawn in error to be used in play

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

(2) After the initial 2 cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to a player or the dealer as though it were the next card from the shoe.

(3) Any player refusing to accept such card shall not have any additional cards dealt to that hand during that round.

(4) If the card is refused by the players it shall become the dealer's second card except as provided in section 62.

Card drawn in error not to be used

53.(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.

No first card dealt to dealer's hand

54. If a dealer is dealing the second card to each player and discovers he or she missed dealing a first card to himself or herself, the dealer must continue the play in the following sequence—

- (a) the dealer must finish dealing the second card to each player;
- (b) the dealer must deal 1 card to the dealer's hand;
- (c) the dealer must give each player the choice of withdrawing the player's wager;
- (d) the dealer must finish acting on each player's hand that has not been withdrawn;
- (e) the dealer must finish dealing the hand in the usual way.

Insufficient cards in shoe to complete round of play

55. If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut in accordance with the procedures laid down in these rules.

No cards dealt to a player's hand

56.(1) If no cards are dealt to the player's hand, the player's hand is dead and the player shall retract his or her wager.

(2) If only 1 card is dealt to a player's hand (other than the player immediately before the dealer), the player shall have the option of retracting his or her wager or receiving a second card after all other players have received a second card and before any other card is dealt.

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

57.(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 the second card and hit with the additional cards that each has requested; and

(c) the dealer has not dealt himself or herself a second card.

(2) The player may choose—

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

(b) to be dealt a second card and any additional cards and before the dealer deals a second card to himself or herself.

No additional cards offered to player

58. If a player misses being hit with additional cards (other than the player immediately before the dealer), the player shall have the option of retracting the player's bet or playing out the hand after all other players have completed their hands and before any other card is dealt.

No second card to last player if dealer has second card and more

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

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

(b) the dealer has dealt himself or herself the second card and hit himself or herself 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) For the purposes of subsections (4) and (5) and 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 that the cards were originally taken from the shoe.

(4) The dealer is to 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 that 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 himself or herself and may hit the dealer's hand in the usual way.

Player given extra cards

60. If a player is inadvertently dealt more than 2 cards in respect of the original deal or more than 1 card in respect of any hit to the player's hand, the dealer shall call a floor manager/person who may—

- (a) declare that the wager of the player shall be void; or
- (b) direct that 1 or more of the player's cards shall be removed from play and placed in the discard rack; or
- (c) direct that all cards of the player's hand shall be deemed to have been correctly dealt.

Dealer with no first card

61.(1) If a dealer is acting on a player's hand and discovers he or she has missed dealing a first card to himself or herself, the dealer must—

- (a) give each player the choice of withdrawing the player's 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 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 wager;
- (b) the player obtained a point total of more than 21.

Dealer with too many cards

62. If contrary to section 30(1) the dealer has inadvertently dealt 2 or more cards to himself or herself, all cards held by the dealer shall be deemed to be the point total normally counted after the dealer's second card has been dealt but not a blackjack.

Extra hand dealt

63. A hand dealt in error superfluously shall be regarded as void.

Player refusing to act on hand after wagering

64. If a player who has made the initial wager required by section 18 fails within a reasonable period, or refuses or is not present, to act on the player's hand, a pit boss, assistant pit boss or floor manager/person may direct that—

- (a) the 2 initial cards shall be dealt to the player's hand;
- (b) further cards shall be dealt to the player's hand, whilst the hard total of the hand does not exceed 11.

Paramount provision if only 1 card incorrectly placed

65. Notwithstanding sections 51 to 64, where during dealing the dealer becomes aware that a single card has been placed in an incorrect position, then provided that no other card has been exposed subsequent to the incorrect placement, the dealer shall move the card to its correct position.

*Division 6—Use of card machine***Card machine**

65A.(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 or bonus blackjack is offered with the game.

(3) If a card machine is used, the operation of divisions 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

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replaced under section 28,² the cards must be sorted, inspected and shuffled in the way stated in division 2, but are 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 under paragraph (b), 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 would otherwise be placed in the discard rack are placed in the card machine to be mixed with the remaining cards in the machine.

(4) Sections 22³ and 25(b)⁴ do not apply if a card machine is used.

Card machine malfunction without damage to cards

65B.(1) This section applies if—

- (a) a card machine is in use for a game of blackjack; and
- (b) it becomes evident, in a round of play for which 1 or more cards have been dealt, that the card machine is no longer capable of operating in the way it is intended to operate; and
- (c) the malfunctioning of the machine has not operated to the disadvantage of the casino operator or a player; and
- (d) cards have not been damaged in the malfunctioning machine; and
- (e) another card machine is readily available; and

² Section 28 (Replacing the cards)

³ Section 22 (Entry to or exclusion from game after first round)

⁴ Section 25 (Shuffling of cards)

(f) it is practicable to transfer cards to the other card machine.

(2) The cards in the malfunctioning machine must be transferred to the other card machine and the game continued.

Card machine malfunction with damage to cards

65C.(1) This section applies if—

- (a) a card machine is in use for a game of blackjack; and
- (b) it becomes evident, in a round of play for which 1 or more cards have been dealt, that the card machine is no longer capable of operating in the way it is intended to operate; and
- (c) the malfunctioning of the machine has not operated to the disadvantage of the casino operator or a player; and
- (d) cards have been damaged in the malfunctioning machine; and
- (e) another card machine is readily available; and
- (f) it is practicable to transfer cards to the other card machine.

(2) The following process must be applied—

- (a) the damaged cards are removed from play, including from the malfunctioning machine;
- (b) the undamaged cards still in the malfunctioning machine are transferred from the malfunctioning machine to the other card machine;
- (c) the damaged cards are replaced with cards from a new deck, and the replacing cards are placed in the other card machine to be mixed with the undamaged cards;
- (d) the game is continued.

Card machine malfunction with no transfer of cards to another card machine

65D.(1) This section applies if—

- (a) a card machine is used for a game of blackjack; and
- (b) it becomes evident, in a round of play for which 1 or more cards

have been dealt, that the card machine is no longer capable of operating in the way it is intended to operate; and

(c) the game is not continued using another card machine.

(2) The following process must be applied—

(a) each player must be given the opportunity to have each amount wagered by the player in the round of play returned to the player;

(b) damaged cards are replaced with cards from a new deck;

(c) the replacement cards and undamaged cards are shuffled and cut in the way the rules provide for manual shuffling and cutting, and placed in a dealing shoe;

(d) the round of play is completed using the dealing shoe for the players who have not had their wagers returned.

(3) The shuffle mentioned in subsection (2)(c) is taken to be a shuffle directed and reported under section 25(b).

PART 5—SIC-BO

Table layout, dice tumbler and 3 identical dice

66.(1) Sic-bo shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

(2) The name of, or logo for, the casino must be included in the table layout in the way shown in diagram 2.

(3) The sic-bo table shall have a dice tumbler containing 3 identical dice and an entry terminal.

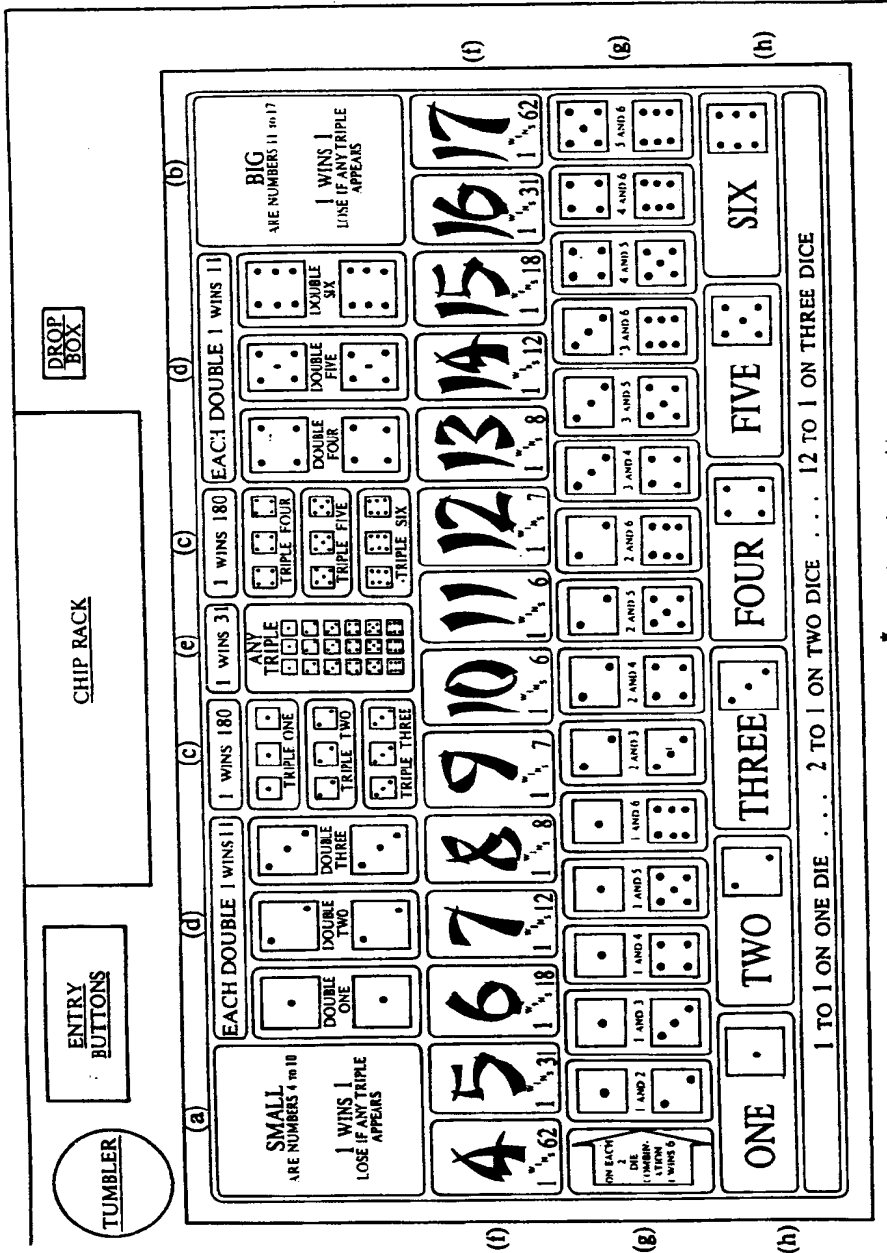
(4) The dice tumbler and the entry terminal shall be affixed to the table.

(5) Each sic-bo table shall have a drop box attached to it.

(6) The table layout must include the various wagers and their respective payout odds.

(7) The 3 dice shall remain in the dice tumbler under seal.

DIAGRAM 2—SIC-BO TABLE LAYOUT



(NB Wagers and payout odds available to players are marked (a) to (h) on this diagram and correspond with the wagers described in section 70 and payout odds set out in section 75(a) to (h).)

Electronic equipment and entry terminal for results

67.(1) Directly below the glass top of the table shall be located electronic equipment.

(2) This equipment shall be programmed so that when 3 numbers corresponding to a declared result of the game are entered into it, all winning areas of the layout shall be illuminated.

(3) Linked to the electronic equipment shall be an entry terminal itself affixed to the top of the table.

(4) Such entry terminal shall have—

- (a) 6 buttons numbered 1, 2, 3, 4, 5 and 6; and
- (b) 1 entry button; and
- (c) 1 LED (light-emitting diode) which gives visual verification of the last 3 numbered buttons depressed, being the 3 numbers entered into the electronic equipment when the entry button is depressed.

Permissible wagers

68. The wagers defined in this section shall be the permissible wagers by a player at the game of sic-bo.

Uppermost side of die used to decide results

69.(1) The decision on the win or loss of the wagers shall be determined by the numbers appearing on the high or uppermost sides of the dice.

(2) Only 1 face on each die shall be considered skyward.

Meaning of “total”, permissible wagers and results of wagers

70. In this rule—

“**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 specific totals which shall win if that total appears in any combination of the 3 dice and shall lose if any other total appears.

“any triple” means a wager which shall win if any triple 6, 5, 4, 3, 2 or 1 appears and shall lose if any other combination appears.

“big” means a wager which shall win if any of the totals of 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the 3 dice, except in the case of triple 4 or triple 5, and shall lose if any other total appears or if the totals of 12 or 15 are determined as a result of the combination of the dice showing triple 4 or triple 5 respectively.

“dice combinations”—

- 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

means a wager on any 1 of these specific combinations which shall win if that combination appears and shall lose if any other combination appears.

“doubles”, double 6, 5, 4, 3, 2 or 1, means a wager on any 1 of these specific doubles which shall win if that double appears and shall lose if that double does not appear.

“individual die face values”, 1, 2, 3, 4, 5 or 6, means a wager on any 1 of these specific numbers which shall win if that number appears on 1 or more of the dice and shall lose if that number does not appear.

“small” means a wager which shall win if any of the totals of 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the 3 dice except in the case of triple 2 or triple 3 and shall lose if any other total appears or if the totals of 6 or 9 are determined as a result of the combination of the dice showing triple 2 or triple 3 respectively.

“total(s)” means the total of the high or uppermost sides of the 3 dice in any given spin of the dice in the dice tumbler.

“triples”, triple 6, 5, 4, 3, 2 or 1, means a wager on any 1 of these specific triples which shall win if that triple appears and shall lose if any other combination appears.

Gaming chips to be used for wagering

71.(1) All wagers at sic-bo shall be made by placing gaming chips, with the smaller denomination chips on top, in the appropriate wager area of the sic-bo layout.

(2) Orally declared wagers shall not be accepted.

(3) Each player shall be responsible for positioning the player's wager or wagers on the layout.

Dealer to call no more bets at proper time

72.(1) Before activating the dice tumbler the dealer must call 'no more bets'.

(2) A wager can not be placed, changed or withdrawn once the dice tumbler has been activated.

(3) Alternatively, if a covered dice tumbler is used, wagers may be placed after it has been activated, but the dealer must call 'no more bets' before the cover is taken off to reveal the result.

(4) If subsection (3) applies, a wager can not be placed, changed or withdrawn once the dealer starts to take off the cover.

Use of non-value chips

73.(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) Non-value chips may be used only at the table at which they are issued.

(3) The dealer may accept non-value chips in exchange for value chips only if—

- (a)** the non-value chips were issued at the dealer's table; or
- (b)** the non-value chips were issued at a table that is closed when a player asks for the non-value chips to be redeemed.

Minimum and maximum wagers

74.(1) The casino operator shall set the minimum and maximum wagers at each sic-bo table.

(2) The minimum and maximum wagers shall be displayed on a sign at each sic-bo table with the letters and numbers not less than 8 mm high.

(3) Any minimum wager indicated shall not be changed to a higher minimum unless the sign indicating the new minimum and the proposed time of change is displayed at the table at least 20 minutes prior to the time of the proposed change.

Payout odds for winning wagers

75. Winning wagers at the game of sic-bo shall be paid at the odds listed hereunder—

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—	
doubles 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

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	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
	1, 2, 3, 4, 5 or 6	1 to 1	2 to 1
			if number appears on 3 dice 12 to 1

Three spins of dice tumbler or dice must spin 3 times

76. 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.

Announcing result of spin

77.(1) Subsections (2) and (3) apply—

- (a) if a covered dice tumbler is used—once 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—once 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 of the dice are lying flat,⁵ the dealer must announce the result by calling the high or uppermost face of each die in order from the smallest number to the highest.

(3) The dealer must also announce the total of the numbers.

(4) Doubles and triples and the total shall be called in similar fashion.

Example—

double 3, 4; total 10.

triple 5; total 15.

⁵ Section 80 explains what happens if 1 or more of the dice are not lying flat.

Entering results into the electronic equipment

78.(1) As well as announcing the result, the dealer must enter the result into the electronic equipment program.

(2) When the sequence referred to in subsection (1) has been completed all winning areas will be illuminated.

(3) Prior to the entry button being depressed, an incorrect entry shall be rectified by depressing the 3 correct buttons in sequence.

(4) These correct numbers shall be entered into the electronic equipment by depressing the entry button.

(5) If, subsequent to the entry button being depressed, it is found that the incorrect numbers have been entered, these numbers shall be cleared by depressing the entry button a second time.

(6) The correct numbers shall then be entered in the normal manner.

(7) A result is valid even if a winning area does not illuminate.

No unauthorised operation of dice tumbler or entry button

79. No person other than a casino employee or a casino key employee who is responsible for the operation of the game shall activate the dice tumbler or operate the entry button.

Irregularities

80.(1) If any of the 3 dice are not lying flat in the bottom section of the tumbler after the dice have been spun in accordance with section 76 the dealer shall announce 'no spin' in a clearly audible voice.

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

PART 6—BACCARAT

Table and layout

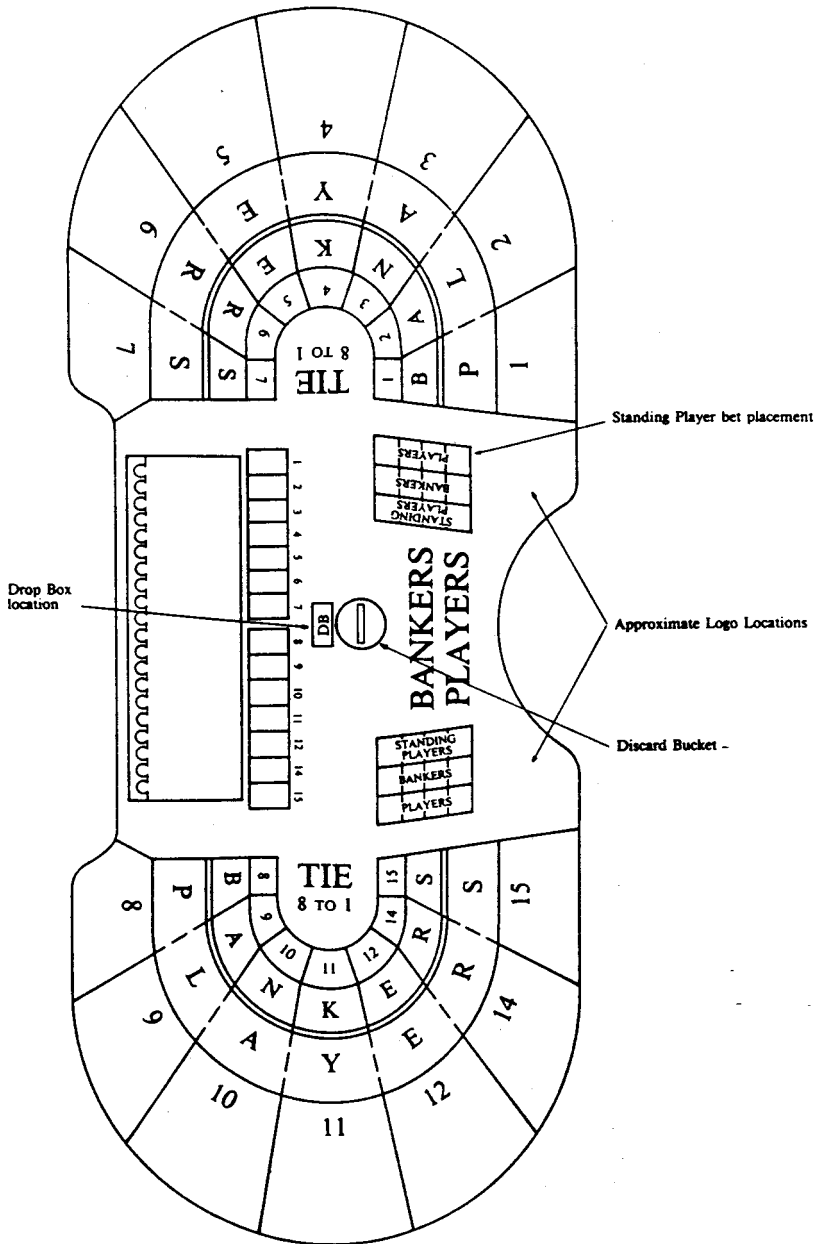
81.(1) Baccarat shall be played on a table having numbered places for 10 to 14 seated players.

(2) The layout cloth covering the table shall have imprinted thereon the name or logo of the casino and shall be marked in a manner similar to that shown in diagram 3.

Drop box and discard bucket

82. The baccarat table shall have a drop box and a discard bucket attached to it at approximately the location shown in diagram 3.

DIAGRAM 3—BACCARAT TABLE LAYOUT



Standing players

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

(2) Standing players shall—

- (a) place the wager in that part of the layout specifically identified for standing player bets;
- (b) not participate in the cut of the cards or touch or handle the cards used in the game in any manner;
- (c) not be appointed banker;
- (d) for all winning wagers on the banker's hand, immediately such winnings become payable, pay or have deducted therefrom the appropriate commission calculated in accordance with section 90.

Number of decks and way cards are dealt

84.(1) Baccarat shall be played with 8 decks of cards with backs of the same colour and design and 2 additional solid red, yellow or green cutting cards.

(2) All cards shall be dealt from a dealing shoe specifically designed for such purpose.

Value of cards and point count of hands

85.(1) The value of the cards in each deck shall be as follows—

- (a) any card from 2 to 9 shall have its face value;
- (b) any 10, jack, queen or king shall have a value of 0;
- (c) any ace shall have a value of 1.

(2) The “**point count**” of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totalling 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 such number shall be discarded having no value and the right digit shall constitute the point count of the hand.

Permissible wagers and results

86. The wagers defined in this section shall be the permissible wagers by a player at the game of baccarat—

- (a) a wager on the banker's hand which shall—
 - (i) win if the banker's hand has a point count higher than that of the player's hand;
 - (ii) lose if the banker's hand has a point count lower than that of the player's hand;
 - (iii) be 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 which shall—
 - (i) win if the player's hand has a point count higher than that of the banker's hand;
 - (ii) lose if the player's hand has a point count lower than that of the banker's hand;
 - (iii) be void if the point counts of the banker's hand and the player's hand are equal;
- (c) a tie bet which shall win if the point counts of the banker's hand and the player's hand are equal and shall lose if such point counts are not equal.

Gaming chips to be used for wagering etc.

87.(1) All wagers at baccarat shall be made by placing gaming chips, with the smaller denomination chips on top, on the appropriate wager area of the baccarat layout.

(2) Orally declared wagers shall not be accepted.

(3) Subject to section 6, wagers may be placed by the use of coins.

Changing wagers

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

Minimum and maximum wagers

89.(1) The casino operator shall set the minimum and maximum wagers at each table.

(2) However—

- (a)** if the minimum wager at a table is \$10 or less—the maximum wager shall be at least \$500;
- (b)** a tie bet shall not exceed $\frac{1}{8}$ of the specified maximum wager for that table so that a winning tie bet may never be paid more than that maximum limit.

(3) The minimum and maximum wagers shall be displayed on a sign at each table with the letters and numbers not less than 8 mm high.

(4) Any minimum wager indicated shall not be changed to a higher minimum unless the sign indicating the new minimum and the proposed time of change is displayed at the table at least 20 minutes prior to the time of the proposed change.

Payout odds and commission

90.(1) A winning wager made on the player's hand shall be paid at odds of 1 to 1.

(2) A winning wager made on the banker's hand shall be paid at odds of 1 to 1 except that a 5% charge (a "**commission**") shall be payable to the casino operator on the amount won.

(3) However such commission may be rounded off to 50c or the next highest multiple of 50c when the commission is not exactly 50c or a multiple thereof.

(4) The commission shall be collected from a player at the time the winning pay-off is made, but for seated players only, it may be deferred to a later time.

(5) However, all outstanding commission shall be collected prior to reshuffling the cards in the shoe and in no event shall the collection of any commission be deferred beyond such point.

(6) The amount of any commission not collected at the time of the winning payout shall be evidenced by the placing of a marker button

containing the amount of the commission owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing such commission.

(7) A winning tie bet shall be paid at odds of 8 to 1.

Sorting and inspecting cards and other procedures

91.(1) After receiving the 8 decks of cards at the table, both the floor manager/person and the dealer shall sort and inspect the cards independently of each other.

(2) After the sorting and inspection under subsection (1), the cards must be spread face up on the table in a way making it easy for a person inspecting them to see if each deck is complete.

(3) After the first player or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a washing of the cards, stacked and shuffled.

(4) Despite subsections (1) to (3), a casino employee of the level of assistant pit boss or higher may direct the dealer to begin the game using cards that have been reshuffled by being sorted, inspected, spread, mixed, stacked and shuffled in the way required by subsections (1) to (3) (whether or not there was a player present to inspect the cards).

Shuffling the cards

92.(1) Immediately prior to the commencement of play and after each shoe of cards is completed, the dealers shall shuffle the cards so that they are randomly intermixed.

(2) At the completion of a shoe, a pit boss or an assistant pit boss may remove all decks in play from the table and replace them with new decks that—

- (a) must be sorted, inspected, spread, mixed, stacked and shuffled in the way set out in section 91 (whether or not there is a player present to visually inspect the cards); or
- (b) have been reshuffled by being sorted, inspected, spread, mixed, stacked and shuffled (whether or not there was a player present to visually inspect the cards).

Use of reshuffled cards

92A. If, before the first card from a shoe is dealt, a player asks for reshuffled cards to be re-shuffled, the dealer must shuffle and cut the cards in the way required by sections 92 and 93.

Cutting the cards

93.(1) After the cards have been shuffled, the dealer calling the game shall offer the stack of cards, with backs facing away from the dealer, to the players to be cut.

(2) The dealer shall begin with the player seated in the highest number position at the table and working clockwise around the table, shall offer the stack to each player until a player accepts the cut.

(3) If no player accepts the cut, the pit boss, assistant pit boss, floor manager/person or dealer shall cut the cards.

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

(5) Once the cutting card has been inserted into the stack, the dealer calling the game shall take all cards in front of the cutting card and place them to the back of the stack.

(6) The dealer shall 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.

(7) The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(8) Before commencing 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.

(9) In this procedure, 10, jack, queen and king cards shall have a face value of 10 and an ace card a face value of 1.

Selecting the banker

94.(1) Subject to section 96, the dealer calling the game shall, at the commencement of play, offer the shoe to the player in seat number 1 at the table.

(2) If such player rejects the shoe or if there is no-one in seat number 1, the dealer shall offer the shoe to each of the other seated players in turn counterclockwise around the table until one of the players accepts the shoe.

(3) The player who accepts the shoe shall be responsible for dealing the cards in accordance with these rules, and the instructions of the dealer calling the game.

(4) The player who accepts the shoe shall be known as the 'banker'.

(5) The shoe shall not be offered to any standing player and any standing player shall not be appointed as the banker.

Banker must make minimum wagers

95.(1) A player wishing to continue as banker shall wager at least the minimum table bet either on the banker's hand or on the player's hand.

(2) Should both options be declined the player shall then 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 such hands on successive deals.

Dealer may be the banker

96.(1) The casino operator may direct that the dealer calling the game shall at all times be the banker during any game of baccarat.

(2) During any game of baccarat whilst a direction given pursuant to subsection (1) is in force—

- (a)** the dealer calling the game shall be the banker and shall be responsible for dealing the cards in accordance with these rules; and
- (b)** except when participating in the cut of the cards or permitted to do

so by a dealer, a player shall not touch or handle the cards in any manner; and

- (c) any provision of these rules that is inconsistent with subsection (1) or this subsection shall, to that extent, be inoperative.

Dealing of initial 2 cards to each hand

97.(1) There shall be 2 hands dealt in the game of baccarat one of which shall be designated the player's hand and the other designated the banker's hand.

(2) At the commencement of each round of play, the dealer calling the game shall announce 'no more bets', after which the dealer shall announce 'cards' and the banker shall then commence dealing the cards.

(3) The banker shall deal an initial 4 cards from the shoe, all face upwards or face down.

(4) The first and third cards dealt shall constitute the first and second cards of the player's hand.

(5) The second and fourth cards dealt shall constitute the first and second cards of the banker's hand.

(6) After the cards are dealt to each hand, the dealer calling the game shall place them face upwards in front of himself or herself.

Announcement of point count of each hand after initial cards etc.

98.(1) After the initial 4 cards have been dealt, the dealer calling the game shall announce the point count of the player's hand.

(2) After the dealer calling the game takes and positions the cards of the banker's hand in front of the dealer, the dealer calling the game shall announce the point count of the banker's hand.

(3) Following the announcement of the point counts of each hand, the banker shall deal a third card to each hand in accordance with sections 101 to 103.

Dealing of additional cards

99.(1) If—

- (a) the player's hand requires a third card to be dealt to it; and
- (b) the banker's hand requires a third card to be dealt to it;

the player's hand is to be dealt to first.

(2) In no event shall more than 1 additional card be dealt to either hand.

Appearance of cutting card during play

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

(2) When the round of play is finished, 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 finished, 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.

No additional cards may be drawn in certain circumstances

101. If the point count of either the player's hand or the banker's hand after the initial 2 cards are dealt to each is an 8 or 9, which shall be called a **"natural"**, no more cards shall be dealt to either hand.

Additional cards for player's hand in certain circumstances

102. If the point count of the banker's hand on the first 2 cards is 0 to 7 inclusive, the player's hand shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of table 1—

Table 1

Player having	Third card determination
0 to 5	draws
6 to 7	stays

Additional cards for banker's hand in certain circumstances

103.(1) The banker's hand shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of table 2—

POINT COUNT OF BANKER'S HAND		TABLE 2 Third card Drawn by Player's Hand										
		If no Third Card Drawn	0	1	2	3	4	5	6	7	8	9
0												
1		BANKER'S HAND DRAWS										
2												
3	D	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	D	S	S
7												
8		BANKER'S HAND STAYS										
9												

(2) The first vertical column in table 2 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 table 2 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 table 2 means that the banker's hand shall draw a third card and the letter 'S' used in table 2 means that the banker's hand shall stay (i.e. not draw a third card).

(5) The method of using table 2 shall be to find the point count of the banker's hand in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the player's hand.

(6) The box at which such intersection takes place will show whether the banker's hand shall draw a third card or stay.

Deciding the results of the round and dealing with wagers

104.(1) After each hand has received all the cards it is entitled to by the rules, the dealer shall announce 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 shall announce 'tie hand'.

(3) After the result of the round is announced, the dealer or dealers responsible for the wagers on the table shall collect all losing wagers, pay all winning wagers and either collect or mark up any commission owed.

Continuing as banker or selecting a new banker

105.(1) This part applies subject to section 96.

(2) After any round of play, the banker may elect to pass the shoe or remain as banker except that—

- (a) the banker shall pass the shoe whenever the banker's hand loses;
- (b) the dealer or a floor manager/person 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) Whenever a voluntary or compulsory relinquishment of the shoe occurs, the dealer calling the game shall offer the shoe to the player immediately to the right of the previous banker and, if the player does not accept it or there is no player in that position, the dealer shall offer the shoe to each of the other seated players in turn counterclockwise around the table.

(4) The first to accept the shoe when offered shall become the new banker.

Irregularities

106.(1) A third card dealt to the player's hand when no third card is authorised by these rules shall become the third card of the banker's hand if the banker's hand is obliged to draw by section 103, table 2.

(2) If, in such circumstances, the banker's hand is required to stay, the card dealt in error shall become the first card of the next hand unless it has been disclosed.

(3) A card drawn in excess from the shoe if not disclosed shall be used as the first card of the next hand of play.

(4) If a card that would have been the first card of the next hand—

- (a) has been disclosed; or
- (b) is found face up in the shoe;

the card becomes the first card of a dummy round.

(5) A dummy round—

- (a) can only arise under subsection (4); and
- (b) must be played in accordance with sections 97 to 103.

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

(7) 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.

(8) If there are insufficient cards remaining in the shoe to complete a round of play—

- (a) that round has no effect; and
- (b) a new round must commence.

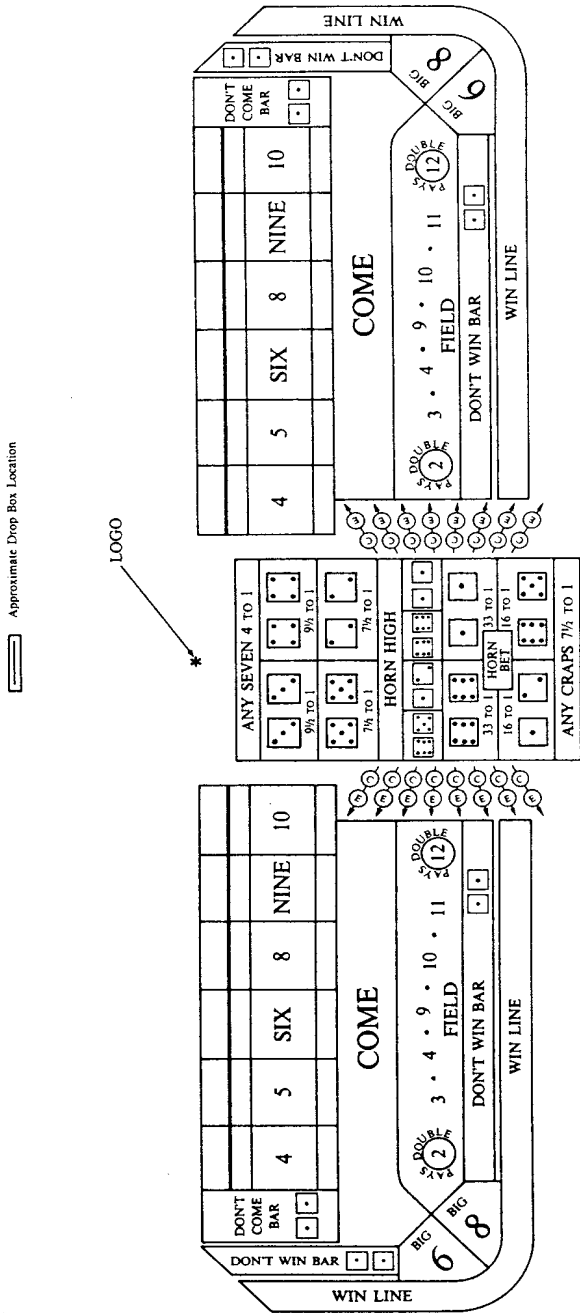
PART 7—CRAPS**Table and layout**

107.(1) Craps shall be played on a table oblong in shape with rounded corners and high walled sides.

(2) The cloth of the table shall have the name or logo of the casino imprinted thereon and shall be marked as shown in diagram 4.

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DIAGRAM 4—CRAPS TABLE AND LAYOUT



Definitions

108. In this part—

“7 out” means a total of 7 thrown by the shooter subsequent to 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 the game and the first roll of the dice after a decision with respect to win bet and don’t win bet has been effected.

“come point” means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following 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 any given roll.

Permissible wagers and results

109. The wagers defined in this section shall be the permissible wagers by a player at the game of craps—

“4 the hardway” means a wager that may be made at any time, which shall win if a total of 4 is thrown the hardway (i.e. with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.

All 4 the hardway bets shall be void on any come out roll unless called ‘on’ by the player and confirmed by the dealer through placement of an on marker button on the top of each player’s wager.

“6 the hardway” means a wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (i.e. with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.

All 6 the hardway bets shall be void on any come out roll unless called ‘on’ by the player and confirmed by the dealer through placement of an on marker button on the top of each player’s wager.

“8 the hardway” means a wager that may be made at any time, which

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shall win if a total of 8 is thrown the hardway (i.e. with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.

All 8 the hardway bets shall be void on any come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on the top of each player's wager.

"10 the hardway" means a wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (i.e. with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.

All 10 the hardway bets shall be void on any come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on the top of each player's wager.

"11 in 1 roll" means a 1 roll wager that may be made at any time, which shall win if a total of 11 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

"any 7" means a 1 roll wager that may be made at any time, which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

"any craps" means a 1 roll wager that may be made at any time, which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

"big 6" means a wager that may be made at any time, which shall win if a total of 6 is thrown before a 7 and shall lose if a 7 is thrown before a 6.

"big 8" means a wager that may be made at any time, which shall win if a total of 8 is thrown before a 7 and shall lose if a 7 is thrown before an 8.

"come bet" means a wager placed at any time after the come out roll which shall—

- (a) win if, on the roll immediately following placement of such bet—
 - (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 appears;

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- (b) lose if, on the roll immediately following placement of such bet—
 - (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 subsequently appears before that total is again thrown.

“craps 2” means a 1 roll wager that may be made at any time, which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

“craps 3” means a 1 roll wager that may be made at any time, which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

“craps 12” means a 1 roll wager that may be made at any time, which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

“don’t come bet” means a wager placed at any time after the come out roll which shall—

- (a) win if, on the roll immediately following placement of such bet—
 - (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 subsequently appears before that total is again thrown;
- (b) lose if, on the roll immediately following placement of such bet—
 - (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 appears;
- (c) be void if, on the roll immediately following placement of such bet, a total of 2 is thrown.

“don’t win bet” means a wager placed immediately prior to the come out roll which shall—

- (a) win 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 subsequently appears before that total is again thrown;

- (b) lose 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 appears;
- (c) be void if, on the come out roll, a total of 2 is thrown.

“field bet” means a 1 roll wager that may be made at any time which shall win if any 1 of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll.

“horn bet” means a 1 roll wager that may be made at any time, which shall win if any 1 of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

“horn high bet” means a 1 roll wager that may be made at any time, which shall win if any 1 of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

A horn high bet shall be placed in units of 5 with 4 units wagered as a horn bet and an additional unit wagered on 1 of the totals 2, 3, 11 or 12.

“lay bet” means a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a 7 appears.

“place bet to win” means a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number.

All place bets shall be void on any come out roll unless called ‘on’ by the player and confirmed by the dealer through placement of an on marker button on top of such player’s wager.

“win bet” means a wager placed immediately prior to the come out roll, which shall—

- (a) win 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 appears;
- (b) lose 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 subsequently appears before that total is again thrown.

Time and way for wagering

110.(1) Wagers should be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed orally by the dealer and a boxperson.

(2) A wager at craps is made by placing chips on the appropriate area of the layout.

(2A) However, an orally declared wager accompanied by cash placed on the layout may be accepted if—

- (a) the wager is orally confirmed 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.

(3) The only time a cash wager shall be accepted is when there is insufficient time to effect a conversion of cash into gaming chips (i.e. when the dice are in the air); when such a cash wager wins, the cash shall be immediately converted into gaming chips before the winning wager is paid.

Removal or reduction of wager

111.(1) A wager may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a win bet and a come bet shall not be removed or reduced after a come out point or come point is established with respect to such bet.

(2) 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 such removal or reduction.

Circumstances when place bets inactive or active

112.(1) All buy and place bets to win, come odds, and hardway wagers shall be inactive on any come out roll unless called 'on' by the player and confirmed by the dealer or boxperson through placement of an on marker button on the top of each player's wager.

(2) However, 1 wager marked with an on marker button shall indicate that all similar wagers for that player are "on" unless otherwise specified by such players.

(3) All other wagers shall be considered "on".

Minimum and maximum wagers

113.(1) The casino operator shall set the minimum and maximum wagers at each table.

(2) However—

(a) if the minimum wager at a table is \$5 or less—the maximum wager shall be at least \$200;

(b) the maximum wager on the win, don't win, come, or don't come shall not preclude a player from taking the odds or laying the odds in accordance with the rules.

(3) The minimum and maximum wagers shall be displayed on a sign at each table with the letters and numbers not less than 8 mm high.

(4) Any minimum wager indicated shall not be changed to a higher minimum unless the sign indicating the new minimum and the proposed time of change is displayed at the table at least 20 minutes prior to the time of the proposed change.

Player responsible when wagering or giving instructions

114.(1) Each player shall be responsible for the correct positioning of the player's wagers on the craps layout regardless of whether the player is

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assisted by the dealer or stickperson.

(2) Each player shall ensure that any instructions the player gives to the dealer or stickperson regarding the placement of the player's wagers are correctly carried out.

Payout odds for winning wagers

115.(1) Winning wagers at the game of craps shall be paid at the odds listed below.

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

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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 shall be paid as if it were 4 separate wagers on 2, 3, 11 and 12.

True odds for buy bets

116.(1) In addition to the payout odds set forth in section 115 for place bets to win on 4, 5, 6, 8, 9 and 10, a player shall have the option of receiving true odds on these bets in return for the player paying to the casino operator, at the time of making the bet, a percentage of the amount the player wagers on such bet which shall be 5% where applicable, but in no event shall exceed 5% of such wager.

(2) Winning wagers on these bets shall be paid at the odds listed below—

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

True odds for lay bets

117.(1) A player may wager on the 4, 5, 6, 8, 9 or 10 to lose and shall receive true odds on these bets in return for the player paying to the casino operator, at the time of making the bet, a percentage of the amount the player could win on such bet which shall be 5% where applicable, but in no event shall exceed 5% of such amount.

(2) Winning wagers on these bets shall be paid at the odds listed below—

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

Percentages, fees and other matters

118.(1) Any percentage, fee or vigorish paid by a player as provided for in section 116 or 117 shall be returned to the player should the wager be removed at any time prior to a roll that decides the outcome of such wager.

(2) Except as provided in section 116 or 117, no percentage, fee or vigorish shall be charged to a player in making any wager in the game of craps.

Supplemental wagers after come out roll for win bets

119.(1) Whenever 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.

(1A) The additional wager may be—

- (a) an amount equal to the amount of the original win bet; or
- (b) if the player asks and the casino operator agrees—an amount equal to twice the amount of the original win bet.

(1B) If the amount of winnings for a wager mentioned in subsection (1A)(a) or (b) would include part of a dollar, the amount of the winnings may be rounded up to the next whole dollar.

(2) If, in such circumstances, the win bet wins, the original amount of the win bet shall be paid at odds of 1 to 1 and the supplemental amount shall be 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.

Supplemental wagers after come out roll for don't win bets

120.(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.

(1A) The additional wager may be—

- (a) an amount calculated to provide winnings equal to the amount of the original don't win bet; or
- (b) if the player asks and the casino operator agrees—an amount calculated to provide winnings equal to twice the amount of the original don't win bet.

(1B) If the amount of winnings mentioned in subsection (1A)(a) or (b) would include part of a dollar, the amount may be rounded up to the next whole dollar.

(2) If, in such circumstances, the don't win bet wins, the original amount of the don't win bet shall be paid at odds of 1 to 1 and the supplemental amount shall be 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.

Supplemental wagers after come out roll for come bets

121.(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 such bet, the player may make an additional wager in support of the come bet.

(1A) The additional wager may be—

- (a) an amount equal to the amount of the original come bet; or
- (b) if the player asks and the casino operator agrees—an amount equal to twice the amount of the original come bet.

(1B) If the amount of winnings for a wager mentioned in subsection (1A)(a) or (b) would include part of a dollar, the amount of the winnings may be rounded up to the next whole dollar.

(2) If, in such circumstances, the come bet wins, the original amount of the come bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 2 to 1 if the come point was a 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.

(3) All additional bets in support of the come bet shall be inactive on any come out roll unless called 'on' by the player and confirmed by the dealer through placement of an on marker button on the top of each player's wager.

(4) All other wagers shall be considered "on".

Supplemental wagers after come out roll for don't come bets

122.(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 such bet, the player may make an additional wager in support of the don't come bet.

(1A) The additional wager may be—

- (a) an amount calculated to provide winnings equal to the amount of the original don't come bet; or
- (b) if the player asks and the casino operator agrees—an amount calculated to provide winnings equal to twice the amount of the original don't come bet.

(1B) If the amount of winnings mentioned in subsection (1A)(a) or (b) would include part of a dollar, the amount may be rounded up to the next whole dollar.

(2) If, in such circumstances, the don't come bet wins, the original amount of the don't come bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 1 to 2 if 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.

Control of dice

123.(1) A set of 5 dice shall be present at the craps table at the commencement of play.

(2) Control of the dice shall be the responsibility of the stickperson at the table who shall retain all dice, except those in active play, in a dice cup at the table.

Selecting the shooter and matters about inactive dice

124.(1) At the commencement of play, the stickperson shall offer 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 shall offer 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 when offered shall become the shooter who shall select and retain 2 of the dice offered.

(4) The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

Procedure if die goes off table

125. In the event of a die or dice going off the table the following procedures shall be followed—

- (a) an immediate effort shall be made to retrieve the die or dice;
- (b) the remaining dice shall be offered to the shooter to select new dice.

However, the shooter may request the original dice back again or select new dice;

- (c) if the missing die or dice are found they shall be checked by the boxperson then—
 - (i) if requested by the player, returned to the player;
 - (ii) if not requested by the player, placed back in the dice cup;
- (d) in the event that 2 dice are lost—a new set of dice shall be expeditiously placed at the table and the remaining dice of the set previously in use shall be removed from the table.

However, to avoid any delay in the game, the shooter at the time of the dice becoming lost shall be allowed to continue with the remaining dice of the original set until the win line bet is lost by the shooter rolling a 7 out or until the shooters wager wins and the shooter declines further rolls of the dice.

Wagering and dice throwing by shooter

126.(1) Upon selection of the dice, the shooter shall make a win or don't win bet, after which the shooter shall throw the 2 selected dice so that they leave the shooter's hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from the shooter.

(2) Following the come out roll, a player shall continue to wager on the win or don't win line on each succeeding roll to be eligible to continue as the shooter.

(3) When handling or throwing the dice, the shooter shall use 1 hand only.

Invalid roll of the dice

127.(1) A roll of the dice shall be invalid if—

- (a) either or both of the dice go off the table; or
- (b) 1 die comes to rest on top of the other; or
- (c) either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson; or
- (d) either or both of the dice come to rest in the dice cup in front of the stickperson or on 1 of the rails surrounding the table; or
- (e) more than 1 side of a die is resting on a stack of chips or other object; or
- (f) a fraudulent device or technique is used in the roll of the dice; or
- (g) dice other than those approved for the game are used in the roll.

(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 fail to strike an end of the table; or
- (c) where 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) shall be made, whenever possible, before both dice come to rest.

(4) A throw of the dice which results in the dice coming into contact with any chips on the table, other than the craps bank of chips located in front of the boxperson shall not be a cause for a call of 'no roll'.

Declaration by stickperson may be overruled etc.

128.(1) The boxperson may overrule the stickperson if in the boxperson's judgment an error in calling the throw of the dice has been made by the stickperson.

(2) The floor manager/person may overrule the stickperson or boxperson if in his or her judgment an error in calling the throw of the dice has been made by the stickperson or boxperson.

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

Calling the results of throw and dealing with wagers

129.(1) When the dice come to rest from a valid throw, the stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the 2 dice.

(2) Only 1 face on each die shall be considered skyward.

(3) In the event 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 shall be considered uppermost and skyward.

(4) After calling the throw, the stickperson shall 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 shall then be collected or paid, following which the stickperson shall pass the dice to the shooter for the next throw.

(6) When collecting the dice and passing them to the shooter, the stickperson shall use a stick designated for that purpose.

Continuing shooter or selecting new shooter

130.(1) The shooter may, after any roll, either pass the dice or remain the shooter except that—

- (a) the shooter shall pass the dice upon throwing a loser seven;
- (b) the boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game.

(2) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall 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.

(3) The first player to accept the dice when offered shall become the new shooter who shall select and retain 2 of the dice offered.

(4) The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

PART 8—ROULETTE

Table, layout and ball

131.(1) Roulette shall be played on a table having a roulette wheel of not less than 0.75 m in diameter at one end of the table and a roulette layout imprinted on the opposite end of the table.

(2) A roulette wheel must be of a single zero variety with 37 equally spaced compartments around the wheel.

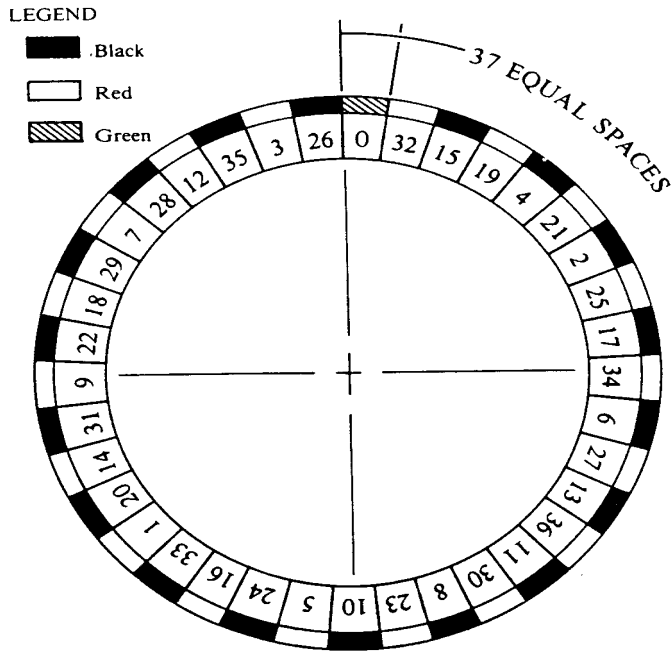
(2A) One of the compartments must be marked with a zero and coloured green, and the other compartments must be marked with a number from 1 to 36, with 18 of the compartments coloured red and 18 coloured black.

(2B) The numbers and colours must be arranged around the wheel in the way approved by the chief executive.

(2C) However, it is not necessary to obtain the chief executive's approval

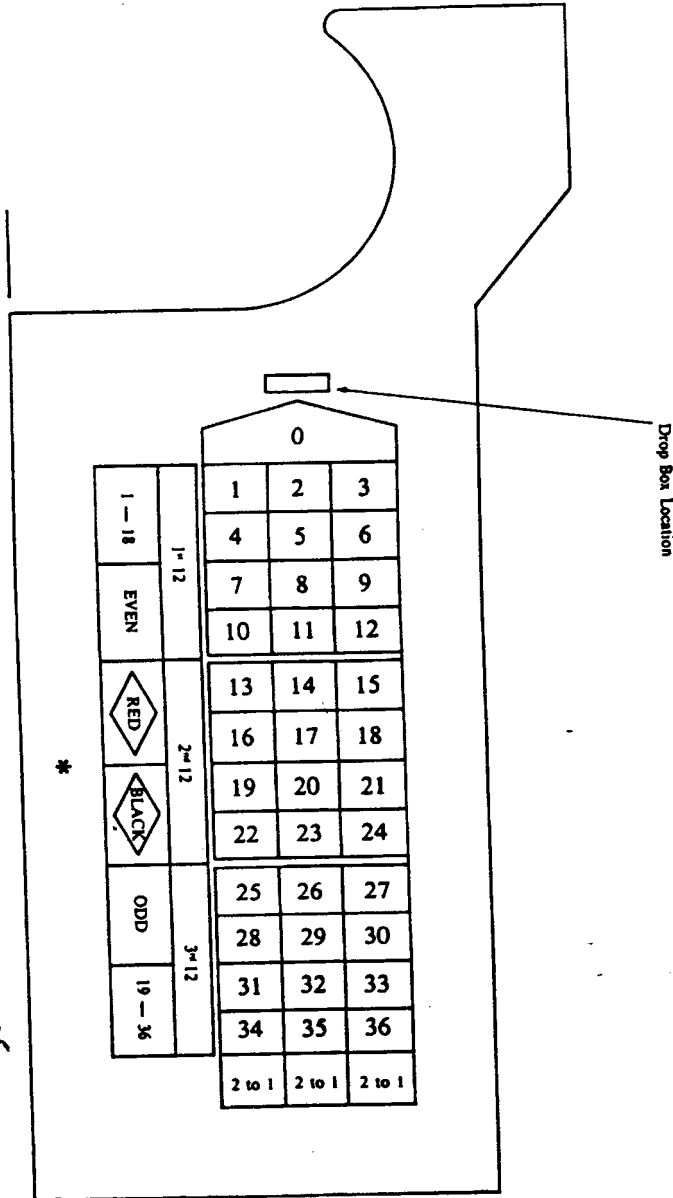
under subsection (2B) for the arrangement of numbers and colours shown in diagram 5.

DIAGRAM 5—ROULETTE WHEEL



(3) The layout cloth of each roulette table shall have the name or logo of the casino imprinted thereon and shall be marked in a manner similar to that shown in diagram 6.

DIAGRAM 6—ROULETTE TABLE LAYOUT



*Approximate casino name or logo location

(4) Each ball used in gaming at roulette shall be made completely of a non-metallic substance and shall be not less than 17 mm nor more than 23 mm in diameter.

Rotating the wheel and ball and controlling wagering

132.(1) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least 4 revolutions around the track of the wheel to constitute a valid spin.

(2) While the ball is still rotating around the wheel, the dealer shall call ‘no more bets’.

Announcing the winning number, placing the crown and dealing with wagers

133.(1) Upon the ball coming to rest in a compartment around the wheel, the dealer shall announce the number of such compartment and shall 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 shall first collect all losing wagers and then pay all winning wagers.

No unauthorised interference with gaming equipment

134. During play no person, other than a casino key employee or a casino employee who is responsible for the operation and integrity of the game, shall interfere with the wheel, the ball or the rotation of the wheel or the ball.

Permissible wagers and results

135. The wagers defined in this section shall be the permissible wagers by a player at the game of roulette—

“1 number or straight up” which shall win if a single number from 1 to 36 or 0 is wagered and spun and shall lose if any other number is spun.

“2 numbers or split” which shall win if—

- (a) either of the 2 numbers wagered is spun; or
- (b) 0 and either of 1, 2 or 3 is wagered and any one of them is spun; but otherwise shall lose.

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“3 numbers or street” which shall win if—

- (a) any one of the 3 numbers in the row wagered is spun;
 - (b) 0 and 1 and 2 are wagered and any one of them is spun; or
 - (c) 0 and 2 and 3 are wagered and any one of them is spun;
- but otherwise shall lose.

“4 numbers or corner” which shall win if—

- (a) any one of the 4 numbers wagered is spun; or
 - (b) 0 and 1, 2 and 3 are wagered and any one of them is spun;
- but otherwise shall lose.

“6 numbers or 6-line” which shall win if any one of the 6 numbers in the 2 rows wagered is spun and shall lose if any other number or 0 is spun.

“black” which shall win if the colour of the number wagered and spun is black and shall lose if the colour spun is not black.

“column” which shall win if any one of the 12 numbers in the column wagered is spun and shall lose if any other number or 0 is spun.

“dozen” which shall win if any one of the 12 numbers in the dozen wagered (1–12, 13–24, or 25–36) is spun and shall lose if any other number or 0 is spun.

“even” which shall win if the number wagered and spun is an even number and shall lose if the number spun is an odd number or 0.

“high—(19–36)” which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or 0 is spun.

“low—(1–18)” which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or 0 is spun.

“odd” which shall win if the number wagered and spun is an odd number and shall lose if the number spun is an even number or 0.

“red” which shall win if the colour of the number wagered and spun is red and shall lose if the colour spun is not red.

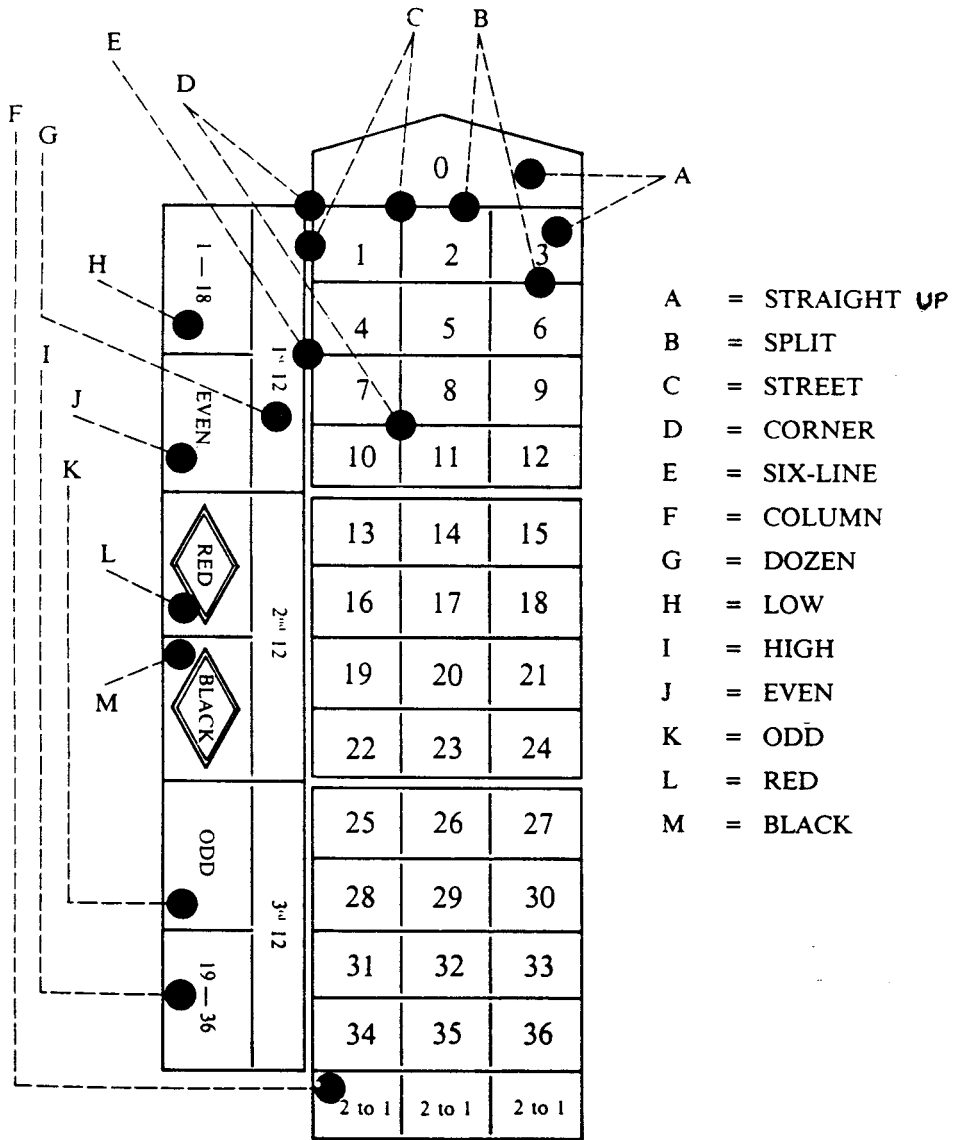
Way wagers are made and changed

136.(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 orally declared, but it has no effect as a wager until the chips have been placed under subsection (1).

(3) An illustration of the correct manner of placement of wagers on the roulette layout is indicated in diagram 7.

DIAGRAM 7—ILLUSTRATION OF MANNER OF PLACEMENT OF WAGERS



(4) No wagers shall be placed, changed or withdrawn after the dealer has called 'no more bets'.

(5) A winning wager may be withdrawn before the next spin.

Use of non-value chips

137.(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) Non-value chips issued at a roulette table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.

(3) The dealer may accept non-value chips in exchange for value chips only if—

- (a) the non-value chips were issued at the dealer's table; or
- (b) the non-value chips were issued at a table that is closed when a player asks for the non-value chips to be redeemed.

Responsibilities of player for placing wagers etc.

138.(1) Each player shall be responsible for the correct positioning of the player's wagers on the layout regardless of whether the player is assisted by the dealer.

(2) Each player shall ensure that any instructions the player gives to the dealer regarding the placement of the player's wagers are correctly carried out.

Wagers dealt with when ball falls to rest

139. Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

Change to application of ss 138 and 139 if unfair

140.(1) The casino operator may modify the application of section 138 or 139 if it is apparent, in the circumstances, that a strict application of the rule

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would be unfair to the player.

Example 1—

If a dealer operating under a standing request from a player to keep placing a particular bet inadvertently fails to place the bet or places it in the wrong position, the casino operator might decide it would be unfair, in the circumstances, to strictly apply section 138 or 139.

Example 2—

If a player has placed a wager but the player's chips are later inadvertently bumped into another position, the casino operator might decide it would be unfair, in the circumstances, to strictly apply section 139.

(2) However, the casino operator must not act under subsection (1) without first telling an inspector what the casino operator proposes to do.

Minimum and maximum wagers

141.(1) Subject to subsection (2), the casino operator shall set the minimum and maximum wagers at each table.

(2) If the minimum wager for the type of wager mentioned in column 1 is set at or less than the amount in column 2, the maximum wager must not be less than the amount specified in column 3 for the type of wager.

Column 1	Column 2	Column 3
Type of wager	Minimum wager	Maximum wager
1 number or straight up	\$5	\$20
2 numbers or split	\$5	\$40
3 numbers or street	\$5	\$60
4 numbers or corner	\$5	\$80
6 numbers or 6-line	\$5	\$120
column	\$25	\$250
dozen	\$25	\$250
low—(1–18)	\$25	\$500
high—(19–36)	\$25	\$500
even	\$25	\$500

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odd	\$25	\$500
red	\$25	\$500
black	\$25	\$500

(3) The minimum and the maximum wagers shall be displayed on a sign at each table with the letters and numbers not less than 8 mm high.

(4) Any minimum wager indicated shall not be changed to a higher minimum limit unless the sign indicating the new minimum and the proposed time of change is displayed at the table at least 20 minutes prior to the time of the proposed change.

Use of value chips

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

Payout odds for winning wagers

143.(1) Winning wagers at the game of roulette shall be paid at the odds listed below—

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 shall lose other than those made straight up on the zero or 0 or made in any available 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 available combination of the zero or 0 and the numbers 1, 2 and 3, shall be paid the same odds as would apply in respect to the same type of bet involving any other numbered square on the layout.

Irregularities and announcing no spin

144.(1) If the ball is spun in the same direction as the wheel, the dealer or a more senior casino employee shall immediately announce 'no spin' and whereupon the dealer shall attempt to remove the ball from the wheel prior to its coming 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 or a more senior casino employee shall immediately announce 'no spin' and whereupon the dealer shall attempt to remove the ball from the wheel prior to its coming to rest in 1 of the compartments.

(3) If a foreign object enters the wheel prior to the ball coming to rest, or if the ball is unduly hung up in an air pocket, the dealer or a more senior casino employee shall immediately announce 'no spin' and whereupon the dealer shall attempt to remove the ball from the wheel prior to its coming 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 or a more senior casino employee shall announce 'no spin'.

(5) Once the dealer or a more senior casino employee has announced 'no spin', it shall be an invalid spin regardless of whether or not the ball comes to rest in 1 of the compartments prior to the dealer's attempt to remove the ball from the wheel.

PART 9—WHEEL OF FORTUNE

Division 1—Rules for when wheel has 50 spaces

Wheel and layout

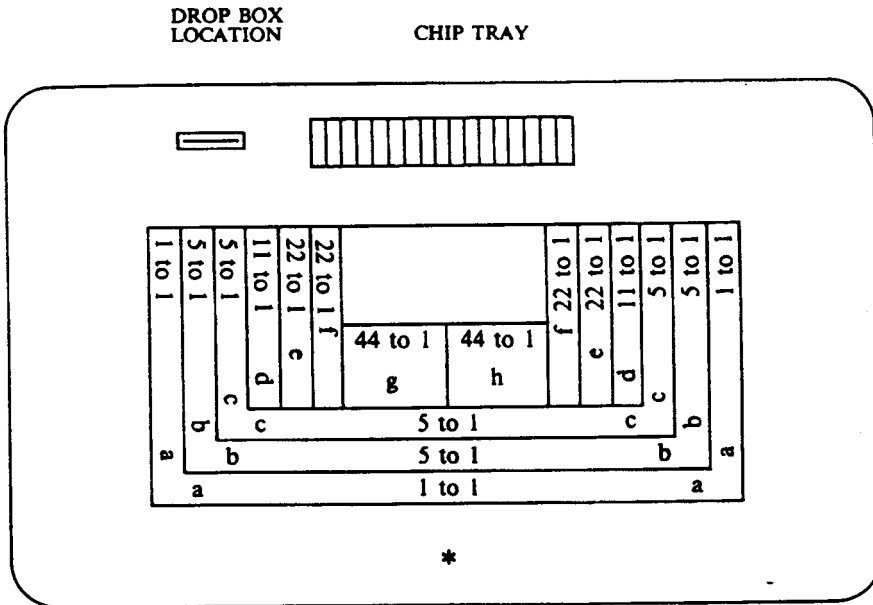
145.(1) Wheel of fortune shall be played with a circular wheel which is not less than 1.5 m in diameter.

(2) The rim of the wheel shall be divided into 50 equally spaced sections as follows—

- (a) 24 sections exhibiting 1 particular symbol;
- (b) 8 sections exhibiting a second particular symbol;
- (c) 8 sections exhibiting a third particular symbol;
- (d) 4 sections exhibiting a fourth particular symbol;
- (e) 2 sections exhibiting a fifth particular symbol;
- (f) 2 sections exhibiting a sixth particular symbol;
- (g) 1 section exhibiting a seventh particular symbol;
- (h) 1 section exhibiting an eighth particular symbol.

(3) The sections shall be arranged around the rim of the wheel as shown in diagram 8.

DIAGRAM 9—WHEEL OF FORTUNE TABLE LAYOUT



*Approximate casino name or location

(5) Each symbol shall be imprinted in a clearly defined area of the layout cloth, which area shall be used by the players in placing wagers at this game.

(6) The casino operator may present this game to the players by any name the casino operator considers to be appropriate.

Spinning the wheel

146.(1) The direction of each spin of the wheel may be alternated.

(2) The wheel shall be spun by the dealer grasping the rim of the wheel or the spinning knobs and not the spokes or pegs.

(3) At least 4 revolutions of the wheel shall be completed to constitute a valid spin.

(4) Prior to spinning the wheel the dealer shall call 'no more bets'.

Announcing the winning symbol and dealing with wagers

147. Upon the indicator coming to rest in a slot, the dealer shall announce the winning symbol of such slot whereupon the dealer shall first collect all losing wagers and then pay all winning wagers.

No unauthorised interference with gaming equipment

148. During play no person, other than a casino key employee or a casino employee who is responsible for the operation and integrity of the game, shall interfere with the wheel or its rotation.

Permissible wagers and results

149. The permissible wagers by a player at the game of wheel of fortune shall be a wager on a particular symbol which shall win if that symbol is spun and shall lose if any other symbol is spun.

Way wagers may be made or withdrawn

150.(1) All wagers at wheel of fortune shall be made by placing gaming chips with the smaller denomination chips on top, in the appropriate area of the layout.

(2) Orally declared wagers shall not be accepted.

(3) No wager shall be placed, changed or withdrawn after the dealer has called 'no more bets'.

(4) A winning wager may be withdrawn before the next spin.

Player responsible when wagering

151. Each player shall be responsible for the correct positioning of the player's wagers on the layout.

Wagers dealt with when indicator rests in slot

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

Minimum and maximum wagers

153.(1) The casino operator shall set the minimum and maximum wagers at each table.

(2) However, if the minimum wager is \$5 or less the maximum wagers shall be at least—

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

(3) The minimum and the maximum wagers shall be displayed on a sign at each table with the letters and numbers not less than 8 mm high.

(4) Any minimum wager indicated shall not be changed to a higher minimum unless the sign indicating the new minimum limit and the proposed time of change is displayed at the table at least 20 minutes prior to the time of the proposed change.

Payout odds for winning wagers

154.(1) Winning wagers at wheel of fortune shall be 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 (i.e. stops on a peg) only 1 symbol shall be considered the winning symbol and that winning

symbol shall be the symbol that last passed the indicator.

(3) Each wheel of fortune table shall have the following notice posted in full public view—

‘Should the indicator stop on a peg, the previous symbol will be the winner and not the oncoming symbol.’

Irregularities

155.(1) If a mechanical malfunction of the wheel occurs the dealer shall announce ‘no spin’ and the spin shall be an invalid spin regardless of 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 shall be void on that spin.

Division 2—Changed rules for wheel with 52 spaces

Wheel and layout

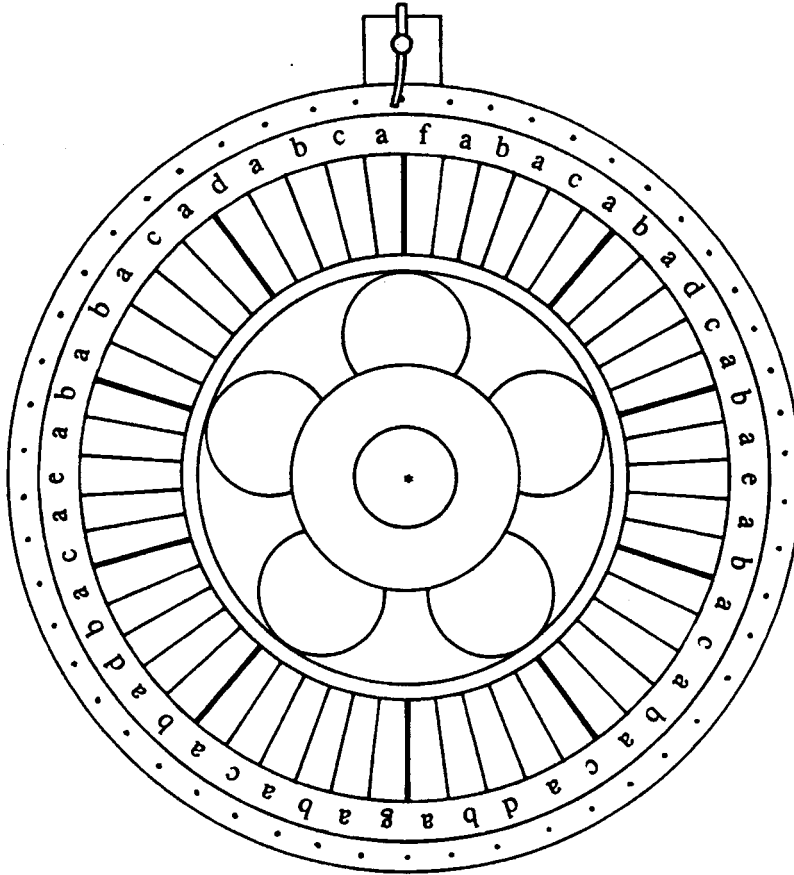
156.(1) Subject to the prior approval of the chief executive, an alternative wheel of fortune may be played with a circular wheel which is not less than 1.5 m in diameter.

(2) The rim of the wheel shall be divided into 52 equally spaced sections as follows—

- (a) 24 sections exhibiting 1 particular symbol;
- (b) 12 sections exhibiting a second particular symbol;
- (c) 8 sections exhibiting a third particular symbol;
- (d) 4 sections exhibiting a fourth particular symbol;
- (e) 2 sections exhibiting a fifth particular symbol;
- (f) 1 section exhibiting a sixth particular symbol;
- (g) 1 section exhibiting a seventh particular symbol.

(3) The sections shall be arranged around the rim of the wheel as shown in diagram 10.

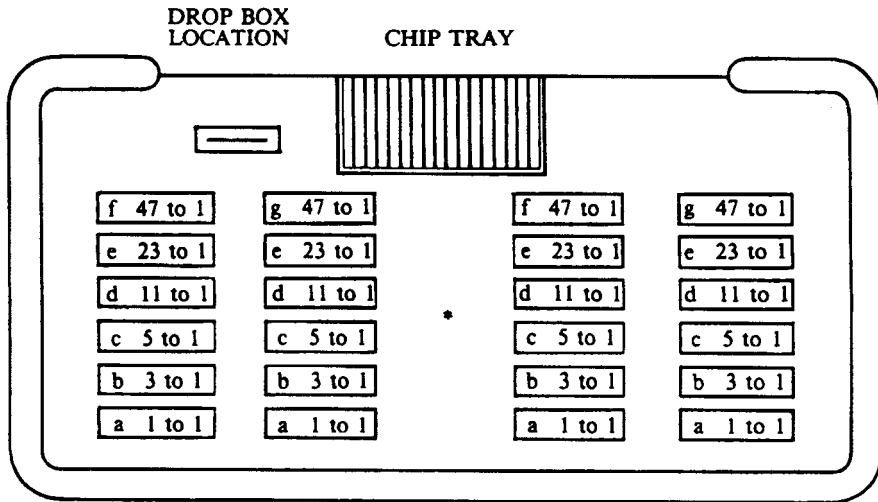
DIAGRAM 10—ARRANGEMENT OF ALTERNATIVE WHEEL OF FORTUNE OF FORTUNE



*Approximate casino name or logo location

(4) Each alternative wheel of fortune table layout cloth shall have the name or logo of the casino, the 7 symbols and the odds applicable to each symbol imprinted thereon in the manner shown in diagram 11 or in a manner approved by the chief executive.

DIAGRAM 11—ALTERNATIVE WHEEL OF FORTUNE TABLE LAYOUT



*Approximate casino name or logo location

(5) The provisions of section 145(5) and (6) shall apply to the alternative wheel of fortune.

Spinning the wheel

157. The provisions of sections 146 to 148 shall apply to the alternative wheel of fortune.

Permissible wagers and results

158. The provisions of sections 149 to 152 and 153(3) and (4) shall apply to the alternative wheel of fortune.

Minimum and maximum wagers

159.(1) The casino operator shall set the minimum and maximum wagers at each table provided that if the minimum wager is \$5 or less the maximum wagers shall be at least—

- (a) \$200, where the payout odds are 1 to 1;

- (b) \$80, where the payout odds are 3 to 1;
- (c) \$40, where the payout odds are 5 to 1;
- (d) \$20, where the payout odds are 11 to 1.

(2) In addition, if the minimum wager is \$2 or less, the maximum wagers shall be at least—

- (a) \$10, where the payout odds are 23 to 1;
- (b) \$5, where the payout odds are 47 to 1.

Payout odds for winning wagers

160.(1) Winning wagers at the alternative wheel of fortune shall be paid at the odds listed below—

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) The provisions of section 154(2) and (3) shall apply to the alternative wheel of fortune.

Irregularities

161. The provisions of section 155 shall apply to the alternative wheel of fortune.

PART 10—TWO-UP

Table and layout

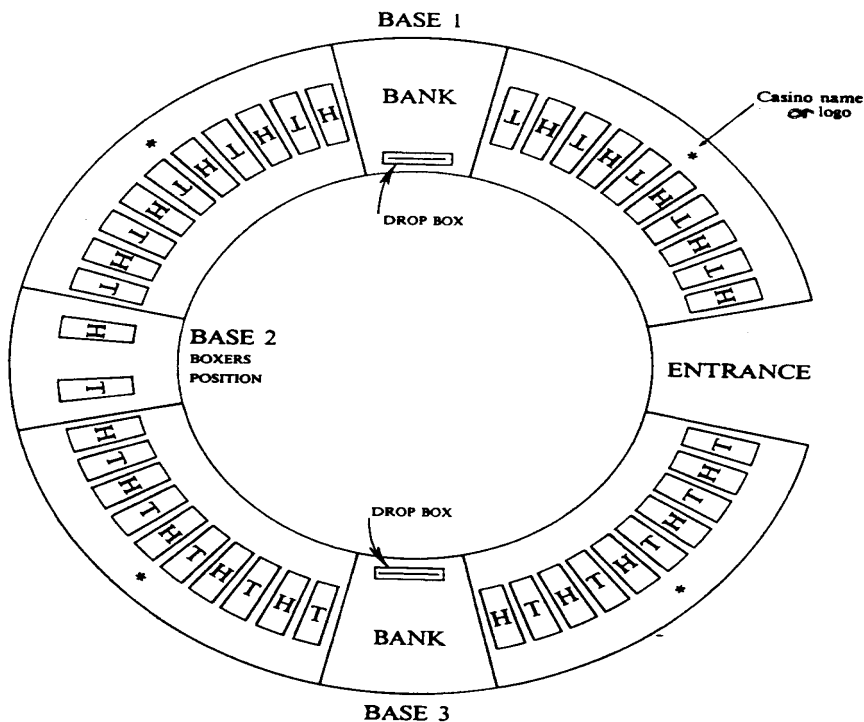
162.(1) Two-up shall be played at a circular table having on one side, places for the players and supervisors and on the opposite side, places for the dealers and a spinner.

(2) The layout cloth covering the two-up table shall have rectangular areas marked 'H' or 'T' to indicate the boxes for wagers.

(3) There shall be an area, directly opposite the entrance and below the level of the layout, for the spinners wager.

(4) Each two-up layout shall have 2 drop boxes attached to it and shall have imprinted on the layout the name or logo of the casino, at approximately the positions shown in diagram 12.

DIAGRAM 12—TWO-UP TABLE AND LAYOUT



Definitions

163. In this part—

“**boxer**” means the dealer who will control the spinner and conduct the game from centre ring.

“**heads**” means the 2 coins lying on the floor of the ring with the head side uppermost on each.

“**kip**” means a rectangular implement, having 1 side partially covered with baize, used for spinning the coins.

“**odds**” means the 2 coins lying on the floor of the ring with 1 coin head side uppermost and the other coin tail side uppermost.

“**ring**” means the floor area contained within the layout but not including the entrance.

“**spinner**” means the player who has elected to enter the ring and spin the coins.

“**tails**” means the 2 coins lying on the floor of the ring with the tail side uppermost on each.

Coins to be used in the game

164.(1) A set of 5 coins shall be present at the commencement of play.

(2) Control of the coins shall be the responsibility of the boxer who shall retain the coins, except those in play, in a bowl at the table in the area set aside for them.

(3) Two coins only shall be spun in the game.

(4) The tail side of all 5 coins shall be marked with a white or yellow cross.

(5) Subject to section 165(2) to (4), the set of 5 coins shall be retained for use in the game and no player shall be entitled to demand a new set of coins.

Coins outside of ring or lost coins

165.(1) In the event of a coin or coins leaving the ring the following

procedure shall be followed—

- (a) an immediate effort shall be made to retrieve the coin or coins;
- (b) upon retrieval, the boxer shall examine the coin or coins for authenticity before returning it or them to the spinner.

(2) In the event of a coin being lost, the game may continue with 4 coins.

(3) If 2 coins are lost, a new set shall be expeditiously placed at the table and the remaining coins of the set previously in use shall be removed from the table.

(4) However, to avoid delay in the game, the spinner at the time of the coins being lost will be allowed to continue with the remaining coins of the original set until the spinner's wager is lost or the spinner's wager wins and the spinner declines further spins.

Selecting the spinner and coins for spinning

166.(1) At the commencement of play, the boxer shall offer the set of coins to the first player to the right hand side of the entrance (looking from centre ring) to act as spinner.

(2) If this player declines to spin, then the boxer shall offer the spin in a clockwise direction until a player accepts the spin.

(3) The first player to accept the spin shall become the spinner and shall come into the ring and select 2 of the coins offered.

(4) The remaining coins shall be placed in a bowl and set aside.

Spinner's role, wagers and results

167.(1) This section explains how the spinner takes part in a game of two-up.

(2) Before starting to spin the coins, the spinner must place (or have placed on the spinner's behalf) a wager on either heads or tails in the section of the layout for the spinner's wager.

(3) If the spinner's wager is on heads, the spinner—

- (a) wins by spinning heads 3 times, without spinning tails once, and without spinning odds 5 times consecutively; and

- (b) loses by spinning tails once; and
- (c) loses by spinning odds 5 times consecutively.

(4) If the spinner's wager is on tails, the spinner—

- (a) wins by spinning tails 3 times, without spinning heads once, and without spinning odds 5 times consecutively; and
- (b) loses by spinning heads once; and
- (c) loses by spinning odds 5 times consecutively.

(5) If the spinner wins, the spinner may retire as spinner, or elect to keep spinning.

(6) If the spinner loses, the spinner must retire as spinner.

(7) If the spinner makes at least 1 valid spin, but stops spinning the coins before winning or losing, the boxer must take over the spinning of the coins until the result of the spinner's wager is decided.

(8) The spinner's wager can not be withdrawn once the spinner has made at least 1 valid spin.

Player's role, wagers and results

168.(1) This section explains how a player takes part in a game of two-up.

(2) A player places a wager on either heads or tails on a section of the layout for a player's wager.

(3) However, a player may place a wager on heads and also place a separate wager on tails.

(4) If a player's wager is heads, the player—

- (a) wins if heads are spun once; and
- (b) loses if tails are spun once; and
- (c) loses if odds are spun 5 times consecutively.

(5) If a player's wager is tails, the player—

- (a) wins if tails are spun once; and
- (b) loses if heads are spun once; and

(c) loses if odds are spun 5 times consecutively.

(6) If odds are spun and the result of a player's wager has not been decided—

(a) the player's wager must remain in place unchanged; and

(b) no player or intending player may make a new wager.

Other matters about wagers by spinners and players

169.(1) Nothing in section 167 or 168 prevents the spinner from also making a wager as a player.

(2) If new wagers by players may be made, the boxer must call 'no more bets' before the spinner spins the coins.

(3) A player's wager can not be placed, changed or withdrawn once the coins leave the kip.

Way wagers may be made

170.(1) All wagers at two-up shall be made by placing gaming chips, with the smallest denomination chips on top, in the appropriate wager area of the layout.

(2) Subject to section 6, wagers may be placed by the use of coins.

(3) Orally declared wagers shall not be accepted.

Minimum and maximum wagers

171.(1) The casino operator shall set the minimum and maximum wagers at each table.

(2) However, if the minimum wager at a table is \$5 or less the maximum wager shall be at least \$100.

(3) The minimum and maximum wagers shall be displayed with the numbers and letters not less than 8 mm high, on a sign at each table.

(4) Any minimum wager shall not be changed to a higher minimum wager unless the sign indicating the new minimum and the proposed time

of change is displayed at the table at least 20 minutes prior to the time of the proposed change.

Procedure when 3 consecutive invalid spins

172.(1) Where from the first 3 spins of a game the spinner has thrown 3 consecutive invalid spins, the spinner shall elect to retire as spinner or have a house spinner continue the game until the spinner's wager is determined.

(2) Where the spinner has thrown 3 consecutive invalid spins during the game or is unable or unwilling to continue as the spinner, a floor manager/person may direct a house spinner to continue the game until the spinner's wager is determined.

Indicator lights for showing results of spins etc.

173.(1) Spin results must be shown—

- (a) if the spin is odds—by the switching on of 1 light in a set of 5 lights that are all the 1 colour; and
- (b) if the spin is heads—by the switching on of 1 light in a set of 3 lights that are all a second colour; and
- (c) if the spin is tails—by the switching on of 1 light in a set of 3 lights that are all a third colour.

(2) In the event of light failure, cards shall be displayed to indicate the result of each spin of the coins.

Payout odds for winning wagers

174.(1) A winning wager on heads shall be paid at odds of 1 to 1.

(2) A winning wager on tails shall be paid at odds of 1 to 1.

(3) A winning spinner's wager shall be paid at odds of 7.5 to 1.

Coins to spin in certain way or otherwise spin may be declared invalid

175.(1) Coins not turning over in the air at least once, called "floaters"

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may be declared invalid by the boxer or a floor manager/person, who shall announce 'no spin' or 'barred' before the coins hit the floor.

(2) The boxer or floor manager/person shall declare a spin invalid by announcing 'no spin' or 'barred' if—

- (a) the coins are not spun about 1 m or more above the spinner's head; or
- (b) a coin or coins land outside the ring; or
- (c) either or both coins hit anything except each other or the sides of the ring below the layout surface; or
- (d) the spinner is not completely inside the area of the ring when spinning; or
- (e) 1 coin lands on top of the other or 1 coin is resting on the other.

(3) A player, whether acting as spinner or not, shall not be entitled to declare a spin invalid.

(4) The spinner shall use the 'kip' when spinning the coins.

(5) The coins shall be clearly visible before the spin and shall have 1 head uppermost and 1 tail uppermost.

PART 11—MINI-DICE

Table layout, dice number and 3 identical dice

176.(1) Mini-dice shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

(2) A layout cloth covering the mini-dice table shall have imprinted thereon the name or logo of the casino and shall have rectangular boxes to indicate boxes for wagers.

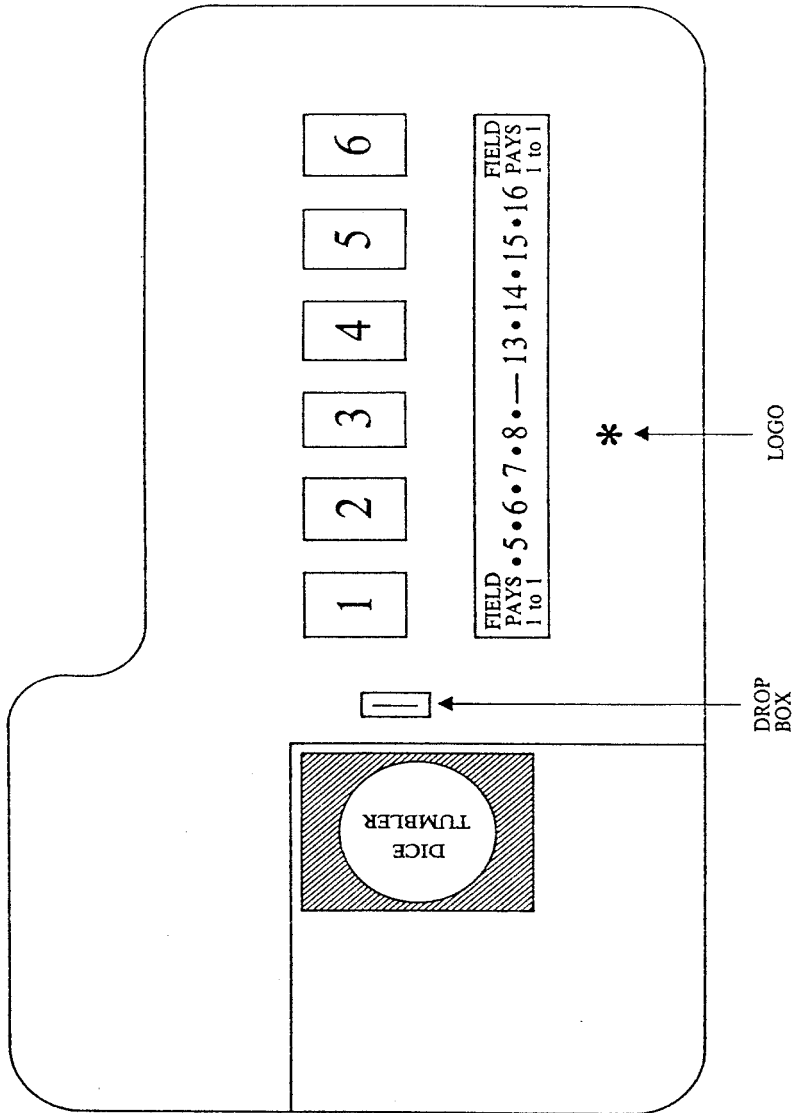
(3) Such boxes to be marked as shown in diagram 13.

(4) The mini-dice table shall have a dice tumbler containing 3 identical dice.

(5) The dice tumbler shall be affixed to the table.

- (6) Each mini-dice table shall have a drop box attached to it.
- (7) The 3 dice shall remain in the dice tumbler under seal.

DIAGRAM 13—MINI-DICE TABLE LAYOUT



Inspecting dice tumbler and seal before opening table for gaming

177. Prior to opening a mini-dice table for gaming, a floor manager/person shall—

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

Permissible wagers and results

178.(1) The wagers defined in this section shall be the permissible wagers by a player at the game of mini-dice.

(2) The decisions on the win or loss of the wagers shall be determined by the numbers appearing on the high or uppermost sides of the dice.

(3) Only 1 face of each die shall be considered skyward.

(4) In this section—

“field” means a wager which shall win if any of the totals of 5, 6, 7, 8, 13, 14, 15 or 16 appears in any combination of the 3 dice and shall lose if any other total appears.

“individual die face values”, 1, 2, 3, 4, 5 or 6, means a wager on any 1 of these specific numbers which shall win if that number appears on 1 or more of the dice and shall lose if that number does not appear.

“total’s” means the total of the high or uppermost sides of the 3 dice in any given spin of the dice tumbler.

Way wagers may be made

179.(1) All wagers at mini-dice shall be made by placing gaming chips, with the smaller denomination chips on top, in the appropriate wager area of the mini-dice layout.

(2) Orally declared wagers shall not be accepted.

Player responsible when wagering or giving instructions

180.(1) Each player shall be responsible for the correct positioning of the player's wagers on the layout regardless of whether the player is assisted by the dealer.

(2) Each player shall ensure that any instructions the player gives to the dealer regarding the placement of the player's wagers are correctly carried out.

Time for wagering

181.(1) Before activating the dice tumbler the dealer must call 'no more bets'.

(2) A wager can not be placed, changed or withdrawn once the dice tumbler has been activated.

Non-value chips may not be used

182. Non-value chips shall not be used for gaming at mini-dice.

Minimum and maximum wagers

183.(1) The casino operator shall set the minimum and maximum wagers at each mini-dice table.

(2) The minimum and maximum wagers shall be displayed on a sign at each mini-dice table with the letters and numbers not less than 8 mm high.

(3) Any minimum wager indicated shall not be changed to a higher minimum unless the sign indicating the new minimum and the proposed time of change is displayed at the table at least 20 minutes prior to the time of the proposed change.

Payout odds for winning wagers

184. Winning wagers at the game of mini-dice shall be paid at the odds listed hereunder—

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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

Use of dice tumbler

185. 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.

Announcing the result

186.(1) When the 3 dice have come to rest in the bottom section of the dice tumbler, and providing the dice are lying flat, the dealer shall announce the result by calling the high or uppermost face of each die in order from the smallest number to the highest.

(2) In addition to calling the numbers on the 3 uppermost faces of the dice, the dealer shall announce the total of the 3 uppermost faces of the dice.

Example—

2, 3, 6; total 11.

(3) Doubles and triples and the total shall be called in similar fashion.

Example—

double 3, 4; total 10

triple 5; total 15.

No unauthorised interference with gaming equipment

187. No person other than a casino employee or a casino key employee

who is responsible for the operation of the game shall activate the dice tumbler or interfere with the operation of the dice tumbler.

Irregularities

188.(1) After the dice have been spun in accordance with section 185, if any of the 3 dice are not lying flat in the bottom section of the tumbler the dealer shall announce ‘no spin’ in a clearly audible voice.

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

PART 12—MINI-BACCARAT

Table and layout

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

(2) The layout cloth covering the mini-baccarat table must have imprinted on it—

- (a) the casino’s name; or
- (b) the casino’s logo; or
- (c) the casino’s name and logo.

(3) The table must have 3 betting areas for each player.

(4) The betting areas at the table must—

- (a) clearly indicate their use; and
- (b) be marked in a way similar to that shown in diagram 14.

Drop box and discard holder

190. The mini-baccarat table shall have a drop box and discard holder attached to it at approximately the locations shown in diagram 14.

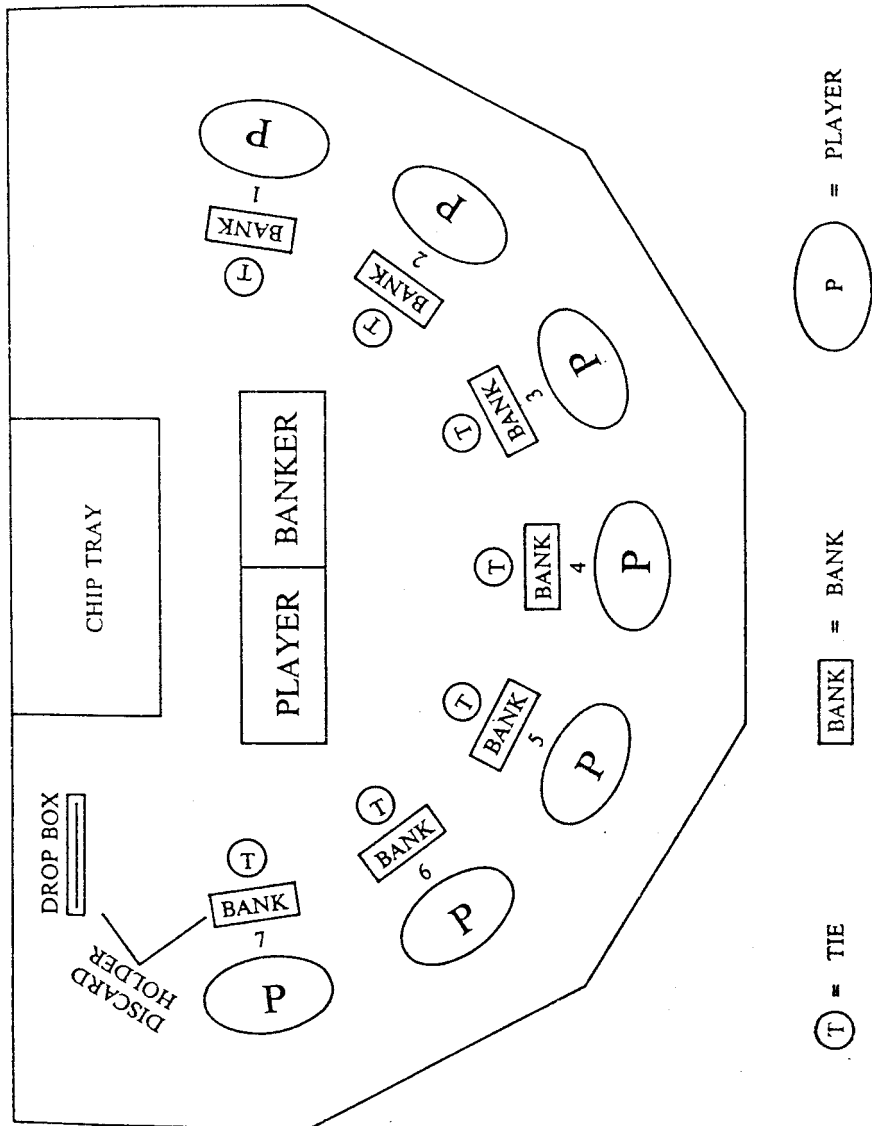
Standing players

191.(1) A person who is standing may participate in the game even though all numbered places at the table are not occupied by seated players.

(2) Standing players—

- (a) may place a wager on any 1 seated player's box; and
- (b) must not participate in the cut of the cards or touch or handle the cards used in the game in any way.

DIAGRAM 14—MINI-BACCARAT TABLE LAYOUT



Number of decks and way cards are dealt

192.(1) Mini-baccarat shall be played with 6 or 8 decks of cards with backs of the same colour and design and 2 additional solid red, yellow or

green cutting cards.

(2) All cards shall be dealt from a dealing shoe specifically designed for such purpose.

Value of cards and point value of hand

193.(1) The value of the cards in each deck shall be as follows—

- (a) any card from 2 to 9 shall have its face value;
- (b) any 10, jack, queen or king shall have a value of 0;
- (c) any ace shall have a value of 1.

(2) The “**point count**” of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totalling the value of the cards in the hand.

(3) If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand.

Permissible wagers and results

194. The wagers defined in this section shall be the permissible wagers by a player at the game of mini-baccarat—

- (a) a wager on the banker’s hand which shall—
 - (i) win if the banker’s hand has a point count higher than that of the player’s hand;
 - (ii) lose if the banker’s hand has a point count lower than that of the player’s hand;
 - (iii) be 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 which shall—
 - (i) win if the player’s hand has a point count higher than that of the banker’s hand;
 - (ii) lose if the player’s hand has a point count lower than that of the banker’s hand;

- (iii) be void if the point counts of the banker's hand and the player's hand are equal;
- (c) a tie bet which shall win if the point counts of the banker's hand and the player's hand are equal and shall lose if such point counts are not equal.

Gaming chips to be used for wagering

195.(1) All wagers at mini-baccarat shall be made by placing gaming chips, with the smaller denomination chips on top, on the appropriate wager area of the mini-baccarat layout.

- (2) Orally declared wagers shall not be accepted.
- (3) Subject to section 6, wagers may be placed by the use of coins.

Changing wagers

196. A wager can not be placed, changed or withdrawn once the first card for a round has been dealt.

Minimum and maximum wagers

197.(1) The casino operator shall set the minimum and maximum wagers at each table.

- (2) However—
 - (a) if the minimum wager at a table is \$5 or less then the maximum wager shall be at least \$200.
 - (b) a tie bet shall not exceed 1/8 of the specified maximum wager for that table so that a winning tie bet may never be paid more than that maximum limit

(3) The minimum and maximum wagers shall be displayed on a sign at each table with letters and numbers not less than 8 mm high.

(4) Any minimum wager indicated shall not be changed to a higher minimum unless the sign indicating the new minimum and the proposed time of change is displayed at the table at least 20 minutes prior to the time of the proposed change.

(5) The amount wagered by a player on any round of play must not exceed the maximum wager for the table.

Payout odds for winning wagers

198.(1) A winning wager made on the player's hand shall be paid at odds of 1 to 1.

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

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

Sorting and inspecting cards before washing them

199.(1) After receiving the 6 or 8 decks of cards at the table, both the floor manager/person and the dealer shall sort and inspect the cards independently of each other.

(2) After the sorting and inspection under subsection (1), the cards must be spread face up on the table in a way making it easy for a person inspecting them to see if each deck is complete.

(3) After the first player or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a washing of the cards, stacked and shuffled.

(4) Despite subsections (1) to (3), a casino employee of the level of assistant pit boss or higher may direct the dealer to begin the game using cards that have been preshuffled by being sorted, inspected, spread, mixed, stacked and shuffled in the way required by subsections (1) to (3) (whether or not there was a player present to inspect the cards).

Shuffling the cards

200.(1) Immediately prior to the commencement of play and after each shoe of cards is completed, the dealer shall shuffle the cards so that they are randomly intermixed.

(2) Alternatively, at the end of a shoe, a pit boss or an assistant pit boss may remove all decks in play from the table and replace them with new decks that—

- (a) must be sorted, inspected, spread, mixed, stacked and shuffled in the way specified in section 199; or
- (b) have previously been sorted, inspected, spread, mixed, stacked and shuffled (whether or not there was a player present to inspect the cards).

Use of reshuffled cards

200A. If, before the first card from a shoe is dealt, a player asks for reshuffled cards to be re-shuffled, the dealer must shuffle and cut the cards as required by sections 200 and 201.

Cutting the cards

201.(1) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the players to be cut.

(2) The dealer shall begin with the players seated in the lowest number position at the table and working clockwise around the table, shall offer the stack to each player until a player accepts the cut.

(3) If no player accepts the cut, the pit boss, assistant pit boss, floor manager/person or dealer shall cut the cards.

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

(5) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack.

(6) The dealer shall then insert the second cutting card in a position at least 14 cards in from the back of the stack and leave the second cutting card at the end of the stack.

(7) The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(8) Before commencing play, the dealer must remove the first card from the shoe face down and place it in the discard holder.

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

(10) 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.

(11) For subsection (10)—

- (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.

Dealing of initial 2 cards to each hand

202.(1) There shall be 2 hands dealt in the game of mini-baccarat, 1 of which shall be designated the **“player’s hand”** and the other designated the **“banker’s hand”**.

(2) At the commencement of each round of play, the dealer shall announce ‘no more bets’, and shall then commence dealing the cards.

(3) The dealer shall deal an initial 4 cards from the shoe.

(4) The first and third cards dealt shall constitute the first and second cards of the player’s hand and shall be placed next to the player box.

(5) The second and fourth cards dealt shall constitute the first and second cards of the banker’s hand and shall be placed on the banker box.

(6) All cards must be dealt—

- (a) face up; or
- (b) face down.

Announcing point count of each hand after initial cards and dealing additional cards

203.(1) After the initial 4 cards have been dealt, the dealer shall announce the point count of the player’s hand first and the dealer shall then announce the point count of the banker’s hand.

(2) Following the announcement of the point counts of each hand, the dealer shall deal a third card to each hand if required in accordance with sections 205 to 207.

(3) In no event shall more than 1 additional card be dealt to either hand.

Appearance of cutting card during play

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

(2) When the round is finished, the dealer must tell the players a last round is about to be played.

(3) When the further round is finished, 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.

No additional cards may be drawn in certain circumstances

205. If the point count of either the player's hand or the banker's hand after the initial 2 cards are dealt to each is an 8 or 9, which shall be called a "natural", no more cards shall be dealt to either hand.

Additional cards for player's hand in certain circumstances

206. If the point count of the banker's hand on the first 2 cards is 0 to 7 inclusive, the player's hand shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of table 1—

Table 1

Player having	Third card determination
0 to 5	draws
6 to 7	stays

Additional card for banker's hand in certain circumstances

207.(1) The banker's hand shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of table 2—

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		TABLE 2 Third card Drawn by Player's Hand										
POINT COUNT OF BANKER'S HAND	If no Third Card Drawn	0	1	2	3	4	5	6	7	8	9	
	0											
	1											
	2				BANKER'S HAND DRAWS							
	3	D	D	D	D	D	D	D	D	D	S	D
	4	D	S	S	D	D	D	D	D	D	S	S
	5	D	S	S	S	S	D	D	D	D	S	S
	6	S	S	S	S	S	S	S	D	D	S	S
	7											
	8				BANKER'S HAND STAYS							
9												

(2) The first vertical column in table 2 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 table 2 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 table 2 means that the banker's hand shall draw a third card and the letter 'S' used in table 2 means that the banker's hand shall stay (i.e. not draw a third card).

(5) The method of using table 2 shall be to find the point count of the banker's hand in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the player's hand.

(6) The box at which such intersection takes place will show whether the banker's hand shall draw a third card or stay.

Deciding the round and dealing with wagers

208.(1) After each hand has received all the cards it is entitled to by the rules, the dealer shall announce 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 shall announce ‘tie hand’.

(3) After the result of the round is announced, the dealer shall collect all losing wagers and pay all winning wagers.

Irregularities

209.(1) A third card dealt to the player’s hand when no third card is authorised by these rules shall become the third card of the banker’s hand if the banker’s hand is obliged to draw by section 207(1), table 2.

(2) If, in such circumstances, the banker’s hand is required to stay, the card dealt in error shall become the first card of the next hand unless it has been disclosed.

(3) A card drawn in excess from the shoe if not disclosed shall be used as the first card of the next hand of play.

(4) If a card that would have been the first card of the next hand—

- (a) has been disclosed; or
- (b) is found face up in the shoe;

the card becomes the first card of a dummy round.

(5) A dummy round—

- (a) can only arise under subsection (4); and
- (b) must be played in accordance with sections 202 to 207.

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

(7) 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.

(8) If there are insufficient cards remaining in the shoe to complete a round of play—

- (a) that round has no effect; and
- (b) a new round must commence.

PART 13—KENO

Definitions

210. In this part—

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

“keno ball drawing device” means a device that—

- (a) encloses 80 balls that are identical in every respect other than that they are numbered 1 to 80; and
- (b) is designed to select at random, and 1 at a time, 20 balls.

“keno day” means a period of 24 hours fixed by the casino operator or other period approved by an inspector.

“keno dollars” means chips capable of being used in the place of money for the making of wagers and the payment of winnings on a keno self-service terminal or at a keno writer terminal.

“keno drawing device” means a keno ball drawing device or a keno random number generator.

“keno entry ticket” means a blank or keno card both containing the numbers 1 to 80 and marked by the player with the player’s selection of a number or numbers.

“keno random number generator” means an electronic device designed to select at random, from the numbers 1 to 80, 20 numbers.

“keno self-service terminal” means a player-operated device capable of issuing keno tickets after the validation of a wager by a central keno computer system.

“keno supervisor” means any person employed or working in a casino whose duties or responsibilities are to supervise the conduct of the game of keno, and includes any person for the time being acting as a keno supervisor.

“keno ticket” means the printed ticket produced or validated by a keno computer terminal and showing the number or numbers selected by the player and the other particulars prescribed by section 217.

“keno writer” means a person working in a casino whose duties include

accepting keno wagers, issuing keno tickets and making payments on winning wagers.

“major prize” means any prize of \$200 or more.

“schedule of prizes” for a game of keno played at a casino means the schedule of prizes approved for the game at the casino by the chief executive.

“spot” means a number, marked on a keno ticket, wagered on by a player.

Drawing equipment

211.(1) The casino operator must use a keno drawing device to establish the result of a game of keno.

(2) If a keno ball drawing device is used at a casino, a keno supervisor shall, at the beginning of each keno day, replace all the balls in the keno drawing device and from time to time inspect all the balls therein for faults or flaws and ensure that any defective balls are replaced.

Supervision of game

212. A keno supervisor shall be present while the game of keno is in progress and shall be responsible for—

- (a) ensuring that the game is conducted in accordance with these rules; and
- (b) the drawing, calling, entering into the computer and notification on all display boards of each number drawn; and
- (c) the correct settlement of all winning wagers.

Selecting of numbers on keno entry ticket

213.(1) A player shall mark a keno entry ticket with the player’s selection which may be a single number or 2 or more numbers as provided in the schedule of prizes, together with the amount being wagered on each game and the number of games (not exceeding the prescribed number) in which the player wishes to enter the ticket.

(2) The “**prescribed number**” shall be 10 or such other number as the chief executive may approve.

Way wagers may be made

214. A wager may be placed by the use of cash or chips.

Spot tickets

215. A completed keno entry ticket may be described by the number of numbers selected and ‘spot ticket’.

Example—

A 10 spot ticket is a completed keno entry ticket on which the player has selected 10 numbers.

Permissible wagers

216.(1) A player may mark a blank as a way bet, so as to incorporate 2 or more ways on the 1 keno entry ticket for any game or games, by clearly indicating all the ways the player has selected, so that the player thereby wagers on all the separate ways indicated.

(2) A keno card shall not be used for a way bet unless the keno writer terminal is capable of validating a way bet on a keno card.

(3) The minimum wager for each keno entry ticket must be—

- (a) for a jackpot wager—at least \$1; and
- (b) for other wagers—at least 50c.

(4) Wagers may be accepted in multiples of—

- (a) for a jackpot wager—\$1; and
- (b) for other wagers—10c.

Submitting entry to keno writer and obtaining keno ticket

217.(1) A player shall submit his or her entry to a keno writer, together with the total amount of the wager.

(2) The particulars recorded on the keno entry ticket shall be entered into the writer terminal by the keno writer, who shall issue to the player a keno ticket marked with the following—

- (a) the numbers selected by the player;
- (b) the amount wagered per game;
- (c) the number of games entered;
- (d) the total amount wagered;
- (e) the keno writer's name or identification number;
- (f) the time and keno day of issue;
- (g) the station number;
- (h) a jackpot indication, if applicable;
- (i) the ticket serial number;
- (j) the number of the first game entered;
- (k) a machine readable identification bar code.

(3) A keno ticket may contain other information and particulars not inconsistent with these rules.

(4) The keno entry ticket shall be returned to the player upon request.

(5) It shall be the responsibility of the player to ensure that the particulars on the keno ticket issued to the player are the same as those on the keno entry ticket submitted.

(6) A claim for a payout on the grounds that a keno ticket has been incorrectly produced shall not be recognised by the casino operator.

Wagers may be made at self-service terminals

218.(1) Despite sections 213 to 217, a player may make a wager in a game of keno by depositing Australian currency or keno dollars or both in a keno self-service terminal.

(2) Keno dollars may be issued by a keno self-service terminal or a keno writer, after validation by a central keno computer system.

(3) It is the responsibility of the player to ensure that the keno ticket

issued by the keno self-service terminal or keno writer terminal corresponds with the details of the wager requested by the player.

(4) Keno dollars may be redeemed for cash—

- (a) at a keno writer terminal within 28 days of the keno day of issue; or
- (b) on presentation to the casino cashier after that day.

(5) Keno dollars may only be used for keno wagers within 28 days of the keno day of issue.

Results of wagers and way winnings collected

219.(1) A winning wager by a player shall be one where—

- (a) the selection of a number or numbers for a particular game matches a number or numbers selected by the keno drawing device as winning numbers for that game; and
- (b) the catch represents a winning wager in accordance with the schedule of prizes, but otherwise the wager shall lose.

(2) However, only 1 prize is payable for a winning wager.

Example—

If 6 of the numbers selected on a 7 spot ticket are selected by the keno drawing device, the only prize won by the ticket is the prize listed in the schedule of prizes for a catch of 6.

(3) All winning wagers shall be paid out in cash except that a major prize may be paid by cheque.

(4) Winnings may be paid in chips upon request by the player.

(5) All winning tickets shall be paid by keno writers using keno writer terminals, and in accordance with the schedule of prizes.

(6) A winning wager shall not be paid without the prior presentation of the relevant keno ticket.

(7) A refund shall be allowed on a keno ticket that is valid for games of keno not yet played.

(8) Nothing in this part prevents winnings in keno wagers being paid in

keno dollars issued from a keno self-service terminal or a keno writer terminal.

Unpaid winnings

220.(1) In this section—

“**unpaid winnings**” for a winning wager means winnings not paid out within—

- (a) 28 days after the keno day on which the wager was made; or
- (b) a longer period approved by the chief executive.

(2) All amounts of unpaid winnings must be—

- (a) given by cheque to the chief executive as soon as practicable after becoming unpaid winnings; and
- (b) accompanied by information that will help the chief executive to decide who is entitled to payment of the amounts.

Payment out of unpaid winnings given to the chief executive

221. If an amount of unpaid winnings is given to the chief executive under section 220, the chief executive may pay the amount to the person entitled to the amount if the person gives the chief executive—

- (a) the keno ticket for the winning wager; and
- (b) if the chief executive asks for any other information—the information.

Closing the game, drawing winning numbers and malfunctions

222.(1) No keno ticket shall be produced or validated for a particular game of keno once the keno drawing device has been activated for that game.

(2) At the close of each game of keno and before each drawing, the players shall be notified on display boards located in playing areas that a particular game is closed.

(3) Drawing of all winning numbers shall take place in the main keno

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lounge in such a manner that the players may view each drawing.

(4) Twenty numbers shall be randomly selected by the keno drawing device for each game.

(5) These numbers shall represent the 20 numbers related to the catch of each individual wager.

(6) Subsections (7) to (11) apply if the keno drawing device being used is a keno ball drawing device.

(7) In the event of an equipment malfunction or an error in the transfer of winning numbers from the 20 drawn balls to the display boards, the numbers on the 20 drawn balls shall be the official record.

(8) However, if a keno ball breaks and a portion of it is drawn as a winning number, then it shall be void and shall not be counted as a winning number.

(9) The keno supervisor shall at the completion of that drawing remove and replace all the balls in the presence of an inspector.

(10) In the event of a malfunction of a keno drawing device during a drawing, or before a drawing commences and another keno drawing device is not available for use, the keno supervisor shall turn the keno drawing device manually to complete or conduct the drawing of winning numbers until such time as repairs can be effected.

(11) When activated, whether automatically or manually, a keno drawing device shall—

- (a) rotate in 1 direction for at least 1 revolution, allowing any balls held in the retaining arms to re-enter the main body of the device; then the device shall rotate in the other direction drawing no more than 1 ball each revolution until 20 balls are drawn; or
- (b) operate in such other manner that is designed to ensure the random selection of the 20 balls.

(12) This section applies if the keno drawing device being used is a keno random number generator.

(13) If the keno drawing device malfunctions during the selection of a catch, the numbers selected are not the result for the draw and a new catch must be selected.

(14) However, the new catch can not be selected without the approval of an inspector.

Jackpot keno

223.(1) Players of jackpot keno may wager only on 6, 7, 8, 9 or 10 spots.

(2) Six, 7, 8, 9 and 10 spot jackpots in any 1 game are separate.

(3) The jackpot is payable only for a total catch, being 6 out of 6, 7 out of 7, 8 out of 8, 9 out of 9, or 10 out of 10.

(4) At least 15% of the amount wagered by players of jackpot keno must be put aside to accumulate as a jackpot pool.

(5) Where 2 or more tickets are eligible for the same jackpot, then the total jackpot payable is to be shared by the winning players and abated proportionately.

PART 14—CARIBBEAN STUD POKER

Division 1—Interpretation

Definitions

224. In this part—

“**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 225.

“**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 other odd card.

“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 228.

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

“4 of a kind” see section 228.

“full house” see section 228.

“game” means caribbean stud poker.

“jackpot prize”, for the game at a casino, means an amount worked out or stated under the approved pit procedures for the game in 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 under section 232(1)(b)⁶ for the table as the maximum payment for a winning bet wager.

“odd card”, in relation to another card or cards, means a card that is a different face value to the other card or cards.

“odd card hand” see section 228.

“1 pair” see section 228.

“poker ranking”, of a hand, means the ranking of the hand worked out under section 229.

“qualifies”, for a dealer’s hand, see section 226.

“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 228.

⁶ Section 232(1)(b) (Other equipment)

“**straight**” see section 228.

“**straight flush**” see section 228.

“**3 of a kind**” see section 228.

“**2 pairs**” see section 228.

“**wager**” means an ante wager, bet wager or jackpot wager.

“**winning jackpot hand**” see section 227.

Meaning of “closes a player’s hand”

225. 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 into the table’s discard rack.

Meaning of “qualifies” for a dealer’s hand

226. 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.

Meaning of “winning jackpot hand”

227.(1) Each of the following is a “**winning jackpot hand**”—

- flush
- full house
- 4 of a kind
- straight flush
- royal flush.

(2) Also, if the approved pit procedures for a casino state a dead man’s

hand is a winning jackpot hand, a **“winning jackpot hand”** for the casino includes a dead man’s hand.

Meaning of various poker hands

228. 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 other 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 other odd card
“3 of a kind”	3 cards with the same face value and 2 other 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
“4 of a kind”	4 cards with the same face value and 1 other 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.

Ranking of poker hands and cards

229.(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

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- 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) 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.

Division 2—Table, layout and equipment

Table and layout

230.(1) Caribbean stud poker is played at a table with places on 1 side for players 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

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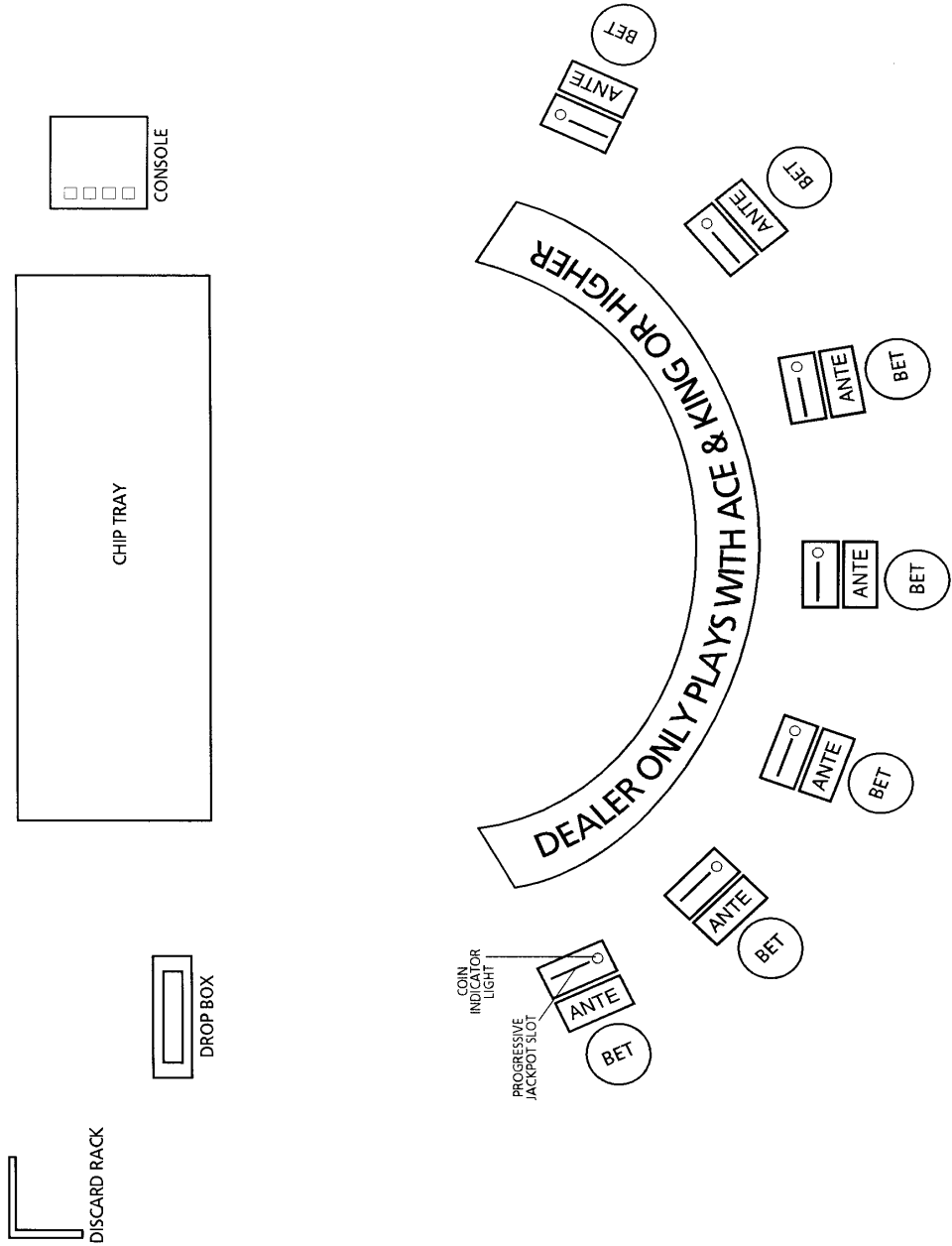
- (b) for bet wagers—by the word ‘bet’; and
- (c) for jackpot wagers (if the table is not equipped with slots for the wagers)—by the word ‘jackpot’ or, if the approved pit procedures for the casino state another description, the other description.

(4) The layout for the table is the layout in diagram 15 or a similar layout approved by the chief executive.⁷

(5) A casino operator may offer the game by a name the casino operator considers to be appropriate.

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

Diagram 15
Layout of table for caribbean stud poker



Special jackpot equipment

231.(1) A table for the game may be equipped with—

- (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.

(2) A table must have a meter or sign to show the amount of the jackpot prize for the table.

(3) 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.

(4) The arrangement must include a progressive jackpot meter that displays the amount of the jackpot prize at any time for all tables under the arrangement.

(5) Subsection (2) does not apply to a table under the arrangement.

Other equipment

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

- (a) a dealing shoe or mechanical shuffling device; and
- (b) a sign for the table stating the maximum payment; and
- (c) a drop box and discard rack at, or about, the location shown in diagram 15.

(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.⁸

⁸ Section 64(1)(d) (Help for patrons about rules of games) of the Act

Division 3—Preparation for the game at a table**Cards**

233.(1) Caribbean stud poker must be 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.

Sorting, inspecting and shuffling cards

234.(1) After receiving the cards at a table, the dealer and the floor manager for the table must sort and inspect the cards independently.

(2) After the cards have been sorted and inspected, the dealer must spread the cards face up on the table in a way that makes it easy for someone inspecting them to see if the deck is complete.

(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) If a mechanical shuffling device is not in use at a table, the dealer must cut the cards once only, place the cutting card over the bottom card of the deck and place the cards into the dealing shoe.

(5) If a mechanical shuffling device is in use at the table, the dealer must immediately insert the cards into the shuffling device.

Shuffling cards at end of each round and at other times

235.(1) If a mechanical shuffling device is not in use at a table, the dealer must shuffle the cards by hand at the end of each round.

(2) Even if a shuffling device is in use at a table, the dealer may shuffle the cards after a round.

Division 4—Placing wagers and playing the game**Placing ante and jackpot wagers**

236.(1) Before a round of the game may begin, 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 has malfunctioned or requires maintenance.

Way wagers are made

237.(1) All wagers must be made by placing chips, with the smaller denomination chips on the top, 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 notify 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 is dealt, 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.

Dealing the cards

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

(2) Under the approved pit procedures for the casino, the cards may be dealt—

- (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, 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; or
 - (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.

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

239.(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.

Declaration by dealer

240. 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.

If dealer's hand does not qualify

241.(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 245 to 247.⁹

If dealer's hand qualifies

242.(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 anti-clockwise 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.

Division 5—Deciding the outcome of wagers and paying the winning wagers

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

243.(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—

⁹ Section 245 (Winning jackpot hands)
Section 246 (Payments for winning jackpot hands)
Section 247 (More than 1 straight flush or royal flush as winning jackpot hands in a round)

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- (a) pay the ante wager at the odds of 1 to 1; and
- (b) pay the bet wager at the odds mentioned in section 244(1);¹⁰ and
- (c) close the player's hand.

(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) close the player's hand.

(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 245 to 247.¹¹

Payment odds for bet wagers

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

Ranking of 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

¹⁰ Section 244(1) (Payment odds for bet wagers)

¹¹ Section 245 (Winning jackpot hands)
 Section 246 (Payments for winning jackpot hands)
 Section 247 (More than 1 straight flush or royal flush as winning jackpot hands in a round)

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.

Winning jackpot hands

245.(1) A player who has made a jackpot wager and has a winning jackpot hand wins the payment mentioned in section 246 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 246 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.

Payments for winning jackpot hands

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

Hand	Payment
dead man's hand (if applicable in the casino)	\$50
flush	\$100
full house	\$150
4 of a kind	\$500
straight flush	the greater of \$1 000 or 10% of the jackpot prize

royal flush

the greater of \$10 000 or 100% of the jackpot prize.

(2) This section is subject to section 247.

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

247.(1) This section applies to a player in a round of the 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 in the approved pit procedures 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 pit procedures for the casino state a way in which the players share in the jackpot prize, other than the way mentioned in section 246(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.

Division 6—Irregularities

Players must not exchange cards or communicate

248.(1) 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.

(2) If a dealer or floor manager reasonably suspects that a player has breached subsection (1), a floor manager may declare the wager of any player involved in the breach is void.

(3) Also, the floor manager may direct the following—

- (a) the players at the relevant table must be silent after the first card of

the round is dealt;

- (b) the players involved in the breach must not play the game at the same table.

PART 15—MANILA POKER

Division 1—Interpretation

Definitions

249. In this part—

“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 267.

“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 250.

“check” see section 277.

“closest player” see section 257.

“commission” means the amount the dealer deducts from a pot for payment to the casino.

“communal cards” see section 267.

“designated player”, for a round of play, means—

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- (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 255.

“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.

“4 of a kind” see section 255.

“full house” see section 255.

“game” means the game made up of successive rounds of play of manila poker.

“hand” see section 251.

“hole card” see section 267.

“inactive player”, for a round of play, means a player who has tapped out or folded.

“minimum table stake” see section 259.

“misdeal” see section 280.

“next player” see section 257.

“odd card”, in relation to another card or cards, means a card that is a different face value to the other card or cards.

“odd card hand” see section 255.

“1 pair” see section 255.

“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 255.

“**poker ranking**” see section 256.

“**pot**” means an accumulation of amounts bet during a round of play.

“**raise**” see section 252.

“**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 255.

“**showdown**” see section 272.

“**straight**” see section 255.

“**straight flush**” see section 255.

“**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 274.

“**3 of a kind**” see section 255.

“**2 pairs**” see section 255.

Meaning of “call” and “called”

250.(1) A player (“**player A**”) “**calls**” in a round of betting if player A makes the bet needed to make the total amount bet by player A for the round of betting equal to the total amount bet by the player (“**player B**”) who has bet the highest total amount in that 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.

Meaning of player’s “hand”

251. 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.

Meaning of “raise”

252.(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.

Meaning of “round of betting”

253.(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.

Meaning of “showdown”

254. 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.

Meaning of various poker hands

255. 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 other 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 other odd card
“3 of a kind”	3 cards with the same face value and 2 other 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 other 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.

Ranking of poker hands and cards

256.(1) The ranking of poker hands (**“poker ranking”**), from lowest to highest, is as follows—

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- 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.

Clockwise direction to be used

257.(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.

Division 2—Table, layout and equipment

Table and layout

258.(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,¹² but the layout must include—

- (a) a circle for discards; and
- (b) the casino’s name or logo.

Equipment and information

259.(1) A table for the game must be equipped with the following—

- (a) a buck;
- (b) a cutting card;
- (c) a dealing shoe;
- (d) a drop box.

(2) Also, the casino operator must display, at or near the table, a sign showing the amount of the minimum table stake and the amount of the blind bet, in letters and numbers at least 8 mm high.

(3) The casino operator must ensure the amount of the minimum table

¹² See section 62 (Gaming equipment and chips) of the Act.

stake or the amount of the blind bet is not changed to a higher amount unless—

- (a) a sign showing the new amount, and the proposed time of change, is displayed at or near the table for at least 20 minutes before the proposed time; or
- (b) all players at the table agree to the change.

Division 3—Preparation for the game at a table

Cards

260. Manila poker is played with a reduced deck.

Sorting, inspecting and shuffling cards

261.(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 in a way that makes it easy for someone 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 that 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.

Seating positions

262.(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.

Shuffling cards before each round of play

263.(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.

The buck

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

(2) At the beginning 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.

Ace high and low or high only

265. Before the rounds of play for a game start, the dealer must announce whether the ace is both high and low or high only.

Minimum table stake

266.(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) A player must not add to or reduce (other than by taking part in a round of betting) the player's table stake in a round of play.

Play sequence

267.(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 that a 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 determines who wins the amounts bet.

Division 4—Playing the game**How to bet**

268.(1) A player bets in a round of play by placing gaming chips, with the smaller denomination chips on top, in the appropriate area of the table layout.

(2) A player may not make a bet merely by orally declaring the intended bet.

Placing the blind bet and dealing the first cards

269.(1) Before a round of play can begin, 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.

Sequence for first round of betting

270.(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 finishes, 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) Once 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, finishes.

(6) If subsection (4)(b) applies, the dealer deals the second communal card.

Sequence for second, third, fourth and final rounds of betting

271.(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

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- (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, finishes.
- (8)** Once 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, finishes.
- (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

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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, finishes.

(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.

Showdown

272.(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

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- (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.

Raises

273.(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.

Tapping out

274.(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

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- (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 any subsequent 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) the order of acting for the round of betting is that all other active players (the “**other players**”) have the opportunity to act 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.

Commission

275.(1) The commission to be deducted from a pot is as follows—

- (a) for a pot of \$19 or less—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.

Table stake

276.(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 cannot, in a round of play, bet for another player, or give or loan chips to another player.

Checking

277.(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.

How to fold

278.(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 these rules for a player to fold in manila poker.

(3) However, a player is taken to have folded, even though the player has failed to comply with these rules, 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.

Division 5—Irregularities

Collusion

279.(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.

Misdeals

280.(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

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- (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) fails to 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 cannot 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.

Betting out of turn

281.(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 less than or equal to 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 greater 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 greater than the betting limit, the excess amount is returned to the out of turn player.

Premature exposure of communal cards

282.(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.

Holding the wrong number of hole cards

283.(1) The dealer must declare a player's hand dead for a round of play if—

- (a) the dealer becomes aware that 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).

Moving cards and exchanging information

284.(1) If a player folds, the player may not retrieve the player's hole cards from the circled area of the table layout.

- (2)** A player ("**player A**") must not—
- (a) exchange cards with another player; or
 - (b) give information to another player about player A's hand.

Silence

285.(1) If a floor manager has reasonable cause to be concerned that the proper operation of a game at a table for a round of play is likely to be adversely affected by a player or players talking, the floor manager may direct the players at the table to be silent in the round of play.

(2) If a player ("**player A**") contravenes a direction of the floor manager given under subsection (1), the floor manager may direct player A, and any other player identified by the floor manager as a player to whom player A

has given or has tried to give information, not to play the game at the same table at the casino.

(3) A player who is given a direction given under subsection (2) must comply with the direction.

Exclusion from game

286. If a floor manager suspects on reasonable grounds that a player at a table has contravened this part, the floor manager may do either or both of the following to the extent that the action is reasonable in the circumstances—

- (a) declare a bet made by the player to be void;
- (b) exclude the player from further participation in—
 - (i) a round of play; or
 - (ii) the game at the table.

PART 16—DRAW POKER

Division 1—Interpretation

Definitions

287. In this part—

“**act**”, in a round of betting, means to 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**” means—

- (a) a compulsory blind bet; or
- (b) an over-blind bet.

“**buck**” means the marker used to show the player who is to place the first compulsory 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 288.

“**closest player**” see section 293.

“**commission**” means the amount the dealer deducts from a pot for payment to the casino.

“**compulsory blind bet**” see section 306.

“**designated player**” means—

- (a) the player in the buck position; 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, 2, 3, 4, 5, 6, 7, 8, 9 or 10; or
- (b) the type of card, namely, jack, queen, king or ace.

“**final round of betting**” means the betting that happens in a round of play after each active player has had the opportunity to replace 1 or more of the player’s cards.

“**first round of betting**” means the betting that happens in a round of play after each player has been dealt the first cards to be dealt for the round of play.

“**flush**” see section 291.

“**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.

“**4 of a kind**” see section 291.

“**full house**” see section 291.

“**full pot betting**” see section 311.

“**game**” means the game made up of successive rounds of play of draw poker.

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“**hand**”, of a player, means the best poker hand available from the player’s cards.

“**half pot betting**” see section 311.

“**inactive player**”, for a round of play, means a player who has tapped out or folded.

“**minimum table stake**” see section 295.

“**misdeal**” see section 317.

“**next player**” see section 293.

“**odd card**”, in relation to another card or cards, means a card that is a different face value to the other card or cards.

“**odd card hand**” see section 291.

“**1 pair**” see section 291.

“**opening bet**”, for a round of betting, means the bet with which a player opens the betting for the round.

“**over-blind bet**” see section 306.

“**player**” means a player in a game of draw poker.

“**poker hand**” see section 291.

“**poker ranking**” see section 292.

“**pot**” means an accumulation of amounts bet during a round of play.

“**raise**” see section 289.

“**reduced deck**” means—

- (a) for a deck of 32 cards, 32 identically backed cards containing an ace, king, queen, jack, 10, 9, 8 and 7 in each of spades, hearts, diamonds and clubs; and
- (b) for a deck of 40 cards, 40 identically backed cards containing an ace, king, queen, jack, 10, 9, 8, 7, 6 and 5 in each of spades, hearts, diamonds and clubs.

“**round of betting**”, for a round of play, means—

- (a) the first round of betting for the round of play; or
- (b) the final round of betting for the round of play.

“round of play” ordinarily includes dealing the cards, betting at the first round of betting, drawing of replacement cards, betting at the final round of betting, deciding the winning hand, deducting the commission and the winner collecting the pot.

“royal flush” see section 291.

“showdown” see section 310.

“straddle betting” see section 311.

“straight” see section 291.

“straight flush” see section 291.

“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 312.

“3 of a kind” see section 291.

“2 pairs” see section 291.

Meaning of “call” and “called”

288.(1) A player (**“player A”**) **“calls”** another player (**“player B”**) if player A makes the bet needed to make the total amount bet by player A in a round of play equal to the total amount bet by (**“player B”**) in the round of play.

(2) Under subsection (1), player B is the player who is **“called”**.

(3) In the first round of betting, if player A is the first player entitled to call another player, and player B is the player who makes the opening bet, player A **“calls”** player B if player A makes a bet that is enough to bring the total amount bet so far by player A for the round of play equal to all blind bets made by player B plus player B’s opening bet.

Meaning of “raise”

289. A player **“raises”** in a round of betting if the player calls and then bets an additional amount (a **“raise”**).

Meaning of “showdown”

290. A “showdown” happens when, for deciding the winning hand or hands, 1 or more players show their cards after the final round of betting.

Meaning of various poker hands

291. 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 other 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 other odd card
“3 of a kind”	3 cards with the same face value and 2 other 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
“4 of a kind”	4 cards with the same face value and 1 other 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.

Ranking of poker hands and cards

292.(1) The ranking of poker hands (“**poker ranking**”), from lowest to highest, is set out in subsections (2) and (3).

(2) For a complete deck of 52 cards, the ranking 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.

(3) For a reduced deck of 40 or 32 cards, the ranking is as follows—

- odd card hand
- 1 pair
- 2 pairs

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- 3 of a kind
- straight
- full house
- flush
- 4 of a kind
- straight flush
- royal flush.

(4) All suits of cards are equal.

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

(6) The ranking of cards, from lowest to highest, is as follows—

- (a) for a complete deck of 52 cards—2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace;
- (b) for a reduced deck of 40 cards—5, 6, 7, 8, 9, 10, jack, queen, king and ace;
- (c) for a reduced deck of 32 cards—7, 8, 9, 10, jack, queen, king and ace.

(7) For a complete deck of 52 cards, or a reduced deck of 40 cards or 32 cards, an ace ranks in a straight as high (as in a straight consisting of 10, jack, queen, king and ace).

(8) For a complete deck of 52 cards, an ace also ranks in a straight as low (as in a straight consisting of ace, 2, 3, 4 and 5).

(9) Additionally, before the start of rounds of play using a reduced deck of 40 or 32 cards, the dealer may announce the ace to be low as well as high for the game.

(10) If an announcement is made under subsection (9)—

- (a) when a reduced deck of 40 cards is in use, a player with an ace, 5, 6, 7 and 8 may count the ace as the lowest card of a straight having an 8 as its highest card; and
- (b) when a reduced deck of 32 cards is in use, a player with an ace, 7, 8, 9 and 10 may count the ace as the lowest card of a straight

having a 10 as its highest card.

(11) 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.

Clockwise direction to be used

293.(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.

Division 2—Table, layout and equipment

Table and layout

294.(1) Draw poker is played at a table with places for not more than 8 players and 1 dealer.

(2) The layout for the table is the layout approved by the chief executive,¹³ but the layout must include—

- (a) a circle for discards; and
- (b) the casino's name or logo.

¹³ See section 62 (Gaming equipment and chips) of the Act.

Equipment and information

295.(1) A table for the game must be equipped with the following—

- (a) a buck;
- (b) a cutting card;
- (c) a dealing shoe;
- (d) a drop box.

(2) Additionally, a sign must be displayed at or near the table stating the “**minimum table stake**” for the game in letters and numbers not less than 8 mm high.

(3) The casino operator must ensure the minimum table stake for the game at the table is not changed to a higher minimum table stake unless—

- (a) a sign showing the new minimum, and the proposed time of change, is displayed at or near the table for at least 20 minutes before the time of the proposed change; or
- (b) all players at the table agree to the change.

Division 3—Preparation for the game at a table**Cards**

296.(1) Draw poker is played with a complete deck of 52 cards, unless subsection (2) or (3) applies.

(2) If there are 5 or 6 players for a round of play, the game may be played with a reduced deck of 40 cards.

(3) If there are 2, 3 or 4 players for a round of play, the game may be played with a reduced deck of 32 or 40 cards.

(4) For applying subsections (2) and (3), the dealer decides the deck to be used, but in consultation with the players.

Sorting and inspecting the deck

297.(1) This section applies whether a complete deck or a reduced deck is to be used.

(2) The dealer must receive a complete deck of cards at the table, and the dealer and the floor manager must independently sort and inspect the cards—

- (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 that at least 1 of the cards in the deck used for the last round of play is unfit for further use; and
- (c) if, during the rounds of play, it is necessary to change from using—
 - (i) a reduced deck of 32 cards to using either a reduced deck of 40 cards or a complete deck; or
 - (ii) a reduced deck of 40 cards to using a complete deck.

(3) The dealer and the floor manager must also independently sort and inspect cards used in the rounds of play if—

- (a) the cards are no longer to be used for the rounds of play; or
- (b) the rounds of play are finished.

(4) A floor manager may, after a round of play, ask the dealer to check that the 32, 40 or 52 cards needed for the game are all present.

Inspecting and shuffling a complete deck

298.(1) This section applies if a complete deck is to be used for a round of play, other than a round of play happening immediately after a round of play for which the deck was used.

(2) After the cards have been sorted and inspected, the dealer must spread the cards face up on the table in a way that makes it easy for someone 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 cards must be turned face down on the table, washed, stacked and shuffled by hand.

Inspecting and shuffling a reduced deck

299.(1) This section applies if a reduced deck is to be used for a round of play, other than a round of play happening immediately after a round of play for which the reduced deck was used.

(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 cards face up on the table in a way that makes it easy for someone inspecting them to see if the cards form the reduced deck needed for the game.

(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.

Seating positions

300.(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.

Shuffling cards before each round of play

301.(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.

The buck

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

(2) At the beginning 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 previous round of play.

(3) A player may not decline to receive the buck when it is the player's turn to receive it.

Minimum table stake

303.(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) 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.

Play sequence

304.(1) This section states the sequence for a round of play that includes all steps.

(2) Before any cards are dealt there is blind betting.

(3) After the blind betting is completed, the dealer deals 5 cards to each

player.

- (4) There is a first round of betting after each player has received 5 cards.
- (5) After the first round of betting, each player is given the opportunity to take part in the draw.
- (6) After the draw, there is a final round of betting.
- (7) Finally, a showdown determines who wins the amounts bet.

Division 4—Playing the game

How to bet

305.(1) A player bets in a round of play by placing gaming chips, with the smaller denomination chips on top, in the appropriate area of the table layout.

(2) A player may not make a bet merely by orally declaring the intended bet.

Placing the blind bets and dealing the first cards

306.(1) At the beginning of a round of play, the designated player for the round of play makes a bet (a “**compulsory blind bet**”) equal to the minimum permissible table wager, and the player next to the designated player makes a blind bet (also a “**compulsory blind bet**”) equal to twice the designated player’s blind bet.

(2) Starting with the player next to the player who made the second compulsory blind bet, each player in turn then has the option of making a blind bet (an “**over-blind bet**”).

(3) Blind betting finishes once a player declines to make an over-blind bet.

(4) The first over-blind bet must be twice the second compulsory blind bet, and then each successive over-blind bet must be twice the last over-blind bet made.

(5) When the blind betting finishes, the dealer deals 5 cards to each player.

(6) To deal the cards, the dealer deals 1 card, face down, to the designated player, and 1 card, face down, to each other player in turn, and then repeats this until each player has 5 cards.

Sequence for first round of betting

307.(1) This section explains the sequence for the first round of betting.

(2) After each player has been dealt 5 cards, the player after the player who made the last blind bet may—

- (a) make an **“opening bet”** for the first round of betting; or
- (b) fold.

(3) The opening bet must be twice the amount of the last blind bet made.

(4) If the player folds under subsection (2)(b), each player in turn may make an opening bet or fold.

(5) If no player makes an opening bet, and no over-blind bet was made—

- (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 who made the second compulsory blind bet; and
- (b) the round of play, as well as the first round of betting, finishes.

(6) If no player makes an opening bet, but at least 1 over-blind bet was made—

- (a) the dealer—
 - (i) announces that the pot has been won; and
 - (ii) returns the last over-blind bet made to the player who made

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it so that the over-blind 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 last over-blind bet; and

(b) the round of play, as well as the first round of betting, finishes.

(7) Once an opening bet has been made, each active player in turn, starting with the player immediately next to the player who makes the opening bet, and going around the table as many times as necessary—

- (a) calls; or
- (b) calls and raises; or
- (c) folds.

(8) 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 first round of betting, finishes.

(9) If a player calls and raises and no player calls—

- (a) the dealer—

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- (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, finishes.

(10) The first 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.

The draw

308.(1) Each player, starting with the designated player, may, in the way set out in this section, discard 1 or more of the player's cards and have the cards replaced with cards from the deck (the "**draw**").

(2) If a player wishes to replace 1, 2, 3 or 4 cards, the following happens—

- (a) the player states the number of cards the player wishes to have replaced;
- (b) the player passes the cards to be replaced face down to the dealer;
- (c) the dealer immediately deals the player an identical number of cards face down from the top of the deck.

(3) If a player wishes to replace all 5 cards, the replacement happens under subsection (4) or (5).

(4) If 1 or more other players are still waiting to have cards replaced or to

be given a fifth card, the following happens—

- (a) the player passes the 5 cards to be replaced face down to the dealer;
- (b) the dealer immediately deals the player 4 cards face down from the top of the deck;
- (c) the dealer deals the player the fifth card face down from the top of the deck after all players having 1, 2, 3 or 4 cards replaced have been dealt with;
- (d) if 2 or more players are having 5 cards replaced—the players are dealt with under paragraph (c) in the same order they were dealt with in receiving their first 4 replacement cards.

(5) If no other player is waiting to have cards replaced, the following happens—

- (a) the player passes the 5 cards to be replaced face down to the dealer;
- (b) the dealer immediately deals the player 4 cards face down from the top of the deck;
- (c) the dealer discards the next card on the top of the deck;
- (d) the dealer deals the player the next card face down from the top of the deck.

(6) If the dealer does not have enough cards in the deck to complete the draw, the cards discarded by players (other than cards discarded by a player who has not received the player's replacement cards) are shuffled, cut, and used to complete the draw.

Sequence for final round of betting

309.(1) This section explains the sequence for the final round of betting.

(2) After the draw is finished, the first active player after the player who made the last blind bet may—

- (a) make an opening bet for the final round of betting; or
- (b) fold.

(3) The opening bet must be not less than the minimum permissible

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wager for the game at the table, and not more than the maximum permissible wager for the game at the table.

(4) If the player folds under subsection (2)(b), each active player in turn may make an opening bet or fold.

(5) If no player makes an opening bet—

(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 who was the last player called in the previous round of betting; and

(b) the round of play, as well as the final round of betting, finishes.

(6) Once an opening bet has been made, each active player in turn, starting with the player immediately next to the player who makes the opening bet, and going around the table as many times as necessary—

- (a) calls; or
- (b) calls and raises; or
- (c) folds.

(7) 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

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- (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 final round of betting, finishes.
- (8)** 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 final round of betting, finishes.
- (9)** The final 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.

Showdown

310.(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 hand.

(3) If another active player (the “**other player**”) has a hand equal in

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value to or of greater value than the called player's hand, the other player shows the other player's hand.

(4) 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.

(5) For subsection (4)(e), if there are 2 or more winning players, the pot is divided equally, in units of \$1.

(6) If there is an amount left over after the division under subsection (5), the amount is given to the player who—

- (a) shared in the pot; and
- (b) is seated closest to the designated player.

(7) 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.

Raises

311.(1) Subsection (3) provides for the minimum raise a player may make and subsections (5) to (7) provide for the maximum raise a player may make.

(2) However, if the minimum raise under subsection (3) would be greater than the maximum raise under subsection (5), (6) or (7), the raise must be equal to the maximum raise.

(3) For both the first and final rounds of betting, a raise a player ("**player A**") makes must be not less than—

- (a) if the bet of the last player to bet before player A's bet is an opening bet—the amount of the opening bet; or
- (b) if the bet of the last player to bet before player A's bet is a call

only—the amount of the call; or

- (c) if the bet of the last player to bet before player A's bet is a call and a raise—the amount of player A's call.

(4) A sign at the table must indicate whether “**full pot betting**”, “**half pot betting**” or “**straddle betting**” applies.

(5) If the sign at the table indicates that “**full pot betting**” applies, a player's raise must not be more than the total amount of the pot as it is immediately before the player raises.

Example for subsection (5)—

If the pot has \$200 in it and a player's call brings it to \$250, the player may then raise \$250.

(6) If the sign at the table indicates that “**half pot betting**” applies, 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 for subsection (6)—

If the pot has \$200 in it and a player's call brings it to \$240, the player may then raise \$120.

(7) If the sign at the table indicates that “**straddle betting**” applies, a player's raise must not be more than—

- (a) if the player has called the player who made the opening bet for a round of betting—twice the opening bet; and
- (b) if paragraph (a) does not apply, and the last player to bet called but did not call and raise—twice the amount of the call; or
- (c) if both paragraphs (a) and (b) do not apply and the last player to bet called and raised—twice the total amount of the call and raise.

(8) As a variation on subsections (4) to (7), and if a sign at the table is approved by the chief executive for indicating the variation, there may be straddle betting for the first round of betting and full pot or half pot betting for the final round of betting.

Tapping out

312.(1) A player “**taps out**” in a round of betting if the player—

- (a) wishes to stay in the round of play, but—

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- (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 any subsequent 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) the order of acting for the round of betting is that all other active players (the “**other players**”) have the opportunity to act 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 but there is no showdown (that is, because another player (“**player C**”) has made an uncalled raise, or because no player makes an opening bet for a round of betting and another player (“**player C**”) was the last player to be called in the first 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.

Example of operation of subsections (3) to (7)—

Player A taps out in the first round of betting. The final round of betting finishes

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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) having 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.

(8) The size of the pot is announced, and commission is deducted from it, before it is handed over.

(9) For the operation of these rules (other than this section), 2 or more pots formed under this section are taken to form 1 pot.

Example for subsection (9)—

For calculating the amount of a maximum raise under full pot betting, 2 pots formed under the operation of this rule are taken to be 1 pot containing the total amount of the 2 pots formed.

Commission

313.(1) The commission to be deducted from a pot is as follows—

- (a) for a pot of \$19 or less—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.

Table stake

314.(1) Before the dealer starts to deal the 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 cannot, in a round of play, bet for another player, or give or loan chips to another player.

How to fold

315.(1) A player “**folds**” in a round of play if, in a round of betting—

- (a) the player places the player’s 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 a circled area of the table layout designated for the purpose.

(2) Subsection (1) is the correct way under these rules for a player to fold in draw poker.

(3) However, a player is taken to have folded, even though the player has failed to comply with these rules, if the player—

- (a) puts the player’s 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.

*Division 5—Irregularities***Collusion**

316.(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 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 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 hand 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.

Misdeals

317.(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) in the deal that happens immediately after the blind betting—
 - (i) the dealer exposes 2 or more cards; or
 - (ii) 2 or more cards (1 of which could be the first card to be used in the draw) are found face up in the deck; or
- (d) the dealer, in dealing the first 5 cards to each player—
 - (i) deals a card out of turn; or
 - (ii) deals no cards to a player; or
 - (iii) fails to deal the correct number of cards to a player; or
 - (iv) deals an extra card to a player; or

(v) deals a 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)(d) 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)(d)(v) happens, but a misdeal cannot 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.

Betting out of turn

318.(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) makes a bet less than or equal to the out of turn bet.

(3) However, the out of turn player may fold, call or call and raise if a missed player makes a bet greater 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 greater than the betting limit, the excess amount is returned to the out of turn player.

Holding the wrong number of cards

319.(1) The dealer must declare a player's hand dead for a round of play if—

- (a) the dealer becomes aware that the player holds too few or too many 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).

Moving cards and exchanging information

320.(1) If a player folds, the player may not retrieve the player's cards from the circled area of the table layout.

- (2) A player ("**player A**") must not—
 - (a) exchange cards with another player; or
 - (b) give information to another player about player A's hand.

Silence

321.(1) If a floor manager has reasonable cause to be concerned that the proper operation of a game at a table for a round of play is likely to be adversely affected by a player or players talking, the floor manager may direct the players at the table to be silent in the round of play.

(2) If a player (“**player A**”) contravenes a direction of the floor manager given under subsection (1), the floor manager may direct player A, and any other player identified by the floor manager as a player to whom player A has given or has tried to give information, not to play the game at the same table at the casino.

(3) A player who is given a direction given under subsection (2) must comply with the direction.

Exclusion from game

322. If a floor manager suspects on reasonable grounds that a player at a table has contravened this part, the floor manager may do either or both of the following to the extent that the action is reasonable in the circumstances—

- (a) declare a bet made by the player to be void;
- (b) exclude the player from further participation in—
 - (i) a round of play; or
 - (ii) the game at the table.

PART 17—5 CARD STUD POKER*Division 1—Interpretation***Definitions**

323. In this part—

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“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.

“ante bet” see section 345.

“bet” means an amount put out for an ante bet, a blind bet, an opening bet, a call or a raise.

“blind bet” see section 345.

“buck” means the marker used to show the player who is to place the first ante or 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 324.

“check” see section 354.

“closest player” see section 330.

“commission” means the amount the dealer deducts from a pot for payment to the casino.

“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 up card” means a card dealt to a player face up.

“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 328.

“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.

“4 of a kind” see section 328.

“**full house**” see section 328.

“**full pot betting**” see section 350.

“**game**” means the game made up of successive rounds of play of 5 card stud poker.

“**half pot betting**” see section 350.

“**hand**”, of a player, means the best poker hand available from the player’s cards.

“**hole card**” see section 345.

“**inactive player**”, for a round of play, means a player who has tapped out or folded.

“**misdeal**” see section 357.

“**minimum table stake**” see section 332.

“**next player**” see section 330.

“**odd card**”, in relation to another card or cards, means a card that is a different face value to the other card or cards.

“**odd card hand**” see section 328.

“**1 pair**” see section 328.

“**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 5 card stud poker.

“**poker hand**” see section 328.

“**poker ranking**” see section 329.

“**pot**” means an accumulation of amounts bet during a round of play.

“**raise**” see section 325.

“**reduced deck**” means—

- (a) for a deck of 32 cards, 32 identically backed cards containing an ace, king, queen, jack, 10, 9, 8 and 7 in each of spades, hearts, diamonds and clubs; and
- (b) for a deck of 40 cards, 40 identically backed cards containing an ace, king, queen, jack, 10, 9, 8, 7, 6 and 5 in each of spades,

hearts, diamonds and clubs.

“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” ordinarily includes ante or blind betting, 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 328.

“showdown” see section 349.

“straight” see section 328.

“straight flush” see section 328.

“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 351.

“3 of a kind” see section 328.

“2 pairs” see section 328.

Meaning of “call” and “called”

324.(1) A player (**“player A”**) **“calls”** in a round of betting if player A makes the bet needed to make the total amount bet by player A for the round of betting equal to the total amount bet by the player (**“player B”**) who has bet the highest total amount in that round of betting.

(2) Under subsection (1), player B is the player who is **“called”**.

(3) In the first round of betting, if player A is the first player entitled to call another player, and player B is the player who makes the opening bet, player A **“calls”** player B if player A makes a bet that is enough to bring the total amount bet so far by player A for the round of play equal to all ante or blind bets made by player B plus player B’s opening bet.

Meaning of “raise”

325. A player “raises” in a round of betting if the player calls and then bets an additional amount (a “raise”).

Meaning of “round of betting”

326.(1) A “round of betting” is the betting that happens each time the players receive a face up card.

(2) The “first round of betting” happens after the first face up card is dealt, the “second round of betting” happens after the second face up card is dealt, the “third round of betting” happens after the third face up card is dealt and the “final round of betting” happens after the fourth face up card is dealt.

Meaning of “showdown”

327. 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.

Meaning of various poker hands

328. 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 other 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 other odd card

“3 of a kind”	3 cards with the same face value and 2 other odd cards
“straight”	5 cards of more than 1 suit running consecutively in face value
“flush”	5 cards with 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 other 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.

Ranking of poker hands and cards

329.(1) The ranking of poker hands (**“poker ranking”**), from lowest to highest, is set out in subsections (2) and (3).

(2) For a complete deck of 52 cards, the ranking is as follows—

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

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- royal flush.

(3) For a reduced deck of 40 or 32 cards, the ranking 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.

(4) All suits of cards are equal.

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

(6) The ranking of cards, from lowest to highest, is as follows—

- (a) for a complete deck of 52 cards—2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace;
- (b) for a reduced deck of 40 cards—5, 6, 7, 8, 9, 10, jack, queen, king and ace;
- (c) for a reduced deck of 32 cards—7, 8, 9, 10, jack, queen, king and ace.

(7) For a complete deck of 52 cards, or a reduced deck of 40 cards or 32 cards, an ace ranks in a straight as high (as in a straight consisting of 10, jack, queen, king and ace).

(8) For a complete deck of 52 cards, an ace also ranks in a straight as low (as in a straight consisting of ace, 2, 3, 4 and 5).

(9) Additionally, before the start of rounds of play using a reduced deck of 40 or 32 cards, the dealer may announce the ace to be low as well as high for the game.

(10) If an announcement is made under subsection (9)—

- (a) when a reduced deck of 40 cards is in use, a player with an ace, 5, 6, 7 and 8 may count the ace as the lowest card of a straight having an 8 as its highest card; and
- (b) when a reduced deck of 32 cards is in use, a player with an ace, 7, 8, 9 and 10 may count the ace as the lowest card of a straight having a 10 as its highest card.

(11) 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.

Clockwise direction to be used

330.(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.

Division 2—Table, layout and equipment

Table and layout

331.(1) Five card stud 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 approved by the chief executive,¹⁴ but the layout must include—

- (a) a circle for discards; and
- (b) the casino's name or logo.

Equipment and information

332.(1) A table for the game must be equipped with the following—

- (a) a buck;
- (b) a cutting card;
- (c) a dealing shoe;
- (d) a drop box.

(2) Additionally, a sign must be displayed at or near the table stating the minimum table stake for the game in letters and numbers not less than 8 mm high.

(3) The casino operator must ensure the minimum table stake for the game at the table is not changed to a higher minimum table stake unless—

- (a) a sign showing the new minimum, and the proposed time of change, is displayed at or near the table for at least 20 minutes before the time of the proposed change; or
- (b) all players at the table agree to the change.

Division 3—Preparation for the game at a table

Cards

333.(1) Five card stud poker is played with a complete deck of 52 cards, unless subsection (2) or (3) applies.

(2) If there are 7 players for a round of play, the game may be played with a reduced deck of 40 cards.

¹⁴ See section 62 (Gaming equipment and chips) of the Act.

(3) If there are 6 or fewer players for a round of play, the game may be played with a reduced deck of 32 or 40 cards.

(4) For applying subsections (2) and (3), the dealer decides the deck to be used, but in consultation with the players.

Sorting and inspecting the deck

334.(1) This section applies whether a complete deck or a reduced deck is to be used.

(2) The dealer must receive a complete deck of cards at the table, and the dealer and the floor manager must independently sort and inspect the cards—

- (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 that at least 1 of the cards in the deck used for the last round of play is unfit for further use; and
- (c) if, during the rounds of play, it is necessary to change from using—
 - (i) a reduced deck of 32 cards to using either a reduced deck of 40 cards or a complete deck; or
 - (ii) a reduced deck of 40 cards to using a complete deck.

(3) The dealer and the floor manager must also independently sort and inspect cards used in the rounds of play if—

- (a) the cards are no longer to be used for the rounds of play; or
- (b) the rounds of play are finished.

(4) A floor manager may, after a round of play, ask the dealer to check that the 32, 40 or 52 cards needed for the game are all present.

Inspecting and shuffling a complete deck

335.(1) This section applies if a complete deck is to be used for a round of play, other than a round of play happening immediately after a round of play for which the deck was used.

(2) After the cards have been sorted and inspected, the dealer must spread the cards face up on the table in a way that makes it easy for someone 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 cards must be turned face down on the table, washed, stacked and shuffled by hand.

Inspecting and shuffling a reduced deck

336.(1) This section applies if a reduced deck is to be used for a round of play, other than a round of play happening immediately after a round of play for which the reduced deck was used.

(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 cards face up on the table in a way that makes it easy for someone inspecting them to see if the cards form the reduced deck needed for the game.

(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.

Seating positions

337.(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.

Shuffling cards before each round of play

338.(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.

The buck

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

(2) At the beginning 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.

Ante betting or blind betting

340.(1) Before the rounds of play for a game start, the dealer must announce whether ante betting or blind betting applies, and the announced form of betting applies for each round of play until it is changed under subsection (2).

(2) Before a round of play (other than the first round of play) starts, the dealer may announce a change from ante betting to blind betting, or from blind betting to ante betting, and the announced form of betting applies until it is again changed under this subsection.

Lowest value card betting or highest value card betting

341.(1) Before the rounds of play for a game start, the dealer may announce whether lowest value card betting applies.

(2) If the dealer makes an announcement under subsection (1), lowest value card betting applies for each round of play until it is changed under subsection (4).¹⁵

(3) If the dealer does not make an announcement under subsection (1), highest value card betting applies for each round of play until it is changed under subsection (4).

(4) Before a round of play (other than the first round of play) starts, the dealer may announce a change from lowest value card betting to highest value card betting, or from highest value card betting to lowest value card betting, and the announced form of betting applies until it is again changed under this subsection.

Minimum table stake

342.(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) 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.

Play sequence

343.(1) This section states the sequence for a round of play that includes all steps.

(2) The round of play starts with ante betting or blind betting.

¹⁵ Even if lowest value card betting applies for a round of play, it applies only for the first round of betting for the round of play.

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(3) After the ante betting or blind betting is finished, the dealer deals each player the player's hole card and first face up card, and this is followed by the first round of betting.

(4) After the first round of betting, the dealer deals a third card, face up, to each player, and the second round of betting happens.

(5) After the second round of betting, the dealer deals a fourth card, face up, to each player, and the third round of betting happens.

(6) After the third round of betting, the dealer deals a fifth card, face up, to each player, and the final round of betting happens.

(7) Finally, a showdown determines who wins the amounts bet.

*Division 4—Playing the game***How to bet**

344.(1) A player bets in a round of play by placing gaming chips, with the smaller denomination chips on top, in the appropriate area of the table layout.

(2) A player may not make a bet merely by orally declaring the intended bet.

Placing the ante bets or blind bets and dealing the first cards

345.(1) To start a round of play, 1 of the following happens—

- (a) if ante betting applies—each player makes a bet (an “**ante bet**”);
- (b) if blind betting applies—the designated player makes a bet (the “**blind bet**”).

(2) Each ante bet must be an amount—

- (a) stated on the sign on the table showing the minimum permissible wager for the table; and
- (b) not more than the minimum permissible wager for the table.

(3) The blind bet is the minimum permissible wager for the table.

(4) After the ante betting or blind betting is finished, the dealer deals

1 card (a **“hole card”**), face down, to each player in turn, starting with the designated player, and then deals 1 card, face up, to each player in turn, starting with the designated player.

(5) After dealing under subsection (4) is finished, the first round of betting starts.

Making the opening bet in the first round of betting

346.(1) This section provides for making the opening bet in the first round of betting.

(2) If highest card value betting applies, the opening bet must be made by the player whose first face up card has the highest face value.

(3) If lowest card value betting applies, the opening bet must be made by the player whose first face up card has the lowest face value.

(4) For subsections (2) and (3), if 2 or more players' cards are equal in face value, the opening bet must be made by—

- (a) the player (of the 2 or more players) closest to the designated player; or
- (b) if the 2 or more players include the designated player—the designated player.

(5) If ante betting applies, the opening bet must be not less than the minimum permissible wager for the table, and not more than—

- (a) if half pot betting applies—half the pot; or
- (b) if full pot betting applies—the pot.

(6) If blind betting applies, the opening bet may, at the option of the player making the opening bet, be made up of 1 or 2 components.

(7) If blind betting applies, and the opening bet is made up of only 1 component, the opening bet must be the minimum permissible wager for the table.

(8) If blind betting applies, and the opening bet is made up of 2 components—

- (a) the first component must be the minimum permissible wager for the table; and

(b) the second component must be not less than the minimum permissible wager for the table, and not more than—

(i) if half pot betting applies—half the pot; or

(ii) if full pot betting applies—the pot.

(9) For subsection (8)(b), the pot is taken to include the first component.

(10) If blind betting applies, and it is the designated player who is to make the opening bet—

(a) subsections (6) to (9) do not apply; but

(b) the designated player may, at the designated player's option, make 1 or 2 additional bets (that is, additional to the blind bet already made).

(11) If the designated player chooses to make only 1 additional bet under subsection (10)(b), the additional bet must be equal to the minimum permissible wager for the table.

(12) If the designated player chooses to make 2 additional bets under subsection (10)(b), the additional bets must be—

(a) a bet equal to the minimum permissible wager for the table; and

(b) a bet not less than the minimum permissible wager for the table, and not more than—

(i) if half pot betting applies—half the pot; or

(ii) if full pot betting applies—the pot.

(13) For subsection (12)(b), the pot is taken to include the bet mentioned in subsection (12)(a).

(14) If the designated player may, but does not, make 1 or 2 additional bets under subsections (10)(b), the blind bet is taken to be the opening bet for the first round of betting.

Sequence for first round of betting

347.(1) This section explains the sequence for the first round of betting.

(2) Once an opening bet has been made, each active player in turn, starting with the player immediately next to the player who makes the

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opening bet, and going around the table as many times as necessary—

- (a) calls; or
- (b) calls and raises; or
- (c) folds.

(3) If no player calls, and ante betting applies—

- (a) the dealer—
 - (i) announces that the pot has been won; and
 - (ii) returns the uncalled opening bet to the player who made it 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 first round of betting, finishes.

(4) If no player calls, and blind betting applies—

- (a) the dealer—
 - (i) announces the end of the round of play; and
 - (ii) returns the opening bet to the player who made the opening bet; and
 - (iii) if the blind bet is the opening bet or forms part of the opening bet—returns the blind bet and any additional bet made by the designated player to the designated player; and
- (b) the round of play, as well as the first round of betting finishes.

(5) Subsection (6) applies if—

- (a) at least 1 player calls but no player raises; and
- (b) blind betting applies; and

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- (c) all active players, other than the designated player, have acted once in the round of betting.

(6) The designated player may, at the option of the designated player, make an additional bet.

(7) If the designated player makes an additional bet under subsection (6)—

- (a) the additional bet is taken to be a raise; and
- (b) the designated player is taken to have called and raised.

(8) 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 first round of betting, finishes.

(9) The first 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.

Sequence for second, third and final rounds of betting

348.(1) This section explains the betting sequence for each of the second, third and final rounds of betting.

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(2) The opening bet must be at least the minimum permissible wager for the table, and must not be more than—

- (a) if full pot betting applies—the amount of the pot; or
- (b) if half pot betting applies—half the amount of the pot.

(3) After the face up card needed to start the round of betting has been dealt, the active player whose face up cards have the highest face value (considered from the point of view of poker ranking)—

- (a) opens the betting by placing a bet in the pot; or
- (b) checks; or
- (c) folds.

(4) If 2 or more active players' face up cards are equal in face value, the active player entitled to act under subsection (3) is—

- (a) the player closest to the designated player; or
- (b) if the 2 or more active players include the designated player—the designated player.

(5) If the player (“**player A**”) entitled to act under subsection (3) does not make an opening bet, each player in turn, starting with the player next to player A—

- (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 or third round of betting, the round of betting finishes and the dealer deals the next face up card for each active player.

(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

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- (iv) deducts the commission from the pot; and
 - (v) passes the pot, with the commission deducted, to the player who was the last player called in the previous round of betting; and
- (b) the round of play, as well as the round of betting, finishes.
- (8)** Once 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, finishes.
- (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;

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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, finishes.

(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 face up cards have been dealt, the dealer deals the next face up card for each active player.

Showdown

349.(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 card.

(3) If another active player (the “**other player**”) has a hand equal in value to or of greater value than the called player’s hand, the other player shows the other player’s hole card.

(4) 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

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(e) passes the pot, with the commission deducted, to the winning player or players.

(5) For subsection (4)(e), if there are 2 or more winning players, the pot is divided equally, in units of \$1.

(6) If there is an amount left over after the division under subsection (5), 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.

(7) 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.

Raises

350.(1) Subsection (3) provides for the minimum raise a player may make and subsections (5) and (6) provide for the maximum raise a player may make.

(2) However, if the minimum raise under subsection (3) would be greater than the maximum raise under subsection (5) or (6), the raise must be equal to the maximum raise.

(3) A raise a player (“**player A**”) makes must be not less than—

- (a) if the bet of the last player to bet before player A’s bet is an opening bet—the amount of the opening bet; or
- (b) if the bet of the last player to bet before player A’s bet is a call only—the amount of the call; or
- (c) if the bet of the last player to bet before player A’s bet is a call and a raise—the amount of player A’s call.

(4) A sign at the table must indicate whether “**full pot betting**” or “**half pot betting**” applies.

(5) If the sign at the table indicates that “**full pot betting**” applies, a player’s raise must not be more than the total amount of the pot as it is immediately before the player raises.

Example for subsection (5)—

If the pot has \$200 in it and a player's call brings it to \$250, the player may then raise \$250.

(6) If the sign at the table indicates that **“half pot betting”** applies, 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 for subsection (6)—

If the pot has \$200 in it and a player's call brings it to \$240, the player may then raise \$120.

Tapping out

351.(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 any subsequent 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

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raise; and

- (c) the order of acting for the round of betting is that all other active players (the **“other players”**) have the opportunity to act 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 but there is no showdown (that is, because another player (**“player C”**) has made an uncalled raise, or because no player makes an opening bet for a round of betting and another player (**“player C”**) was the last player to be called in the previous 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.

Example of operation of subsections (3) to (7)—

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) having 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.

(8) The size of the pot is announced, and commission is deducted from it, before it is handed over.

(9) For the operation of these rules (other than this section), 2 or more pots formed under this section are taken to form 1 pot.

Example for subsection (9)—

For calculating the amount of a maximum raise under full pot betting, 2 pots formed under the operation of this rule are taken to be 1 pot containing the total amount of the 2 pots formed.

Commission

352.(1) The commission to be deducted from a pot is as follows—

- (a) for a pot of \$19 or less—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.

Table stake

353.(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 cannot, in a round of play, bet for another player, or give or loan chips to another player.

Checking

354.(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 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.

How to fold

355.(1) A player “**folds**” in a round of play if, in a round of betting—

- (a) the player places the player’s hole card 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 player’s cards are collected by the dealer and placed in the circled area of the table layout.

(2) Subsection (1) is the correct way under these rules for a player to fold in 5 card stud poker.

(3) However, a player is taken to have folded, even though the player has failed to comply with these rules, if the player—

- (a) puts the player’s hole card 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.

Division 5—Irregularities

Collusion

356.(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 card is.

(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 card 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 card 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 hole card of a player who has folded, or at any undealt cards, in or after a round of play.

Misdeals

357.(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) after the first 2 cards have been dealt to each player, each player does not have 1 card face down and 1 card face up; or
- (d) the dealer—
 - (i) deals a hole card out of turn; or
 - (ii) fails to deal a hole card to a player; or
 - (iii) deals an extra hole card to a player; or
 - (iv) deals a hole card to a position where there is not a player for the round of play.

(2) If a player receives the card intended to be the player's hole card face up, the card intended to be the player's first face up card is instead dealt face down, but a misdeal happens for the round of play if the dealer fails to deal the card face down.

(3) Only the dealer may declare a misdeal.

(4) 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.

(5) However, the dealer must not declare a misdeal, and the round of play may be continued, if an event mentioned in subsection (1)(d) 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.

(6) The dealer must reconstruct the deal under subsection (5)(b) unless it is not practicable to reconstruct it.

(7) If an event mentioned in subsection (1)(d)(iv) happens, but a misdeal cannot 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.

(8) 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.

Betting out of turn

358.(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 less than or equal to the out of turn bet.

(3) However, the out of turn player may fold, call or call and raise if a missed player makes a bet greater 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 greater than the betting limit, the excess amount is returned to the out of turn player.

Card found face up

359.(1) If a card intended to be the first face up card to be dealt before a new round of betting starts is found face up in the deck, it must be shuffled in with the other cards in the shoe before the face up cards are dealt.

(2) If a card intended to be dealt as a face up card, but not as the first face up card for a round of betting, is found face up in the shoe, it may be dealt as a face up card as if it had not been found face up.

Card prematurely exposed by dealer

360. If the dealer, before a round of betting (the “**current round of betting**”) has finished, becomes aware that the dealer has prematurely exposed the card intended to be the next face up card to be dealt after the current round of betting is finished—

- (a) the current round of betting continues; and
- (b) before the next face up cards are dealt, the exposed card must be shuffled in with the other cards in the shoe.

Insufficient cards to complete round of play

361.(1) If it becomes evident to the dealer after a round of betting in a round of play that there are not enough cards to complete the round of play, the dealer must take 1 additional card from the shoe and place it in the middle of the table.

(2) The additional card becomes a communal card, and is taken to form part of each active player’s hand.

Holding the wrong number of cards

362.(1) The dealer must declare a player’s hand dead for a round of play

if—

- (a) the dealer becomes aware that the player holds too few or too many 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).

Moving cards and exchanging information

363.(1) If a player folds, the player may not retrieve the player's hole card from the circled area of the table layout.

- (2) A player ("**player A**") must not—
- (a) exchange cards with another player; or
 - (b) give information to another player about player A's hand.

Silence

364.(1) If a floor manager has reasonable cause to be concerned that the proper operation of a game at a table for a round of play is likely to be adversely affected by a player or players talking, the floor manager may direct the players at the table to be silent in the round of play.

(2) If a player ("**player A**") contravenes a direction of the floor manager given under subsection (1), the floor manager may direct player A, and any other player identified by the floor manager as a player to whom player A has given or has tried to give information, not to play the game at the same table at the casino.

(3) A player who is given a direction given under subsection (2) must comply with the direction.

Exclusion from game

365. If a floor manager suspects on reasonable grounds that a player at a table has contravened this part, the floor manager may do either or both of the following to the extent that the action is reasonable in the circumstances—

- (a) declare a bet made by the player to be void;
- (b) exclude the player from further participation in—
 - (i) a round of play; or
 - (ii) the game at the table.

PART 18—7 CARD STUD POKER

Division 1—Interpretation

Definitions

366. In this part—

“**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.

“**ante bet**” see section 389.

“**bet**” means an amount put out for an ante bet, a blind bet, an opening bet, a call or a raise.

“**blind bet**” see section 389.

“**buck**” means the marker used to show the player who is to place the first ante or 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 367.

“check” see section 398.

“closest player” see section 374.

“commission” means the amount the dealer deducts from a pot for payment to the casino.

“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 up card” means a card dealt to a player face up.

“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 372.

“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.

“4 of a kind” see section 372.

“full house” see section 372.

“full pot betting” see section 394.

“game” means the game made up of successive rounds of play of 7 card stud poker.

“half pot betting” see section 394.

“hand” see section 373.

“hole card” see sections 389 and 392.

“inactive player”, for a round of play, means a player who has tapped out or folded.

“minimum table stake” see section 376.

“misdeal” see section 401.

“next player” see section 374.

“odd card”, in relation to another card or cards, means a card that is a different face value to the other card or cards.

“odd card hand” see section 372.

“1 pair” see section 372.

“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 7 card stud poker.

“poker hand” see section 372.

“poker ranking” see section 373.

“pot” means an accumulation of amounts bet during a round of play.

“raise” see section 369.

“reduced deck” means—

- (a) for a deck of 32 cards, 32 identically backed cards containing an ace, king, queen, jack, 10, 9, 8 and 7 in each of spades, hearts, diamonds and clubs; and
- (b) for a deck of 40 cards, 40 identically backed cards containing an ace, king, queen, jack, 10, 9, 8, 7, 6 and 5 in each of spades, hearts, diamonds and clubs.

“round of betting”, for a round of play, means the first, second, third, fourth or final round of betting for the round of play.

“round of play” ordinarily includes ante or blind betting, 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 372.

“showdown” see section 393.

“straight” see section 372.

“straight flush” see section 372.

“**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 395.

“**3 of a kind**” see section 372.

“**2 pairs**” see section 372.

Meaning of “call” and “called”

367.(1) A player (“**player A**”) “**calls**” in a round of betting if player A makes the bet needed to make the total amount bet by player A for the round of betting equal to the total amount bet by the player (“**player B**”) who has bet the highest total amount in that round of betting.

(2) Under subsection (1), player B is the player who is “**called**”.

(3) In the first round of betting, if player A is the first player entitled to call another player, and player B is the player who makes the opening bet, player A “**calls**” player B if player A makes a bet that is enough to bring the total amount bet so far by player A for the round of play equal to all ante or blind bets made by player B plus player B’s opening bet.

Meaning of player’s “hand”

368. A player’s “**hand**” is the best poker hand available from a combination of 5 of the 7 cards dealt to the player.

Meaning of “raise”

369. A player “**raises**” in a round of betting if the player calls and then bets an additional amount (a “**raise**”).

Meaning of “round of betting”

370.(1) A “**round of betting**” is the betting that happens each time the players receive a face up card or the third hole card.

(2) The “**first round of betting**” happens after the first face up card is dealt, the “**second round of betting**” happens after the second face up card

is dealt, and so on until the **“final round of betting”** which happens after the third hole card (that is, the card that is dealt after the fourth face up card is dealt) is dealt.

Meaning of “showdown”

371. 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.

Meaning of various poker hands

372. 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 other 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 other odd card
“3 of a kind”	3 cards with the same face value and 2 other odd cards
“straight”	5 cards of more than 1 suit running consecutively in face value
“flush”	5 cards with 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 other 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.

Ranking of poker hands and cards

373.(1) The ranking of poker hands (**“poker ranking”**), from lowest to highest, is set out in subsections (2) and (3).

(2) For a complete deck of 52 cards, the ranking 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.

(3) For a reduced deck of 40 or 32 cards, the ranking is as follows—

- odd card hand
- 1 pair
- 2 pairs
- 3 of a kind
- straight
- full house

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- flush
- 4 of a kind
- straight flush
- royal flush.

(4) All suits of cards are equal.

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

(6) The ranking of cards, from lowest to highest, is as follows—

- (a) for a complete deck of 52 cards—2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace;
- (b) for a reduced deck of 40 cards—5, 6, 7, 8, 9, 10, jack, queen, king and ace;
- (c) for a reduced deck of 32 cards—7, 8, 9, 10, jack, queen, king and ace.

(7) For a complete deck of 52 cards, or a reduced deck of 40 cards or 32 cards, an ace ranks in a straight as high (as in a straight consisting of 10, jack, queen, king and ace).

(8) For a complete deck of 52 cards, an ace also ranks in a straight as low (as in a straight consisting of ace, 2, 3, 4 and 5).

(9) Additionally, before the start of rounds of play using a reduced deck of 40 or 32 cards, the dealer may announce the ace to be low as well as high for the game.

(10) If an announcement is made under subsection (9)—

- (a) when a reduced deck of 40 cards is in use, a player with an ace, 5, 6, 7 and 8 may count the ace as the lowest card of a straight having an 8 as its highest card; and
- (b) when a reduced deck of 32 cards is in use, a player with an ace, 7, 8, 9 and 10 may count the ace as the lowest card of a straight having a 10 as its highest card.

(11) If 2 or more players' hands have identical poker ranking and face values, the hands are of equal value.

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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.

Clockwise direction to be used

374.(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.

*Division 2—Table, layout and equipment***Table and layout**

375.(1) Seven card stud poker is played at a table with places for not more than 7 players and 1 dealer.

(2) The layout for the table is the layout approved by the chief executive,¹⁶ but the layout must include—

- (a) a circle for discards; and
- (b) the casino’s name or logo.

¹⁶ See section 62 (Gaming equipment and chips) of the Act.

Equipment and information

376.(1) A table for the game must be equipped with the following—

- (a) a buck;
- (b) a cutting card;
- (c) a dealing shoe;
- (d) a drop box.

(2) Additionally, a sign must be displayed at or near the table stating the minimum table stake for the game in letters and numbers not less than 8 mm high.

(3) The casino operator must ensure the minimum table stake for the game at the table is not changed to a higher minimum table stake unless—

- (a) a sign showing the new minimum, and the proposed time of change, is displayed at or near the table for at least 20 minutes before the time of the proposed change; or
- (b) all players at the table agree to the change.

Division 3—Preparation for the game at a table**Cards**

377.(1) Seven card stud poker is played with a complete deck of 52 cards, unless subsection (2) or (3) applies.

(2) If there are 5 players for a round of play, the game may be played with a reduced deck of 40 cards.

(3) If there are 4 or fewer players for a round of play, the game may be played with a reduced deck of 32 or 40 cards.

(4) For applying subsections (2) and (3), the dealer decides the deck to be used, but in consultation with the players.

Sorting and inspecting the deck

378.(1) This section applies whether a complete deck or a reduced deck is to be used.

(2) The dealer must receive a complete deck of cards at the table, and the dealer and the floor manager must independently sort and inspect the cards—

- (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 that at least 1 of the cards in the deck used for the last round of play is unfit for further use; and
- (c) if, during the rounds of play, it is necessary to change from using—
 - (i) a reduced deck of 32 cards to using either a reduced deck of 40 cards or a complete deck; or
 - (ii) a reduced deck of 40 cards to using a complete deck.

(3) The dealer and the floor manager must also independently sort and inspect cards used in the rounds of play if—

- (a) the cards are no longer to be used for the rounds of play; or
- (b) the rounds of play are finished.

(4) A floor manager may, after a round of play, ask the dealer to check that the 32, 40 or 52 cards needed for the game are all present.

Inspecting and shuffling a complete deck

379.(1) This section applies if a complete deck is to be used for a round of play, other than a round of play happening immediately after a round of play for which the deck was used.

(2) After the cards have been sorted and inspected, the dealer must spread the cards face up on the table in a way that makes it easy for someone 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 cards must be turned face down on the table, washed, stacked and shuffled by hand.

Inspecting and shuffling a reduced deck

380.(1) This section applies if a reduced deck is to be used for a round of play, other than a round of play happening immediately after a round of play for which the reduced deck was used.

(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 cards face up on the table in a way that makes it easy for someone inspecting them to see if the cards form the reduced deck needed for the game.

(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.

Seating positions

381.(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.

Shuffling cards before each round of play

382.(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.

The buck

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

(2) At the beginning 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.

Ante betting or blind betting

384.(1) Before the rounds of play for a game start, the dealer must announce whether ante betting or blind betting applies, and the announced form of betting applies for each round of play until it is changed under subsection (2).

(2) Before a round of play (other than the first round of play) starts, the dealer may announce a change from ante betting to blind betting, or from blind betting to ante betting, and the announced form of betting applies until it is again changed under this subsection.

Lowest value card betting or highest value card betting

385.(1) Before the rounds of play for a game start, the dealer may announce whether lowest value card betting applies.

(2) If the dealer makes an announcement under subsection (1), lowest

value card betting applies for each round of play until it is changed under subsection (4).¹⁷

(3) If the dealer does not make an announcement under subsection (1), highest value card betting applies for each round of play until it is changed under subsection (4).

(4) Before a round of play (other than the first round of play) starts, the dealer may announce a change from lowest value card betting to highest value card betting, or from highest value card betting to lowest value card betting, and the announced form of betting applies until it is again changed under this subsection.

Minimum table stake

386.(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) 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.

Play sequence

387.(1) This section states the sequence for a round of play that includes all steps.

(2) The round of play starts with ante betting or blind betting.

(3) After the ante betting or blind betting is finished, the dealer deals each player 2 hole cards (the first 2 cards) and the first face up card (that is, the third card), and this is followed by the first round of betting.

(4) After the first round of betting, the dealer deals a second face up card

¹⁷ Even if lowest value card betting applies for a round of play, it applies only for the first round of betting for the round of play.

(that is, the fourth card) to each player, and the second round of betting happens.

(5) After the second round of betting, the dealer deals a third face up card (that is, the fifth card) to each player, and the third round of betting happens.

(6) After the third round of betting, the dealer deals a fourth face up card (that is, the sixth card) to each player, and the fourth round of betting happens.

(7) After the fourth round of betting, the dealer deals the third and last hole card (that is, the seventh card) to each player, and the final round of betting happens.

(8) Finally, a showdown determines who wins the amounts bet.

Division 4—Playing the game

How to bet

388.(1) A player bets in a round of play by placing gaming chips, with the smaller denomination chips on top, in the appropriate area of the table layout.

(2) A player may not make a bet merely by orally declaring the intended bet.

Placing the ante bets or blind bets and dealing the first cards

389.(1) To start a round of play, 1 of the following happens—

- (a) if ante betting applies—each player makes a bet (an “**ante bet**”);
- (b) if blind betting applies—the designated player makes a bet (the “**blind bet**”).

(2) Each ante bet must be an amount—

- (a) stated on the sign on the table showing the minimum permissible wager for the table; and
- (b) not more than the minimum permissible wager for the table.

(3) The blind bet is the minimum permissible wager for the table.

(4) After the ante betting or blind betting is finished, the dealer deals, starting with the designated player—

- (a) 1 card (a “**hole card**”), face down to each player in turn; and
- (b) then another card (also a “**hole card**”) face down to each player in turn; and
- (c) then 1 card, face up, to each player in turn.

(5) After dealing under subsection (2) is finished, the first round of betting starts.

Making the opening bet in the first round of betting

390.(1) This section provides for making the opening bet in the first round of betting.

(2) If highest card value betting applies, the opening bet must be made by the player whose first face up card has the highest face value.

(3) If lowest card value betting applies, the opening bet must be made by the player whose first face up card has the lowest face value.

(4) For subsections (2) and (3), if 2 or more players’ cards are equal in face value, the opening bet must be made by—

- (a) the player (of the 2 or more players) closest to the designated player; or
- (b) if the 2 or more players include the designated player—the designated player.

(5) If ante betting applies, the opening bet must be not less than the minimum permissible wager for the table, and not more than—

- (a) if half pot betting applies—half the pot; or
- (b) if full pot betting applies—the pot.

(6) If blind betting applies, the opening bet may, at the option of the player making the opening bet, be made up of 1 or 2 components.

(7) If blind betting applies, and the opening bet is made up of only 1 component, the opening bet must be the minimum permissible wager for the table.

(8) If blind betting applies, and the opening bet is made up of 2 components—

- (a) the first component must be the minimum permissible wager for the table; and
- (b) the second component must be not less than the minimum permissible wager for the table, and not more than—
 - (i) if half pot betting applies—half the pot; or
 - (ii) if full pot betting applies—the pot.

(9) For subsection (8)(b), the pot is taken to include the first component.

(10) If blind betting applies, and it is the designated player who is to make the opening bet—

- (a) subsections (6) to (9) do not apply; but
- (b) the designated player may, at the designated player's option, make 1 or 2 additional bets (that is, additional to the blind bet already made).

(11) If the designated player chooses to make only 1 additional bet under subsection (10)(b), the additional bet must be equal to the minimum permissible wager for the table.

(12) If the designated player chooses to make 2 additional bets under subsection (10)(b), the additional bets must be—

- (a) a bet equal to the minimum permissible wager for the table; and
- (b) a bet not less than the minimum permissible wager for the table, and not more than—
 - (i) if half pot betting applies—half the pot; or
 - (ii) if full pot betting applies—the pot.

(13) For subsection (12)(b), the pot is taken to include the bet mentioned in subsection (12)(a).

(14) If the designated player may, but does not, make 1 or 2 additional bets under subsections (10)(b), the blind bet is taken to be the opening bet for the first round of betting.

Sequence for first round of betting

391.(1) This section explains the sequence for the first round of betting.

(2) Once an opening bet has been made, each active player in turn, starting with the player immediately next to the player who makes the opening bet, and going around the table as many times as necessary—

- (a) calls; or
- (b) calls and raises; or
- (c) folds.

(3) If no player calls, and ante betting applies—

- (a) the dealer—
 - (i) announces that the pot has been won; and
 - (ii) returns the uncalled opening bet to the player who made it 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 first round of betting, finishes.

(4) If no player calls, and blind betting applies—

- (a) the dealer—
 - (i) announces the end of the round of play; and
 - (ii) returns the opening bet to the player who made the opening bet; and
 - (iii) if the blind bet is the opening bet or forms part of the opening bet—returns the blind bet and any additional bet made by the designated player to the designated player; and

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(b) the round of play, as well as the first round of betting finishes.

(5) Subsection (6) applies if—

(a) at least 1 player calls but no player raises; and

(b) blind betting applies; and

(c) all active players, other than the designated player, have acted once in the round of betting.

(6) The designated player may, at the option of the designated player, make an additional bet.

(7) If the designated player makes an additional bet under subsection (6)—

(a) the additional bet is taken to be a raise; and

(b) the designated player is taken to have called and raised.

(8) 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 first round of betting, finishes.

(9) The first 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.

Sequence for second, third, fourth and final rounds of betting

392.(1) This section explains the betting sequence for each of the second, third, fourth and final rounds of betting.

(2) The opening bet must be at least the minimum permissible wager for the table, and must not be more than—

- (a) if full pot betting applies—the amount of the pot; or
- (b) if half pot betting applies—half the amount of the pot.

(3) After the face up card needed to start the round of betting has been dealt, the active player whose face up cards have the highest face value (considered from the point of view of poker ranking)—

- (a) opens the betting by placing a bet in the pot; or
- (b) checks; or
- (c) folds.

(4) If 2 or more active players' face up cards are equal in face value, the active player entitled to act under subsection (3) is—

- (a) the player closest to the designated player; or
- (b) if the 2 or more active players include the designated player—the designated player.

(5) If the player (“**player A**”) entitled to act under subsection (3) does not make an opening bet, each player in turn, starting with the player next to player A—

- (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 dealer deals the next face up card for each active player.

(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

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- (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 who was the last player called in the previous round of betting; and
- (b) the round of play, as well as the round of betting, finishes.

(8) Once 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, finishes.

(10) If a player calls and raises and no player calls—

- (a) the dealer—

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- (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, finishes.

(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 face up cards have been dealt, the dealer deals the next face up card for each active player.

(13) If subsection (11) applies, and all the face up cards have been dealt, but the seventh card has not been dealt, the dealer deals a seventh card face down (the third **“hole card”**) to each active player.

Showdown

393.(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) If another active player (the **“other player”**) has a hand equal in value to or of greater value than the called player's hand, the other player shows the other player's hole cards.

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(4) 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.

(5) For subsection (4)(e), if there are 2 or more winning players, the pot is divided equally, in units of \$1.

(6) If there is an amount left over after the division under subsection (5), 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.

(7) 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.

Raises

394.(1) Subsection (3) provides for the minimum raise a player may make and subsections (5) and (6) provide for the maximum raise a player may make.

(2) However, if the minimum raise under subsection (3) would be greater than the maximum raise under subsection (5) or (6), the raise must be equal to the maximum raise.

(3) A raise a player ("**player A**") makes must be not less than—

- (a) if the bet of the last player to bet before player A's bet is an opening bet—the amount of the opening bet; or
- (b) if the bet of the last player to bet before player A's bet is a call only—the amount of the call; or
- (c) if the bet of the last player to bet before player A's bet is a call and

a raise—the amount of player A’s call.

(4) A sign at the table must indicate whether “**full pot betting**” or “**half pot betting**” applies.

(5) If the sign at the table indicates that “**full pot betting**” applies, a player’s raise must not be more than the total amount of the pot as it is immediately before the player raises.

Example for subsection (5)—

If the pot has \$200 in it and a player’s call brings it to \$250, the player may then raise \$250.

(6) If the sign at the table indicates that “**half pot betting**” applies, 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 for subsection (6)—

If the pot has \$200 in it and a player’s call brings it to \$240, the player may then raise \$120.

Tapping out

395.(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 any subsequent 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.

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(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) the order of acting for the round of betting is that all other active players (the “**other players**”) have the opportunity to act 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 but there is no showdown (that is, because another player (“**player C**”) has made an uncalled raise, or because no player makes an opening bet for a round of betting and another player (“**player C**”) was the last player to be called in the previous 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.

Example of operation of subsections (3) to (7)—

Player A taps out in the fourth 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) having 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.

(8) The size of the pot is announced, and commission is deducted from it, before it is handed over.

(9) For the operation of these rules (other than this section), 2 or more pots formed under this section are taken to form 1 pot.

Example for subsection (9)—

For calculating the amount of a maximum raise under full pot betting, 2 pots formed under the operation of this rule are taken to be 1 pot containing the total amount of the 2 pots formed.

Commission

396.(1) The commission to be deducted from a pot is as follows—

- (a) for a pot of \$19 or less—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.

Table stake

397.(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 cannot, in a round of play, bet for another player, or give or loan chips to another player.

Checking

398.(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.

How to fold

399.(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 these rules for a player to fold in 5 card stud poker.

(3) However, a player is taken to have folded, even though the player has failed to comply with these rules, 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.

Division 5—Irregularities**Collusion**

400.(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 hole cards of a player who has folded, or at any undealt cards, in or after a round of play.

Misdeals

401.(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) after the first 3 cards have been dealt to each player, each player does not have 2 cards face down and 1 card face up; or
- (d) the dealer—
 - (i) deals a hole card out of turn; or

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- (ii) fails to deal 2 hole cards to a player; or
- (iii) deals an extra hole card to a player; or
- (iv) deals a hole card to a position where there is not a player for the round of play.

(2) If a player receives a card intended to be 1 of the first 2 hole cards for the player face up, the card intended to be the player's first face up card is instead dealt face down, but a misdeal happens for the round of play if the dealer fails to deal the card face down.

(3) Only the dealer may declare a misdeal.

(4) 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.

(5) However, the dealer must not declare a misdeal, and the round of play may be continued, if an event mentioned in subsection (1)(d) 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.

(6) The dealer must reconstruct the deal under subsection (5)(b) unless it is not practicable to reconstruct it.

(7) If an event mentioned in subsection (1)(d)(iv) happens, but a misdeal cannot 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.

(8) 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.

Error in dealing final hole card

402.(1) If a player is dealt, as the player's final hole card, a card the player should not have received, but the player looks at the card, the dealer completes the dealing of the final hole card for each player, and the final

round of betting starts.

(2) However, if the player does not look at the card, the dealer must, if it is practicable, reconstruct the dealing of the final hole card for each player.

(3) If a player's final hole card is dealt face up, the dealer—

- (a) completes the dealing of the final hole card for each player; and
- (b) retrieves the card dealt face up; and
- (c) shuffles the card with the undealt cards still held by the dealer; and
- (d) deals the player's final hole card.

Betting out of turn

403.(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 less than or equal to the out of turn bet.

(3) However, the out of turn player may fold, call, or call and raise if a missed player makes a bet greater 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 greater than the betting limit, the excess amount is returned to the out of turn player.

Card found face up

404.(1) If a card intended to be the first face up card to be dealt before a new round of betting starts is found face up in the deck, it must be shuffled

in with the other cards in the shoe before the face up cards are dealt.

(2) If subsection (1) does not apply, and a card intended to be dealt as a face up card, but not as the first face up card for a round of betting, is found face up in the shoe, it may be dealt as a face up card as if it had not been found face up.

(3) When a card (the “**exposed card**”) intended to be dealt as a third hole card for a player (“**player A**”) is found face up in the deck or is exposed by the dealer, the dealer must—

- (a) deal the exposed card to player A; and
- (b) after dealing all the third hole cards, retrieve the exposed card from player A; and
- (c) shuffle the exposed card into the undealt cards; and
- (d) deal a new third hole card to player A.

Card prematurely exposed by dealer

405. If the dealer, before a round of betting (the “**current round of betting**”) has finished, becomes aware that the dealer has prematurely exposed the card intended to be the next face up card to be dealt after the current round of betting is finished—

- (a) the current round of betting continues; and
- (b) before the next face up cards are dealt, the exposed card must be shuffled in with the other cards in the shoe.

Insufficient cards to complete round of play

406.(1) If it becomes evident to the dealer after a round of betting in a round of play that there are not enough cards to complete the round of play, the dealer must take 1 additional card from the shoe and place it in the middle of the table.

(2) The additional card becomes a communal card, and is taken to form part of each active player’s hand.

Holding the wrong number of cards

407.(1) The dealer must declare a player's hand dead for a round of play if—

- (a) the dealer becomes aware that the player holds too few or too many 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).

Moving cards and exchanging information

408.(1) If a player folds, the player may not retrieve the player's hole card from the circled area of the table layout.

- (2)** A player ("**player A**") must not—
- (a) exchange cards with another player; or
 - (b) give information to another player about player A's hand.

Silence

409.(1) If a floor manager has reasonable cause to be concerned that the proper operation of a game at a table for a round of play is likely to be adversely affected by a player or players talking, the floor manager may direct the players at the table to be silent in the round of play.

(2) If a player ("**player A**") contravenes a direction of the floor manager given under subsection (1), the floor manager may direct player A, and any other player identified by the floor manager as a player to whom player A

has given or has tried to give information, not to play the game at the same table at the casino.

(3) A player who is given a direction given under subsection (2) must comply with the direction.

Exclusion from game

410. If a floor manager suspects on reasonable grounds that a player at a table has contravened this part, the floor manager may do either or both of the following to the extent that the action is reasonable in the circumstances—

- (a) declare a bet made by the player to be void;
- (b) exclude the player from further participation in—
 - (i) a round of play; or
 - (ii) the game at the table.

PART 19—PAI GOW

Division 1—Interpretation

Definitions

411. In this part—

“**chong ranking 3**” see section 412.

“**chung**” see section 417.

“**co-banker**” means a player banking in 50/50 partnership with the house.

“**exceptions**” means the exceptions stated in division 13.

“**first player**”, for a box, see section 422.

“**game**” means the game of pai gow described in this part.

“**hand**” means a setting of 4 tiles consisting of a low hand and a high hand.

“**house**” means the casino operator.

“**house way**” means the way the dealer sets the dealer’s hand, or the hand of a player or player/banker.

“**la ja**” see section 429.

“**pai gow tiles**” means the 32 tiles with pai gow markings used for playing the game.

“**player/banker**” means a player who has taken over the bank and who is covering the declared wagers of all other players.

“**round of play**”, for the game, includes the following—

- (a) shuffling and stacking the tiles;
- (b) placing wagers;
- (c) dealing the tiles;
- (d) setting the players’ hands;
- (e) setting the bank’s hand;
- (f) determining and paying the winning wagers, determining and collecting the losing wagers, determining stand-offs and deducting commission.

“**shuffle**” means turn face down on the table and mix thoroughly by hand.

“**tile**” see section 414.

“**tumbler**” means a non-transparent cover in the shape of a cup, used to contain and shake the 3 dice used in the game.

Meaning of “chong ranking 3”

412.(1) “Chong ranking 3” is made up of 2 tiles with a point value of 3.

(2) The highest single tile of the 2 tiles must have a ranking of high 6 (chong).

Example—

To achieve chong ranking 3 in a low hand, it is necessary to have a point value of 3, and to include a single ranking tile of high 6 or higher (that is, 12, 2, high 8 or high 4).

Division 2—Table and layout**The table**

413.(1) Pai gow is played on a table having on 1 side places for the players and on the opposite side a place for the dealer.

(2) The layout for the table—

- (a) is the layout in diagram 16 or a similar layout approved by the chief executive;¹⁸ and
- (b) must include the following—
 - (i) the name or logo of 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.

Division 3—Tiles and tile ranking**Tiles**

414. Pai gow is played with 32 “tiles”, in the nature of dominos—

- (a) the faces of which bear individual markings shown in diagrams 17, 18 and 19; and
- (b) the backs of which are of the same colour and design.

Tile ranking

415.(1) The ranking of pairs from highest to lowest is shown in diagram 17, and is as follows—

- gee jun

¹⁸ See section 62 (Gaming equipment and chips) of the Act.

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- teen
- day
- yun
- gor
- mooy
- chong
- bon
- foo
- ping
- tit
- look
- chop gow
- chop bot
- chop chit
- chop ng.

(2) The ranking of wongs, gongs and high nines from highest to lowest is shown in diagram 18, and is as follows—

- teen wong
- day wong
- teen gong
- day gong
- teen high nine
- day high nine.

(3) The ranking of single ranking tiles from highest to lowest is shown in diagram 19, and is as follows—

- 12
- 2
- high 8

- high 4
- high 10
- high 6
- low 4
- 11
- low 10
- high 7
- low 6
- 9 (2 tiles)
- low 8 (2 tiles)
- low 7 (2 tiles)
- 5 (2 tiles)
- 3/6 (2 tiles).

Tile point counts

416.(1) The point count, if no ranking hand is to be played, is determined by totalling the value of the 2 tiles forming the hand.

(2) If the total of the tiles 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) is taken to be the point count of the hand.

Division 4—Other equipment and its use

Chung

417. A marker (a “**chung**”) must be used to show who is banking, or who is co-banking, in a round of play.

Tumbler device, dice and cover

418.(1) Three identical dice must be used to decide which box receives

the first set of tiles.

(2) A tumbler must be used to shake the dice.

Use of dice

419.(1) After the tiles are cut, the dice are shaken in a way ensuring that all dice tumble.

(2) The total of the 3 dice determines which box receives the first set of tiles.

(3) The dealer counts in a counterclockwise direction, starting counting with the box designated by the chung as 1, 9 or 17.

Division 5—Wagers

Placing wagers

420.(1) Once the dealer calls ‘no more bets’, a player must not handle, remove or change an original wager, or place an additional wager, until the wager has been decided and dealt with.

(2) All wagers at pai gow must be made by placing gaming chips, with the smaller denomination chips on top, in the appropriate wager area of the pai gow layout.

Maximum and minimum wagers

421.(1) Maximum and minimum permissible wagers set for a table apply in a round of play subject to the following—

- (a) if a player is player/banking, wagers are accepted having regard to the player’s ability to meet the player’s maximum liability;
- (b) if the house is co-banking, the following apply—
 - (i) a maximum house liability must be displayed at or near the table;
 - (ii) no specific box maximum applies;
 - (iii) wagers must be placed in a way to ensure—

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- (A) the house's maximum liability is not more than the amount displayed; and
- (B) the co-banker's maximum liability is not more than the amount the co-banker is able to meet;
- (c) if, under an arrangement under section 64A¹⁹ of the Act, a player wagers in excess of the permissible maximum wager for the table, the player is the only player allowed to wager on the box the player is using;
- (d) if the total of all wagers on a box is equal to or more than half the stated table maximum, a marker (a "**priority set marker**") must be placed at the box before the tiles are dealt for the round of play;
- (e) the maximum house liability when co-banking must not exceed 7 times the box maximum.

(2) If a priority set marker is placed at a box, the hand for that box must be set before players at other boxes look at or start setting their tiles.

Number of players for a box

422.(1) Not more than 3 players may wager on 1 box.

(2) If more than 1 player wagers on a box, the decisions about the tiles are called by the player who has been wagering on the box without interruption for the longest time (the "**first player**").

Number of hands for a player

423.(1) A player may set only 1 hand of tiles in a round of play.

(2) However, a player may wager on 2 boxes and set 2 hands of tiles against the house if—

- (a) the player is the only player at the table; and
- (b) 1 wager is at least twice the amount of the other wager; and
- (c) the player first sets the tiles for the player's highest wager; and

¹⁹ Section 64A (Wagers other than permissible minimum and maximum wagers)

- (d) the player does not change the tiles mentioned in paragraph (c) once they have been set.

Division 6—The bank

Use of the chung

424.(1) When a player is the bank for a round of play, the player's designation as the bank is shown by placing a chung in front of the player's position.

(2) When the house is the bank, the house's designation as the bank is shown by placing a chung in front of the area designated for the game as box 1.

(3) For co-banking, a chung must be placed in a way that shows both house and player participation in the bank.

Appointment as bank

425.(1) The house is the bank exclusively unless a player is a player/banker or co-banker.

(2) For a player to have the option of player/banking or co-banking, 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 the bank, the player may act as 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 who has the option to be player/banker may choose to co-bank.

(6) Two or more players may combine their chips to become player/banker.

(7) If subsection (6) applies, the players who are player/banking—

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- (a) must designate 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/banking.

(8) The house, through the dealer, is the bank for the first round of play after the start of play for the game, or after 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 a counterclockwise 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 a counterclockwise 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 player/bank or co-bank, the house must take over the bank exclusively for at least 1 round of play.

(13) If the house is the bank 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.

Division 7—Payout odds and commission

Winning wagers and commission

426.(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) A player who has or who shares in the bank 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.

(3) For co-banking, if the commission charged cannot be paid exactly from the table, the amount on which commission is to be paid is rounded down to the nearest multiple of the minimum permissible table wager.

Example for subsection (3)—

If the amount on which a co-banker is to pay commission is \$97.50, and the minimum table wager is \$5, the commission is paid on \$95.00.

Division 8—Opening of table for gaming

Sorting, inspecting and shuffling the tiles

427.(1) After receiving the 32 tiles at the table, the dealer and the floor manager must sort and inspect the tiles independently.

(2) After the tiles have been sorted and inspected, the dealer must spread the tiles face up on the table in their ranking pairs for visual inspection by the first player or players to arrive at the table.

(3) After a player or players has been given an opportunity to look at the tiles, the tiles must be shuffled and stacked in preparation for the first round of play.

Division 9—Shuffle and cut of the tiles

Shuffling and stacking for each round of play

428.(1) The dealer must shuffle and stack the tiles at the start of each round of play.

(2) The dealer must stack the tiles into 8 groups of 4.

La ja

429.(1) Once the tiles have been stacked, the dealer may perform an additional shuffle known as a “**la ja**”, but only if requested by—

- (a) a player/banker; or
- (b) if the house is the banker—a player; or
- (c) if a player is co-banker—the player.

(2) The dealer must perform a la ja in the way approved by the chief executive.

Cutting the tiles

- 430.(1)** Tiles must be cut in the 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 holds the bank the tiles must be cut in the house way.
- (4) If a player holds the bank, or is co-banking, the player may choose the approved cut to be used.
- (5) A player must not touch a tile during the shuffling or cutting of the tiles for a round of play.

Replacing the tiles

- 431.(1)** A tile may be replaced after a round of play if a tile becomes unfit for further use.
- (2) If it is decided to replace all the tiles rather than substitute individual tiles, the new tiles must be checked, shuffled and cut in the way applying for the start of the rounds of play for the game.
- (3) At the discretion of the casino operator at the completion of a round of play, but before the shuffle for the next round of play, the tiles may be checked, arranged in rank order, and, if appropriate, removed from the table and replaced with new tiles.

Division 10—Dealing the tiles**The deal**

432. Once it is decided which player is to receive the first tiles, a group of 4 tiles is dealt to each player, going around the table in a counterclockwise direction.

Controlling the tiles

- 433.(1)** When a player sets the player's tiles, it is the player's own responsibility to keep the faces of the tiles concealed from all other players.
- (2) A player must keep all tiles under the player's control in—

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- (a) the playing area; and
 - (b) the view of the dealer and the floor manager.
- (3) Only the first player for a box may handle the tiles dealt to the box.
- (4) However, if 2 players are player/banking, both may handle the tiles.
- (5) If more than 2 players are player/banking, only 2 of those players may handle the tiles.

*Division 11—Setting the hands***Hands**

- 434.(1) A player forms 2 hands from the 4 tiles dealt to the player.
- (2) The player aims to form a low hand from 2 of the tiles and a high hand from 2 of the tiles.

Setting the hands

- 435.(1) It is the responsibility of a player to whom tiles are dealt to set the player's tiles into the low hand and the high hand.
- (2) It is the responsibility of each player to correctly compute the point count of the player's hand.
- (3) Once a hand has been set into a low and a high hand, it must be placed face down on the table as 2 separate hands.
- (4) A hand's setting must not be changed until the wager for the hand has been dealt with in the round of play.
- (5) All hands must be set before any tiles are exposed.
- (6) Once all players (other than a player who is a player/banker or a co-banker) have set their tiles, the bank—
- (a) exposes the bank's tiles; and
 - (b) sets the bank's hand.
- (7) Neither the dealer nor a player may view unplayed tiles until settlement of all wagers is completed.

Particular settings

436.(1) A player or player/banker may request the dealer to set the hand of the player or player/banker in the house way.

(2) After the tiles are exposed the dealer must show the low hand by placing the low hand tiles horizontally to the dealer and the high hand by placing the high hand tiles vertically to the dealer.

(3) When the house is the bank or has a share in the bank, the dealer must set the bank's tiles the house way.

Division 12—Setting the hands the house way**This division**

437. This division gives directions for setting hands the house way.

General guide

438. As a general guide, and subject to the exceptions, the dealer sets the dealer's hand the house way in the following basic ranking—

- (a) play the pairs;
- (b) play 2 or 12 with 7, 8 or 9;
- (c) play 2 small tiles that equal 7, 8 or 9;
- (d) play the biggest tile with the smallest.

General rules

439.(1) This section states general rules for setting a hand the house way.

(2) If it is not possible to set the low hand at chong ranking 3 or better, the whole hand must be set to maximise the high hand.

(3) If it is not possible to set the high hand at 7 or better, the whole hand must be set to minimise the difference between the high hand and the low hand.

Pair splitting

440.(1) If there are 2 ranking pairs play the 2 pairs as 2 hands.

(2) The following pairs, and no others, may be split—

- teen (12)
- day (2)
- 7s, 8s and 9s.

(3) However, the pairs may not be split if higher play is possible.

(4) The pairs are split in the following ways—

- (a) split teen and day—
 - (i) to make 6 and 8 or better; and
 - (ii) with 9 and 11;
- (b) split 9s, to make 9 and 9 or better;
- (c) split 8s, to make 7 and 9 or 8 and 8 or better;
- (d) split 7s, to make 7 and day 9 or better.

Wongs, gongs and high nines

441.(1) If no pair play is possible, play a high nine, gong or wong in that order.

(2) When there is a choice between playing a teen and playing a day when making a wong, gong or high nine, always play the teen on the high hand.

(3) Always play gong and wong over the high nine, when chong ranking 3 is not achieved on the low hand.

(4) Play wong over gong and high nine when the fourth tile is 11.

High ranking tiles

442.(1) If possible, when the high hand is 7 or less, play the high ranking tile on the low hand.

(2) If possible, when the high hand is 8 or 9, play the high ranking tile on

the high hand.

- (3) If there is a choice, do not play 2 high ranking tiles on the same hand.

Division 13—Setting the hands for exceptions

Individual exceptions

443.(1) This section gives directions for setting the hands for the exceptions.

- (2) With a 7, high 8, high 10 and 11 play 7 and 9.

(3) With a high 4, high 8, low 8 and a 6 or 7, play the high 8 on the high hand.

- (4) With a 3, 5, 6 and a 2 or 12 play 7 and 9 instead of 8 and 8.

- (5) With a 3, 4, 5, and a tile not making a pair, play the 9.

- (6) With a high 8, low 8 and a 9 with a 10, play high 8 in the low hand.

Division 14—Payment and collection of wagers

Deciding on hands

444.(1) A player's hand is a winning hand if—

- (a) the low hand tiles are higher ranking than the bank's low hand tiles; and
- (b) the high hand tiles are higher ranking than the bank's high hand tiles.

(2) 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.

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(3) If a player has the same total on both hands as the bank, only the highest ranking individual tile from each hand is considered for deciding the winning hand.

(4) If the bank and a player have high hands of the same value and the bank's highest ranking tile is of equal ranking to the player's highest ranking tile, the bank's high hand is taken to be higher than the player's high hand.

(5) If the bank and a player have low hands of the same value and the bank's highest ranking tile is of equal ranking to the player's highest ranking tile, the bank's low hand is taken to be higher than the player's low hand.

(6) Despite subsection (5), if both the bank and a player have low hands that both total zero, the bank's hand wins regardless of who holds the highest ranking tile.

Wagers and commission

445. After the result of a round of play is announced, the dealer must collect all losing wagers, pay all winning wagers and collect any commission owed.

*Division 15—Irregularities***Dice**

446. 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, the shake of the dice is taken to have been ineffective, and the dice cup must be shaken again.

Shuffling and stacking

447. If the dealer exposes a tile when the tiles are shuffled or stacked (including when performing *la ja*), the dealer must shuffle the tiles again, and stack them.

Dealing irregularities

448.(1) This section applies for events that happen when tiles are dealt.

(2) If the dealer exposes 1 tile of a player's hand (including a player/banker's hand), the hand must nevertheless be played.

(3) If the dealer exposes 2 or more tiles of a player's hand (other than a player/banker's hand), 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 hand as dealt, despite the exposed tiles.

(4) If the dealer exposes 2 or 3 tiles of a player/banker's hand, 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 hand as dealt, despite the exposed tiles.

(5) If the dealer deals the tiles to the players in a way that does not comply with this part, or particular procedures applying in the casino for the playing of the game, the tiles must be shuffled, stacked and dealt again.

Exposing of tiles

449.(1) If tiles in the house's or a co-banker's hand are exposed, the hand must be played.

(2) If a player/banker exposes the player/banker's own tiles the hand must be played.

Incorrect setting of tiles

450. If a hand should be set in the house way but is not, the hand must be rearranged so that it is set in the house way.

Abandoned round of play

451. If a round of play (including the dealing for the round) is not

completed because, under this division, tiles must be reshuffled, the players may retrieve the wagers they have made for the round.

Failure to wager

452. Before a new round of play starts, the dealer may require a player to vacate the player's seat at the table if—

- (a) the player failed to make a wager for the 3 consecutive previous rounds of play; and
- (b) for the new round of play, all other seats at the table are occupied.

Silence

453.(1) This section applies if the floor manager considers that it is necessary, for the proper operation of the game at a table, that a direction be given under this section.

(2) The floor manager may direct that all players be silent after the first tiles of a round are dealt.

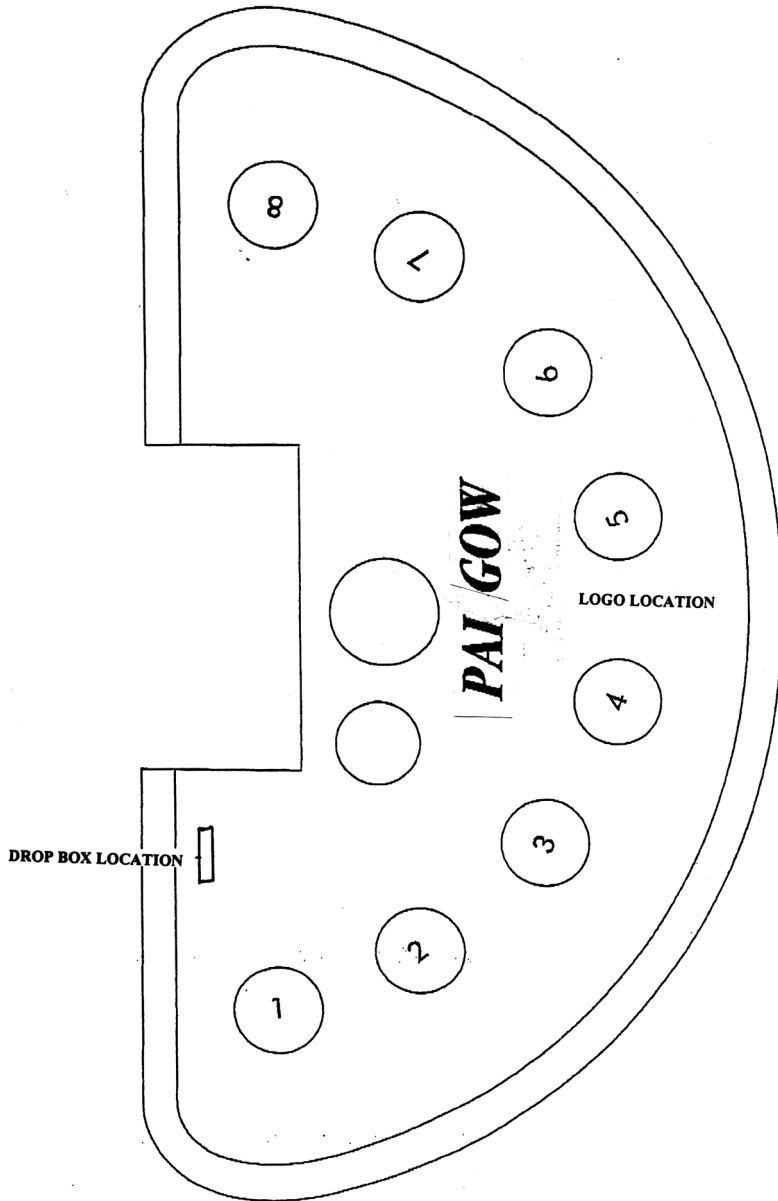
(3) A player who contravenes a direction given under subsection (2) contravenes these rules.

Contravention of rules

454. If a floor manager, believes, on reasonable grounds, that a player has contravened this part, the floor manager may, as appropriate—

- (a) cancel the player's wager; or
- (b) exclude the player from the game; or
- (c) exclude the player from playing the game at the same table as another player.

DIAGRAM 16—TABLE LAYOUT



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DIAGRAM 17—RANKING PAIRS

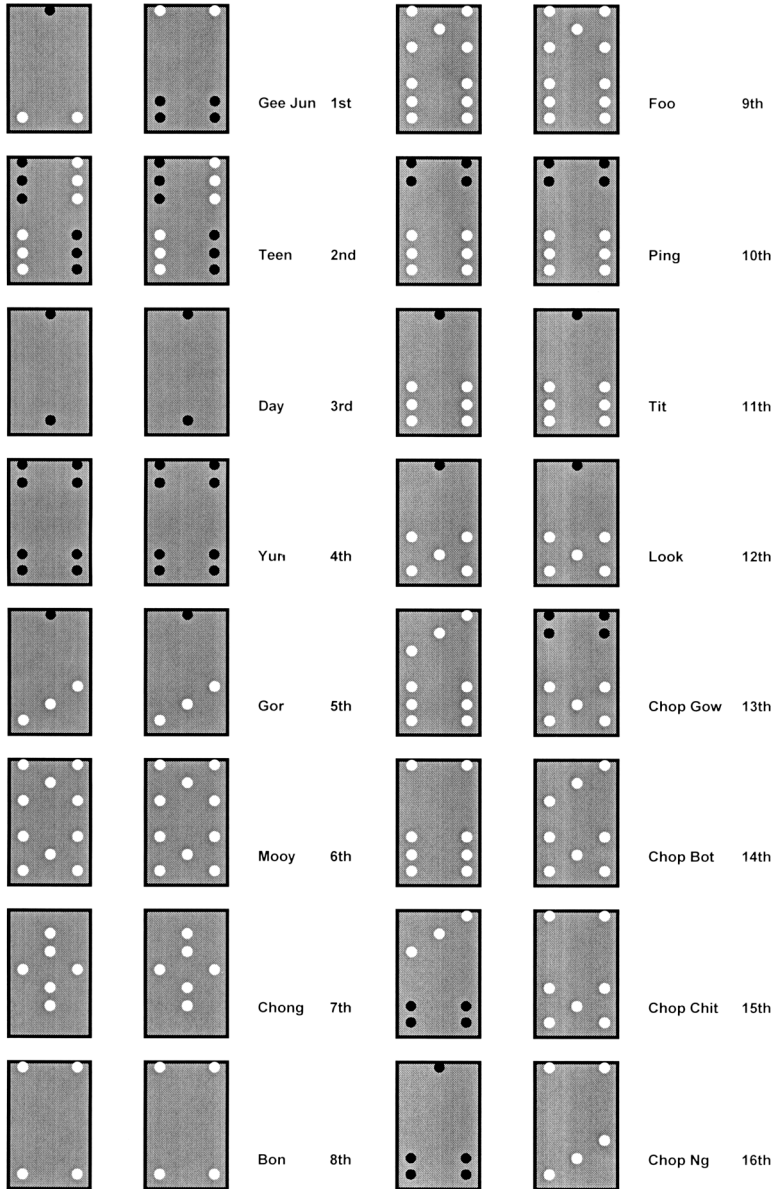
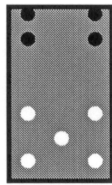
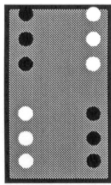
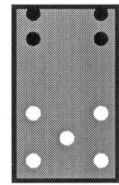
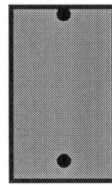


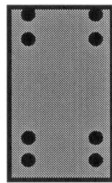
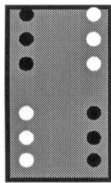
DIAGRAM 18—WONGS, GONGS AND HIGH NINES



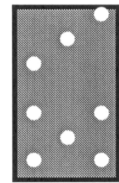
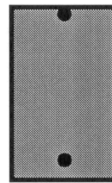
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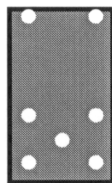
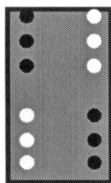
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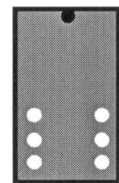
Teen Gong 3rd



Day Gong 4th

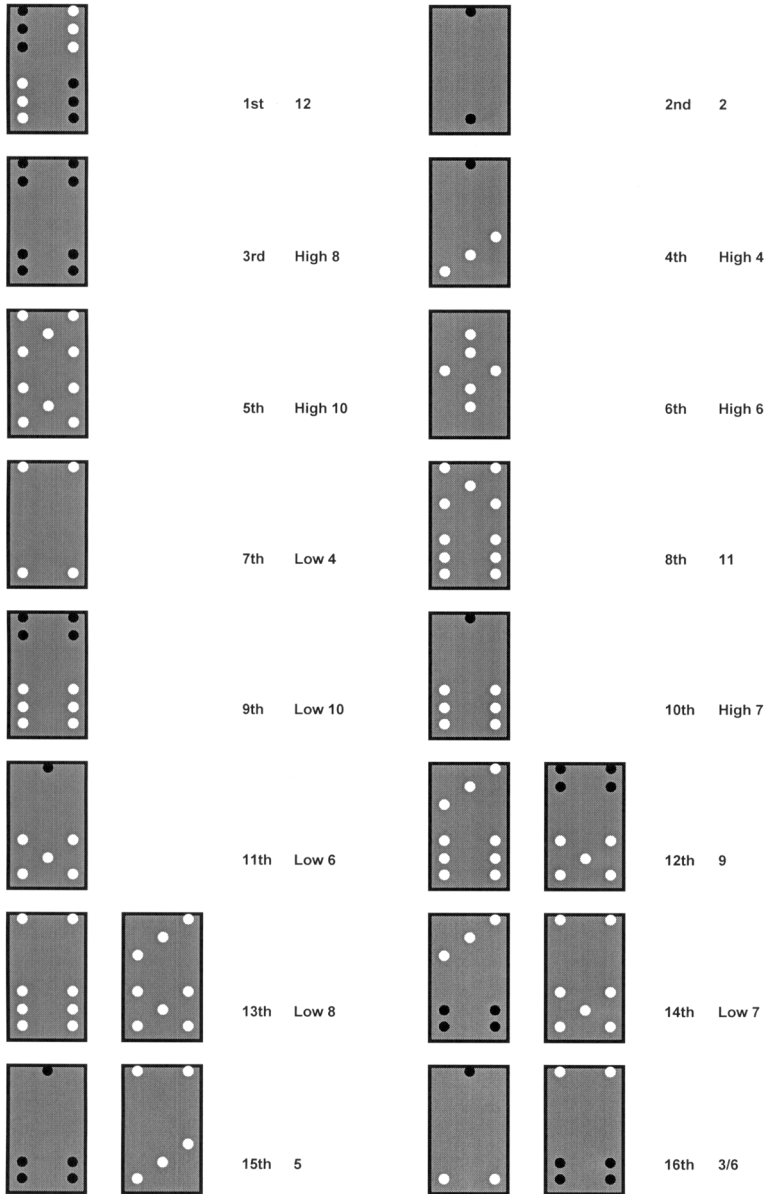


Teen High Nine 5th



Day High Nine 6th

DIAGRAM 19—SINGLE RANKING TILES



PART 20—TRI-CHRO

Definitions

455. In this part—

“ball” includes, for the use of a tri-chro random result generator, an electronic representation of a ball.

“required ball selection”, for a permissible wager for a game of tri-chro, means the balls that must be selected by the tri-chro drawing device used for the game, if the permissible wager is to be a winning wager.

“tri-chro ball drawing device” means a device—

- (a) containing—
 - (i) for 54 ball tri-chro—54 balls; and
 - (ii) for 63 ball tri-chro—63 balls; and
- (b) designed and used to select, at random and 1 at a time, 2 balls.

“tri-chro drawing device” means—

- (a) a tri-chro ball drawing device; or
- (b) a tri-chro random result generator.

“tri-chro random result generator” means an electronic device designed and used—

- (a) to select, at random, 2 balls from—
 - (i) for 54 ball tri-chro—54 balls; and
 - (ii) for 63 ball tri-chro—63 balls; and
- (b) to display the 2 balls selected at the table or location at which tri-chro is being played.

Table and layout

456.(1) Tri-chro is played at a table having a place for the dealer on one side and places for the players on the opposite side.

(2) The layout for the table is shown—

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(a) for 54 ball tri-chro—in diagram 20; and

(b) for 63 ball tri-chro—in diagram 21.

(3) The name of, or logo for, the casino at which tri-chro is being played must be included in the layout in approximately the position shown—

(a) for 54 ball tri-chro—in diagram 20; and

(b) for 63 ball tri-chro—in diagram 21.

(4) A drop box must be attached to the table.

(5) The following things must be present at the table while tri-chro is being played—

(a) a tri-chro drawing device;

(b) a control panel—

(i) to operate the tri-chro drawing device; and

(ii) to electronically illuminate the winning areas of the layout.

(6) The table layout must include the permissible wagers and their payout odds.

(7) A casino operator may use any name the casino operator considers appropriate for tri-chro.

Way wagers may be made

457.(1) A wager on tri-chro is made by placing gaming chips in the appropriate area of the tri-chro layout.

(2) A wager cannot be made orally.

(3) Each player is responsible for correctly positioning the player's wager or wagers on the layout.

Use of non-value chips

458.(1) 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.

(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 the player asks for the non-value chip to be redeemed.

Minimum and maximum wagers

459.(1) If the minimum wager permitted for a game of tri-chro played at a table or location is \$5 or less, the maximum wager permitted for the table or location must be at least—

- (a) if the payout odds are 3 to 4—\$1 200; or
- (b) if the payout odds are 6 to 5—\$800; or
- (c) if the payout odds are 33 to 10—\$300; or
- (d) if the payout odds are 8 to 1—\$125; or
- (e) if the payout odds are 27 to 1—\$35; or
- (f) if the payout odds are 38 to 1—\$25; or
- (g) if the payout odds are 65 to 1—\$15; or
- (h) if the payout odds are 90 to 1—\$10.

(2) The letters and numbers on a sign showing the permissible minimum and maximum wagers for a game of tri-chro must be at least 8 mm high.

How tri-chro ball drawing device operates

460. A tri-chro ball drawing device operates by—

- (a) rotating the part of the device that holds the balls in 1 direction for at least 2 revolutions to allow any balls held in the retaining arms to return to the main body of the device and mix with the remainder of the balls; and
- (b) then rotating the part in the opposite direction drawing 1 ball only on each revolution until 2 balls are drawn.

Drawing 54 ball tri-chro

461.(1) The result for a game of 54 ball tri-chro is decided by the random selection of 2 balls from a total of 54 balls.

(2) The 54 balls consist of 3 groups of 18, coloured respectively red, green and gold.

(3) In each colour group, 7 of the 18 balls have a star imprinted on them.

Drawing 63 ball tri-chro

462.(1) The result for a game of 63 ball tri-chro is decided by the random selection of 2 balls from a total of 63 balls.

(2) The 63 balls consist of 3 groups of 21, coloured respectively red, green and gold.

(3) In each colour group, 7 of the 21 balls have a star imprinted on them.

Drawing and notification

463.(1) Before activating the tri-chro drawing device, the dealer must call 'no more bets'.

(2) A wager must not be placed, changed or withdrawn after the tri-chro drawing device has been activated.

(3) After the drawing, the dealer—

(a) announces the result; and

(b) uses the control panel to illuminate the winning areas of the layout.

No unauthorised operation of tri-chro drawing device

464. A tri-chro drawing device may be operated only by a casino employee or a casino key employee who is responsible for the operation of a game of tri-chro.

Malfunction by tri-chro ball drawing device

465.(1) This section applies if a tri-chro ball drawing device malfunctions during a drawing.

(2) If the tri-chro ball drawing device can be operated by hand, but otherwise in the way it is intended to operate, a dealer may operate the device by hand to complete the drawing.

(3) If the tri-chro ball drawing device cannot be operated under subsection (2), the drawing is not effective for deciding the result.

(4) If a ball breaks and only part of the ball is drawn—

- (a) the part ball drawn is not to be used for deciding the result; and
- (b) the drawing must be completed; and
- (c) at the completion of the drawing, the dealer, in the presence of an inspector, must replace the broken ball in the tri-chro ball drawing device.

Malfunction by tri-chro random result generator

466. If a tri-chro random result generator malfunctions during a drawing—

- (a) any balls selected are not to be used for deciding the result; and
- (b) a new drawing may be conducted only with an inspector's approval.

Permissible wagers, required ball selections and payout odds

467.(1) The permissible wagers, required ball selections and payout odds for a 54 ball game of tri-chro are—

	Permissible wager	Required ball selection	Payout odds
1.	red star pair	2 red balls, each with a star	65 to 1
2.	green star pair	2 green balls, each with a star	65 to 1
3.	gold star pair	2 gold balls, each with a star	65 to 1
4.	odd stars red and green	1 red ball and 1 green ball, each with a star	27 to 1

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5.	odd stars green and gold	1 green ball and 1 gold ball, each with a star	27 to 1
6.	odd stars gold and red	1 gold ball and 1 red ball, each with a star	27 to 1
7.	any red pair	2 red balls	8 to 1
8.	any green pair	2 green balls	8 to 1
9.	any gold pair	2 gold balls	8 to 1
10.	odd pair red and green	1 red ball and 1 green ball	33 to 10
11.	odd pair green and gold	1 green ball and 1 gold ball	33 to 10
12.	odd pair gold and red	1 gold ball and 1 red ball	33 to 10
13.	no red	2 balls, neither of which is red	6 to 5
14.	no green	2 balls, neither of which is green	6 to 5
15.	no gold	2 balls, neither of which is gold	6 to 5
16.	any red	2 balls, at least 1 of which is red	3 to 4
17.	any green	2 balls, at least 1 of which is green	3 to 4
18.	any gold	2 balls, at least 1 of which is gold	3 to 4
19.	any star	2 balls, at least 1 of which has a star	3 to 4.

(2) The permissible wagers, required ball selections and payout odds for a 63 ball game of tri-chro are—

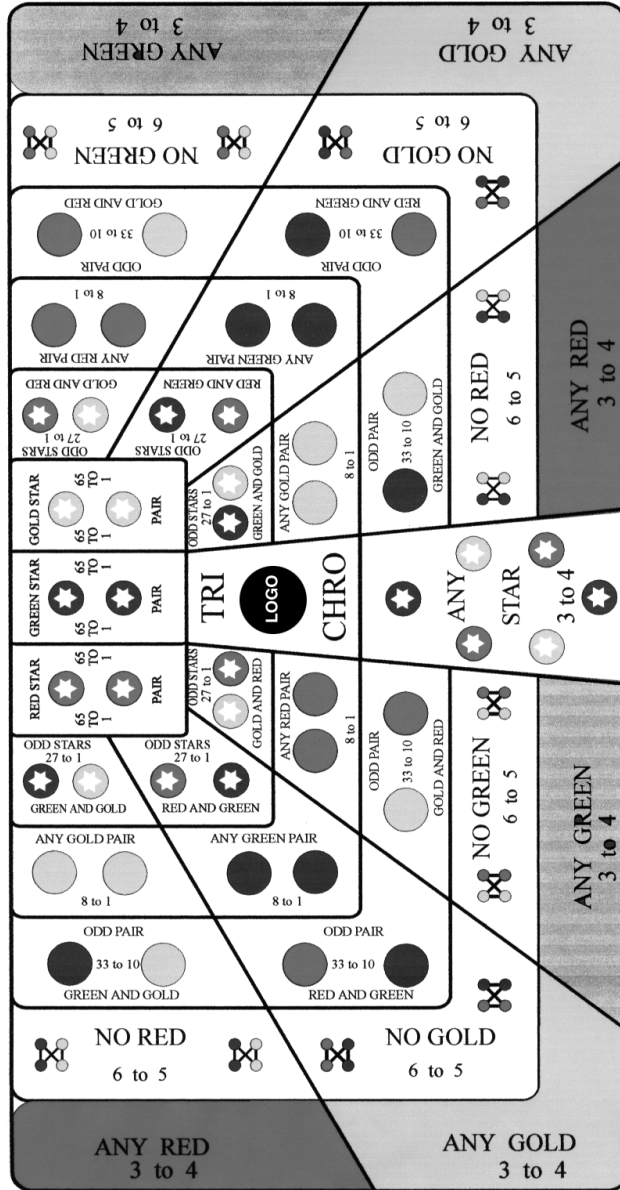
Permissible wager	Required ball selection	Payout odds
1. red star pair	2 red balls, each with a star	90 to 1
2. green star pair	2 green balls, each with a star	90 to 1
3. gold star pair	2 gold balls, each with a star	90 to 1

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4.	odd stars red and green	1 red ball and 1 green ball, each with a star	38 to 1
5.	odd stars green and gold	1 green ball and 1 gold ball, each with a star	38 to 1
6.	odd stars gold and red	1 gold ball and 1 red ball, each with a star	38 to 1
7.	any red pair	2 red balls	8 to 1
8.	any green pair	2 green balls	8 to 1
9.	any gold pair	2 gold balls	8 to 1
10.	odd pair red and green	1 red ball and 1 green ball	33 to 10
11.	odd pair green and gold	1 green ball and 1 gold ball	33 to 10
12.	odd pair gold and red	1 gold ball and 1 red ball	33 to 10
13.	no red	2 balls, neither of which is red	6 to 5
14.	no green	2 balls, neither of which is green	6 to 5
15.	no gold	2 balls, neither of which is gold	6 to 5
16.	any red	2 balls, at least 1 of which is red	3 to 4
17.	any green	2 balls, at least 1 of which is green	3 to 4
18.	any gold	2 balls, at least 1 of which is gold	3 to 4
19.	any star	2 balls, at least 1 of which has a star	3 to 4.

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DIAGRAM 20—TRI-CHRO TABLE LAYOUT (54 BALL GAME)



PART 21—TRIPLE PENNY TWO-UP

Definitions

468. In this part—

“**boxer**” means the dealer who controls the spinner and conducts the game of triple penny two-up.

“**heads**”, after 3 coins have been spun, means 2 coins only, with the head side uppermost, on the floor of the ring.

“**invalid spin**” means a spin declared invalid under section 477.

“**kip**” means a rectangular implement used for spinning coins.

“**ring**” means the floor area on the side of the layout table where the coins are spun but does not include the entrance.

“**spinner**” see section 471.

“**tails**”, after 3 coins have been spun, means 2 coins only, with the tail side uppermost, on the floor of the ring.

“**triple heads**”, after 3 coins have been spun, means 3 coins, with the head side uppermost, on the floor of the ring.

“**triple tails**”, after 3 coins have been spun, means 3 coins, with the tail side uppermost, on the floor of the ring.

Table and layout

469.(1) Triple penny two-up is played at a table having places for players and supervisors on one side and places for dealers and a spinner on the opposite side.

(2) The table layout must be substantially as shown in diagram 22 and must include areas marked for the following—

- (a) a wager of heads;
- (b) a wager of tails;
- (c) a bonus play wager of heads;
- (d) a bonus play wager of tails;

- (e) the spinner's wager;
- (f) the spinner's bonus wager.

(3) A drop box must be attached to the table.

(4) The name or logo of the casino must be shown on the layout in approximately the position shown in diagram 22.

(5) The casino operator may use any name the casino operator considers appropriate, and that has been approved by the chief executive, for triple penny two-up.

Coins to be used in the game

470.(1) A set of 5 coins must be present at the time a game of triple penny two-up begins.

(2) The tail side of all coins in the set must be marked with a yellow or white cross.

(3) Three coins are used for each spin of the coins in a game.

(4) A player is not entitled to require a new set of coins for a game.

Selecting the spinner and coins for spinning

471.(1) At the start of a game of triple penny two-up, the boxer offers the set of coins to the first player to the right hand side of the entrance (looking from inside the ring) to act as spinner.

(2) If the player declines to spin, the boxer continues to offer in a clockwise direction until a player (the "**spinner**") accepts the spin.

(3) The spinner comes into the ring and selects 3 coins from the set offered.

(4) The remaining coins stay in a bowl controlled by the boxer.

(5) However, a floor manager may direct the boxer to act as spinner if all players decline to spin.

(6) A boxer acting as spinner must not place a spinner's wager or a spinner's bonus wager.

Spinner's role, wagers and results

472.(1) This section explains how a spinner takes part in a game of triple penny two-up.

(2) The spinner—

- (a) must place (or have placed on the spinner's behalf) chips for a wager on either heads or tails in the area of the layout for the spinner's wager; and
- (b) may place (or have placed on the spinner's behalf), in the area of the layout for the spinner's bonus wager, chips for a spinner's bonus wager of \$1 on—
 - (i) if the spinner's wager is on heads—heads; or
 - (ii) if the spinner's wager is on tails—tails; and
- (c) may place (or have placed on the spinner's behalf) chips for a wager on either heads or tails in the area of the layout for a player's wager.

(3) Before the spinner spins the coins—

- (a) the coins in the kip must be clearly visible to the players; and
- (b) at least one head side and one tail side of the coins must be uppermost.

(4) The spinner must use the kip to spin the coins.

(5) If the spinner's wager is on heads—

- (a) the spinner's wager wins if the spinner spins heads or triple heads 3 times without spinning tails or triple tails; and
- (b) if the spinner has a bonus wager of heads—the spinner's bonus wager wins if the spinner spins triple heads 3 times without spinning heads, tails or triple tails.

(6) If the spinner's wager is on tails—

- (a) the spinner's wager wins if the spinner spins tails or triple tails 3 times without spinning heads or triple heads; and
- (b) if the spinner has a bonus wager of tails—the spinner's bonus wager wins if the spinner spins triple tails 3 times without spinning tails, heads or triple heads.

(7) If the spinner wins, the spinner may retire as spinner, or choose to keep spinning.

(8) If the spinner loses—

- (a) the spinner must retire as spinner; and
- (b) if the results of any players' wagers are undecided—the boxer must take over spinning the coins until the results are decided.

(9) If the spinner spins heads, tails, triple heads or triple tails at least once, but stops spinning before winning or losing, the boxer must take over spinning the coins until the result of the spinner's wager is decided.

(10) The spinner's wager can not be withdrawn if the spinner has spun heads, tails, triple heads or triple tails.

Player's role, wagers and results

473.(1) This section explains how a player takes part in a game of triple penny two-up.

(2) The player places chips for a wager on either heads or tails, or may place chips for separate wagers on both heads and tails, in the area of the layout for a player's wager.

(3) If the player's wager is on heads, the player—

- (a) wins if the spinner spins heads; and
- (b) loses if the spinner spins tails or triple tails.

(4) If the player's wager is on heads and the spinner spins triple heads, a dealer moves the player's wager to the area of the layout marked for a bonus play wager of heads.

(5) After a player's wager is moved to the area marked for a bonus play wager of heads—

- (a) the player wins if the spinner's next spin is heads or triple heads; and
- (b) the player loses if the spinner's next spin is tails or triple tails.

(6) If the player's wager is on tails, the player—

- (a) wins if the spinner spins tails; and

(b) loses if the spinner spins heads or triple heads.

(7) If the player's wager is on tails and the spinner spins triple tails, a dealer moves the player's wager to the area of the layout marked for a bonus play wager of tails.

(8) After a player's wager is moved to the area marked for a bonus play wager of tails—

(a) the player wins if the spinner's next spin is tails or triple tails; and

(b) the player loses if the spinner's next spin is heads or triple heads.

Coins outside ring or lost coins

474.(1) If a coin comes to rest outside the ring, an attempt must be made immediately to find the coin.

(2) If a coin is found, the boxer must—

(a) examine the coin to ensure that it is from the set in use; and

(b) if the coin is from the set in use—return the coin to the spinner.

(3) If a coin is lost, the game may continue with only 4 coins present.

(4) If more than 1 coin is lost, the remainder of the set in use must be replaced by a new set of 5 coins.

(5) However, to avoid delay in the game, the person who was the spinner when the coins were lost may continue with the coins from the original set until—

(a) the spinner's wager loses; or

(b) the spinner's wager wins and the spinner declines further spins.

Other matters about wagers

475.(1) A wager can not be made orally.

(2) Only a dealer may move a wager to the area of the layout marked for a bonus play wager of heads or a bonus play wager of tails.

(3) A wager in the area of the layout marked for a bonus play wager of heads or a bonus play wager of tails must not be changed or withdrawn.

(4) The boxer must call ‘no more bets’ before the spinner spins the coins.

(5) A player’s wager must not be placed, changed or withdrawn after the coins leave the kip.

Minimum and maximum wagers

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

(2) The letters and numbers on a sign showing the permissible minimum and maximum wagers for a game must be at least 8 mm high.

Spins may be declared invalid

477.(1) The boxer for a game of triple penny two-up, or a floor manager, may declare a spin invalid if the spin is a floater.

(2) The boxer or floor manager must declare a spin invalid if—

- (a) in the opinion of the boxer or floor manager, the coins are not spun at least 1 m above the spinner’s head; or
- (b) a coin hits anything other than—
 - (i) another coin being spun; or
 - (ii) the side of the ring below the level of the layout; or
- (c) one or more coins come to rest outside the ring; or
- (d) a coin comes to rest on another coin; or
- (e) the spinner is not completely inside the ring when the coins are spun.

(3) The boxer or floor manager declares a spin invalid by announcing ‘no spin’ or ‘barred’.

(4) However, if the spin is a floater, the announcement must be made before the coins come to rest on the floor.

(5) A player, whether or not acting as spinner, may not declare a spin invalid.

(6) In this section—

“**floater**” means a spin in which at least 1 of the coins does not turn over in the air at least once.

Consecutive invalid spins

478.(1) If a spinner’s first 3 spins for a game of triple penny two-up are invalid spins, the spinner must choose whether—

- (a) to retire as spinner; or
- (b) to have the floor manager direct the boxer to take over spinning the coins until the result of the spinner’s wager is decided.

(2) A floor manager may direct the boxer to take over spinning the coins until the result of the spinner’s wager is decided if, during a game—

- (a) the spinner spins 3 consecutive invalid spins; or
- (b) the majority of the spinner’s spins are invalid; or
- (c) the spinner is unable or unwilling to continue as spinner.

Results of spin to be displayed

479. After each spin of the coins during a game of triple penny two-up, the result of the spin must be displayed by—

- (a) a set of lights; or
- (b) an electronic display; or
- (c) cards.

Payout odds

480.(1) The wagers (other than a spinner’s wager and a spinner’s bonus wager), results of a spin and payout odds for a game of triple penny two-up are—

Wagers	Result of spin	Payout odds
heads	heads	1 to 1
tails	tails	1 to 1

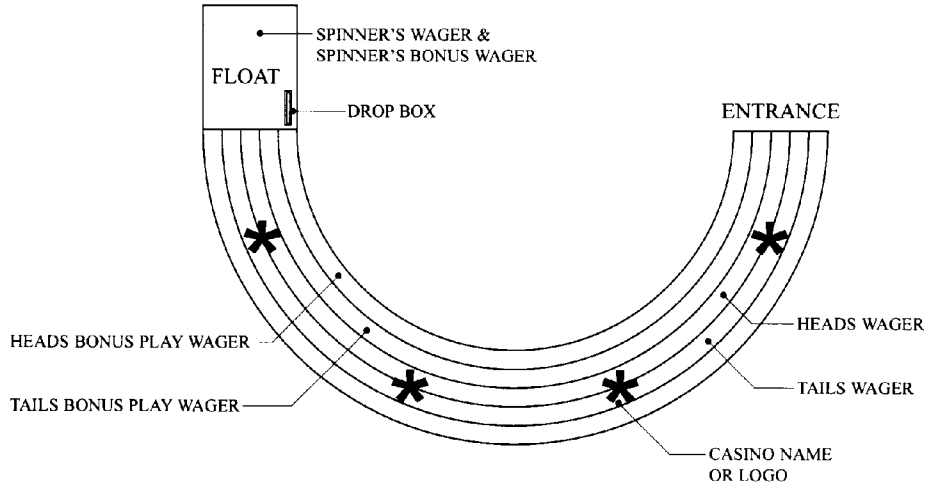
Casino Gaming Rules 1985

bonus heads	heads	2 to 1
bonus tails	tails	2 to 1
bonus heads	triple heads	4 to 1
bonus tails	triple tails	4 to 1.

(2) The payout odds are—

- (a) for a winning spinner's wager—6.5 to 1; and
- (b) for a winning spinner's bonus wager—495 to 1.

DIAGRAM 22—TRIPLE PENNY TWO-UP LAYOUT



SCHEDULE**DICTIONARY**

section 2

“approved pit procedures”, for a casino, means the part of the system of controls and procedures for the casino about the conduct and playing of games, approved by the chief executive under section 75(4)²⁰ of the Act.

“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 62²¹ of the Act for use in the game stated in the approval, that is used—

- (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 62²² 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, one at a time.

“discard rack” means a rack required by these rules 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

²⁰ Section 75(4) (Content of submission) of the Act

²¹ Section 62 (Gaming equipment and chips) of the Act

²² Section 62 (Gaming equipment and chips) of the Act

SCHEDULE (continued)

supervision in the casino as a casino employee or casino key employee.

“shuffle” means randomly mix cards.

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

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

ENDNOTES**1 Index to endnotes**

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10 Table of renumbered provisions	355
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2 Date to which amendments incorporated

This is the reprint date mentioned in the Reprints Act 1992, section 5(c). Accordingly, this reprint includes all amendments that commenced operation on or before 4 September 1998. Future amendments of the Casino Gaming Rules 1985 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

3 Key

Key to abbreviations in list of legislation and annotations

AIA	=	Acts Interpretation Act 1954	prev	=	previous
amd	=	amended	(prev)	=	previously
amdt	=	amendment	proc	=	proclamation
ch	=	chapter	prov	=	provision
def	=	definition	pt	=	part
div	=	division	pubd	=	published
exp	=	expires/expired	R[X]	=	Reprint No.[X]
gaz	=	gazette	RA	=	Reprints Act 1992
hdg	=	heading	reloc	=	relocated
ins	=	inserted	renum	=	renumbered
lap	=	lapsed	rep	=	repealed
notfd	=	notified	s	=	section
o in c	=	order in council	sch	=	schedule
om	=	omitted	sdiv	=	subdivision
p	=	page	SIA	=	Statutory Instruments Act 1992
para	=	paragraph	SL	=	subordinate legislation
prec	=	preceding	sub	=	substituted
pres	=	present	unnum	=	unnumbered

4 Table of earlier reprints

TABLE OF EARLIER REPRINTS

[If a reprint number includes a roman letter, the reprint was released in unauthorised, electronic form only.]

Reprint No.	Amendments included	Reprint date
1	to SL No. 84 of 1995	31 March 1995
1A	to SL No. 2 of 1996	19 September 1996
1B	to SL No. 223 of 1997	4 December 1997

5 Tables in earlier reprints

TABLES IN EARLIER REPRINTS

Name of table	Reprint No.
Changed names and titles	1
Obsolete and redundant provisions	1
Renumbered provisions	1
Transitional and savings provisions	1A

6 List of legislation for Casino Control (Games) Notice 1985

Casino Control (Games) Notice 1985

pubd gaz 19 November 1985 pp 1441–523
commenced on date of publication

Note—This notice is exempted from the application of the Regulatory Reform Act 1986 by order pubd gaz 30 May 1987 p 832.

as amended by—

Casino Control (Games) Amendment Notice (No. 1) 1992 SL No. 325 pts 1–2

notfd gaz 23 October 1992 pp 1066–8
commenced on date of notification

Casino Control (Games) Amendment Notice (No. 1) 1993 SL No. 179 pts 1–2

notfd gaz 28 May 1993 pp 646–51
ss 1–2 commenced on date of notification
remaining provisions commenced 1 June 1993 (see s 2)

Rules of Casino Games Amendment Rule 1995 SL No. 84

notfd gaz 31 March 1995 pp 1462–5
commenced on date of notification

7 List of annotations for Casino Control (Games) Notice 1985

Notification

amd 1992 SL No. 325 s 3
om 1995 SL No. 84 s 3

Short title

s 1 ins 1992 SL No. 325 s 3
om 1995 SL No. 84 s 3

Notice of games as casino games

s 2 ins 1992 SL No. 325 s 3
amd 1993 SL No. 179 s 4
om 1995 SL No. 84 s 3

Account of rules for playing games

s 3 ins 1992 SL No. 325 s 3
om 1995 SL No. 84 s 3

SCHEDULE—RULES OF CASINO GAMES

sch hdg om 1995 SL No. 84 s 3

DIVISION 1—PRELIMINARY

div hdg om 1995 SL No. 84 s 3

Part 1—Preliminary**pt hdg** om 1995 SL No. 84 s 3**Short title****s 1.1** sub 1995 SL No. 84 s 3**8 List of legislation for Casino Gaming Rules 1985****Casino Gaming Rules 1985**

pubd gaz 19 November 1985 pp 1441–523

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Note—These rules are exempted from the application of the Regulatory Reform Act 1986 by order pubd gaz 30 May 1987 p 832.

as amended by—

regulations published gazette—

28 May 1986 pp 879–96

commenced on date of publication

22 November 1986 pp 1696–8

commenced on date of publication

17 January 1987 p 87

commenced on date of publication

11 April 1987 pp 1815–17

commenced on date of publication

25 April 1987 pp 2132–5

commenced on date of publication

30 May 1987 pp 866–70

commenced on date of publication

20 June 1987 pp 1790–2

commenced 7.00 a.m. 1 July 1987 (see s 3)

5 September 1987 pp 72–4

commenced on date of publication

28 November 1987 pp 1286–7

commenced on date of publication

26 December 1987 pp 1923–7

commenced on date of publication

29 October 1988 pp 1017–20

commenced on date of publication

17 December 1988 pp 2163–5

commenced on date of publication

5 August 1989 pp 3015–20
commenced on date of publication

2 December 1989 pp 2442–4
commenced on date of publication

9 December 1989 pp 2529–31
commenced on date of publication

27 January 1990 p 475
commenced on date of publication

26 May 1990 p 521
commenced on date of publication

18 August 1990 p 2395
commenced on date of publication

1 September 1990 pp 101–4
commenced on date of publication

17 November 1990 pp 1371–2
commenced on date of publication

23 February 1991 pp 978–81
commenced on date of publication

20 April 1991 p 2572
commenced on date of publication

Rules of Casino Games Amendment Rules (No. 3) 1991 SL No. 39

pubd gaz 3 August 1991 pp 1902–5
commenced on date of publication

Rules of Casino Games Amendment Rule (No. 4) 1991 SL No. 233

pubd gaz 21 December 1991 pp 2557–8
commenced on date of publication

Casino Control (Games) Amendment Notice (No. 1) 1992 SL No. 325 pts 1, 3

notfd gaz 23 October 1992 pp 1066–8
commenced on date of notification

Casino Control (Games) Amendment Notice (No. 1) 1993 SL No. 179 pts 1, 3

notfd gaz 28 May 1993 pp 646–51
ss 1–2 commenced on date of notification
remaining provisions commenced 1 June 1993 (see s 2)

Rules of Casino Games Amendment Notice (No. 1) 1994 SL No. 205

notfd gaz 17 June 1994 pp 951–2
ss 1–2 commenced on date of notification
remaining provisions commenced 1 July 1994 (see s 2)

Rules of Casino Games Amendment Rule 1995 SL No. 84

notfd gaz 31 March 1995 pp 1462–5
commenced on date of notification

Casino Gaming Amendment Rules (No. 1) 1995 SL No. 228

notfd gaz 11 August 1995 pp 1955–6
commenced on date of notification

Casino Gaming Amendment Rule (No. 1) 1996 SL No. 2

notfd gaz 12 January 1996 pp 133–4
commenced on date of notification

Casino Gaming Amendment Rule (No. 1) 1997 SL No. 223

notfd gaz 18 July 1997 pp 1351–2
commenced on date of notification

Casino Gaming Amendment Rule (No. 1) 1998 SL No. 109

notfd gaz 1 May 1998 pp 84–86
commenced on date of notification

Casino Gaming Amendment Rule (No. 2) 1998 SL No. 233

notfd gaz 14 August 1998 pp 1835–6
commenced on date of notification

Casino Gaming Amendment Rule (No. 3) 1998 SL No. 234

notfd gaz 14 August 1998 pp 1835–6
commenced on date of notification

9 List of annotations for Casino Gaming Rules 1985

This reprint has been renumbered—see table of renumbered provisions in endnote 10

DIVISION 1—PRELIMINARY

div hdg om 1995 SL No. 84 s 3

PART 1—PRELIMINARY

pt hdg prev pt 1 hdg om 1995 SL No. 84 s 3

pres pt 1 hdg ins 1995 SL No. 84 ss 27–28

Short title

s 1 amd 1991 SL No. 39 s 3

sub 1995 SL No. 84 s 3

List of contents

s 1.2 amd reg pubd gaz 28 May 1986 pp 879–96; 22 November 1986 pp 1696–8; 25 April 1987 pp 2132–5; 30 May 1987 pp 866–70; 28 November 1987 pp 1286–7; 26 December 1987 pp 1923–7; 29 October 1988 pp 1017–20; 5 August 1989 pp 3015–20; 1 September 1990 pp 101–4
om R1 (see RA s 36)

DIVISION 2—GENERAL PROVISIONS

div hdg om 1995 SL No. 84 s 27

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def “**the Act**” om R1 (see RA s 39)**PART 2—GENERAL PROVISIONS****pt hdg** ins 1995 SL No. 84 ss 27–28**Permissible wagers only****s 5** amd reg pubd gaz 28 May 1986 pp 879–96**Malfunction of video gaming machines****s 2.5** ins reg pubd gaz 28 May 1986 pp 879–96
om 1993 SL No. 179 s 6**Use of cash in certain games****s 6** ins reg pubd gaz 17 January 1987 p 87
amd reg pubd gaz 26 December 1987 pp 1923–7; 1997 SL No. 223 s 3;
1998 SL No. 233 s 3**Part 2A—Casino tournaments****pt hdg** ins reg pubd gaz 5 August 1989 pp 3015–20
om SL No. 84 s 27**PART 3—CASINO TOURNAMENTS****pt hdg** ins 1995 SL No. 84 ss 27–28**Definition****prov hdg** ins 1995 SL No. 84 ss 27–28**s 7** ins reg pubd gaz 5 August 1989 pp 3015–20**Tournament may be held with Minister’s approval****prov hdg** ins 1995 SL No. 84 ss 27–28**s 8** ins reg pubd gaz 5 August 1989 pp 3015–20**Application for Minister’s approval****prov hdg** ins 1995 SL No. 84 ss 27–28**s 9** ins reg pubd gaz 5 August 1989 pp 3015–20**Entry fees for tournament****prov hdg** ins 1995 SL No. 84 ss 27–28**s 10** ins reg pubd gaz 5 August 1989 pp 3015–20**Review of applications and consideration by Minister****prov hdg** ins 1995 SL No. 84 ss 27–28**s 11** ins reg pubd gaz 5 August 1989 pp 3015–20**Cancellation in certain circumstances if approval relates to more than
1 tournament****prov hdg** ins 1995 SL No. 84 ss 27–28**s 12** ins reg pubd gaz 5 August 1989 pp 3015–20

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om 1995 SL No. 84 s 5**Way wagers may be made****prov hdg** ins 1995 SL No. 84 ss 27–28**s 19** amd reg pubd gaz 17 January 1987 p 87**Payout odds for winning wagers****s 20 prov hdg** ins 1995 SL No. 84 ss 27–28**Time for wagering****prov hdg** ins 1995 SL No. 84 ss 27–28**s 21** amd reg pubd gaz 5 September 1987 pp 72–4

Entry to or exclusion from game after first round

s 22 prov hdg ins 1995 SL No. 84 ss 27–28

Minimum and maximum wagers for tables

prov hdg ins 1995 SL No. 84 ss 27–28

s 23 sub 1996 SL No. 2 s 3
amd 1998 SL No. 109 s 3

Part 7—Opening of table for gaming

pt hdg om 1995 SL No. 84 ss 27

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prov hdg ins 1995 SL No. 84 ss 27–28

s 24 (2) (prev s 7.2) sub 1994 SL No. 205 s 4
(3) (prev s 7.3) amd 1995 SL No. 84 s 6

Part 8—Shuffle and cut of cards

pt hdg om 1995 SL No. 84 s 27

Shuffling of cards

prov hdg ins 1995 SL No. 84 ss 27–28

s 25 amd reg pubd gaz 28 May 1986 pp 879–96; 1994 SL No. 205 s 2 sch;
1996 SL No. 2 s 4

Cutting of cards by player and dealer

prov hdg ins 1995 SL No. 84 ss 27–28

s 26 (6)–(7) (prev s 8.5) amd reg pubd gaz 28 May 1986 pp 879–96; 1994 SL
No. 205 s 2 sch

Selecting player to cut cards

s 27 prov hdg ins 1995 SL No. 84 ss 27–28

Replacing the cards

s 28 prov hdg ins 1995 SL No. 84 ss 27–28

Part 9—Dealing of cards

pt hdg om 1995 SL No. 84 s 27

Using a dealing shoe

s 29 hdg ins 1995 SL No. 84 ss 27–28

s 9.3 om 1994 SL No. 205 s 2 sch

Dealing the cards

prov hdg ins 1995 SL No. 84 ss 27–28

s 30 (4)–(5) (prev s 9.7) amd 1994 SL No. 205 s 2 sch

Collecting and discarding cards after play

prov hdg ins 1995 SL No. 84 ss 27–28

s 31 amd 1996 SL No. 2 s 5

Procedure when cutting card is reached

prov hdg ins 1995 SL No. 84 ss 27–28

s 32 amd 1996 SL No. 2 s 6

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s 33 prov hdg ins 1995 SL No. 84 ss 27–28

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s 34 prov hdg ins 1995 SL No. 84 ss 27–28

Part 10—Payment of blackjack

pt hdg om 1995 SL No. 84 s 27

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prov hdg ins 1995 SL No. 84 ss 27–28

s 35 (4) (prev s 10.3) ins reg pubd gaz 28 May 1986 pp 879–96

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pt hdg om 1995 SL No. 84 s 27

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div hdg ins 1995 SL No. 84 ss 27–28

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prov hdg ins 1995 SL No. 84 ss 27–28

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Part 12—Doubling down

pt hdg om 1995 SL No. 84 s 27

Doubling down

s 37 prov hdg ins 1995 SL No. 84 ss 27–28

Part 13—Splitting cards

pt hdg amd 1994 SL No. 205 s 2 sch

om 1995 SL No. 84 s 27

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prov hdg ins 1995 SL No. 84 ss 27–28

s 38 (1)–(2) (prev s 13.1) sub 1994 SL No. 205 s 6

(3) (prev s 13.2) amd 1994 SL No. 205 s 2 sch

(4) (prev s 13.3) amd 1994 SL No. 205 s 2 sch

(5) (prev s 13.4) amd 1994 SL No. 205 s 2 sch

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pt hdg om 1995 SL No. 84 s 27

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s 39 amd reg pubd gaz 28 May 1986 pp 879–96

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s 40 prov hdg ins 1995 SL No. 84 ss 27–28

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pt hdg om 1995 SL No. 84 s 27

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Circumstances when more than 1 player on a box etc.

prov hdg ins 1995 SL No. 84 ss 27–28

s 42 amd reg pubd gaz 26 December 1987 pp 1923–7; 1992 SL No. 325 s 5

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prov hdg ins 1995 SL No. 84 ss 27–28

s 43 amd reg pubd gaz 26 December 1987 pp 1923–7; 1992 SL No. 325 s 5;
1995 SL No. 84 s 7

Circumstances when a player may wager on more than 1 box

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How super sevens wagers are dealt with

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s 50A ins 1996 SL No. 2 s 7

Placing a bonus blackjack wager

s 50B ins 1996 SL No. 2 s 7

Winning bonus blackjack wagers and payouts

s 50C ins 1996 SL No. 2 s 7

Dealing with bonus blackjack wagers

s 50D ins 1996 SL No. 2 s 7

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pt hdg om 1995 SL No. 84 s 27

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div hdg ins 1995 SL No. 84 ss 27–28

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s 52 prov hdg ins 1995 SL No. 84 ss 27–28

Card drawn in error not to be used if play ended

prov hdg ins 1995 SL No. 84 ss 27–28

s 53 sub 1998 SL No. 109 s 4

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prov hdg ins 1995 SL No. 84 ss 27–28

s 54 sub 1994 SL No. 205 s 7

Insufficient cards in shoe to complete round of play

prov hdg ins 1995 SL No. 84 ss 27–28

s 55 amd 1995 SL No. 228 s 4

No cards dealt to player's hand

prov hdg ins 1995 SL No. 84 ss 27–28

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

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s 57 ins 1992 SL No. 325 s 7

No additional cards offered to player

prov hdg ins 1995 SL No. 84 ss 27–28

s 58 amd 1992 SL No. 325 s 8

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prov hdg ins 1995 SL No. 84 ss 27–28

s 59 ins 1992 SL No. 325 s 9

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Dealer with no first card

prov hdg ins 1995 SL No. 84 ss 27–28

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s 64 ins reg pubd gaz 26 December 1987 pp 1923–7

amd 1994 SL No. 205 s 2 sch

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s 65 ins reg pubd gaz 29 October 1988 pp 1017–20

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(6) (prev s 17.3) amd 1995 SL No. 84 s 10

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amd 1995 SL No. 84 s 11

Use of non-value chips**prov hdg** ins 1995 SL No. 84 ss 27–28

- s 73** (1) (prev s 19.5) sub 1992 SL No. 325 s 10; 1994 SL No. 205 s 10
 (2) (prev s 19.5A) ins 1992 SL No. 325 s 10
 sub 1994 SL No. 205 s 10
 (3) (prev s 19.5B) ins 1994 SL No. 205 s 10

Minimum and maximum wagers**s 74 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 20—Payout odds****pt hdg** om 1995 SL No. 84 s 27**Payout odds for winning wagers****prov hdg** ins 1995 SL No. 84 ss 27–28**s 75** amd 1995 SL No. 84 s 12**Part 21—Spin of dice tumbler and notifying result****pt hdg** om 1995 SL No. 84 s 27**Three spins of dice tumbler or dice must spin 3 times****prov hdg** ins 1995 SL No. 84 ss 27–28**s 76** sub 1994 SL No. 205 s 11**Announcing result of spin**

- s 77** (1)–(3) (prev s 21.2) amd reg pubd gaz 5 August 1989 pp 3015–20
 (1)–(3) (prev s 21.2) sub 1995 SL No. 84 s 13

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- s 78** (1) (prev s 21.4) sub 1994 SL No. 205 s 12
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- (1) (prev s 22.1) amd reg pubd gaz 23 February 1991 pp 978–81

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prov hdg ins 1995 SL No. 84 ss 27–28

s 83 amd reg pubd gaz 5 August 1989 pp 3015–20

Part 24—Cards, number of decks and value

pt hdg om 1995 SL No. 84 s 27

Number of decks and way cards are dealt

s 84 prov hdg ins 1995 SL No. 84 ss 27–28

Value of cards and point count of hands

s 85 prov hdg ins 1995 SL No. 84 ss 27–28

Part 25—Wagers

pt hdg om 1995 SL No. 84 s 27

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prov hdg ins 1995 SL No. 84 ss 27–28

s 86 amd reg pubd gaz 29 October 1988 pp 1017–20

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prov hdg ins 1995 SL No. 84 ss 27–28

s 87 amd reg pubd gaz 17 January 1987 p 87

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s 88 sub 1994 SL No. 205 s 13

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s 89 (1)–(2) (prev s 25.4) amd reg pubd gaz 28 May 1986 pp 879–96

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pt hdg om 1995 SL No. 84 s 27

Payout odds and commission

s 90 prov hdg ins 1995 SL No. 84 ss 27–28

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pt hdg om 1995 SL No. 84 s 27

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(3) (prev s 27.3) amd 1995 SL No. 84 s 14

amd 1998 SL No. 109 s 5

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pt hdg om 1995 SL No. 84 s 27

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prov hdg ins 1995 SL No. 84 ss 27–28

s 92 (2) (prev s 28.1A) ins reg pubd gaz 18 August 1990 p 2395

(2) (prev s 28.1A) sub 1992 SL No. 325 s 11

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Part 29—Selection of the banker

pt hdg om 1995 SL No. 84 s 27

Selecting the banker

s 94 prov hdg ins 1995 SL No. 84 ss 27–28

Banker must make minimum wagers

s 95 prov hdg ins 1995 SL No. 84 ss 27–28

Dealer may be the banker

prov hdg ins 1995 SL No. 84 ss 27–28

s 96 (2) (prev s 29.7) amd reg pubd gaz 5 September 1987 pp 72–4

Part 30—Dealing of initial 2 cards to each hand

pt hdg om 1995 SL No. 84 s 27

Dealing of initial 2 cards to each hand

prov hdg ins 1995 SL No. 84 ss 27–28

s 97 (1) (prev s 30.3) sub 1993 SL No. 179 s 7

Part 31—Dealing of additional cards

pt hdg om 1995 SL No. 84 s 27

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s 98 prov hdg ins 1995 SL No. 84 ss 27–28

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prov hdg ins 1995 SL No. 84 ss 27–28

s 100 sub 1994 SL No. 205 s 15

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s 102 amd reg pubd gaz 23 February 1991 pp 978–81; 1995 SL No. 84 s 15

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(3) (prev s 34.2) amd 1992 SL No. 325 s 13

(4) (prev s 34.3) sub 1992 SL No. 325 s 14

(5) (prev s 34.4) sub 1992 SL No. 325 s 14

(6) (prev s 34.5) ins 1992 SL No. 325 s 14

(7) (prev s 34.6) ins 1992 SL No. 325 s 14

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amd 1998 SL No. 109 s 8

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s 111 prov hdg ins 1995 SL No. 84 ss 27–28

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s 112 prov hdg ins 1995 SL No. 84 ss 27–28

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s 113 prov hdg ins 1995 SL No. 84 ss 27–28

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s 114 prov hdg ins 1995 SL No. 84 ss 27–28

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pt hdg om 1995 SL No. 84 s 27

Payout odds for winning wagers

s 115 prov hdg ins 1995 SL No. 84 ss 27–28

s 38.3 om reg pubd gaz 28 May 1986 pp 879–96

Part 39—True odds on place bets (buy and lay bets)

pt hdg om 1995 SL No. 84 s 27

True odds for buy bets

prov hdg sub 1995 SL No. 84 ss 27–28

s 116 amd 1995 SL No. 84 s 16

True odds for lay bets

s 117 prov hdg sub 1995 SL No. 84 ss 27–28

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Part 40—Supplemental wagers after come out roll

pt hdg om 1995 SL No. 84 s 27

Supplemental wagers after come out roll for win bets

prov hdg ins 1995 SL No. 84 ss 27–28

s 119 amd 1994 SL No. 205 s 2 sch; 1998 SL No. 109 s 9

Supplemental wagers after come out roll for don't win bets

prov hdg ins 1995 SL No. 84 ss 27–28

s 120 amd 1998 SL No. 109 s 10

Supplemental wagers after come out roll for come bets

prov hdg ins 1995 SL No. 84 ss 27–28

s 121 amd 1994 SL No. 205 s 2 sch; 1998 SL No. 109 s 11

Supplemental wagers after come out roll for don't come bets**prov hdg** ins 1995 SL No. 84 ss 27–28**s 122** amd 1998 SL No. 109 s 12**s 40.5** amd reg pubd gaz 28 May 1986 pp 879–96

om 1994 SL No. 205 s 2 sch

Part 41—Dice; retention and selection**pt hdg** om 1995 SL No. 84 s 27**Control of dice****s 123 prov hdg** ins 1995 SL No. 84 ss 27–28**Selecting the shooter and matters about inactive dice****s 124 prov hdg** ins 1995 SL No. 84 ss 27–28**Procedure if die goes off table****prov hdg** ins 1995 SL No. 84 ss 27–28**s 125** amd 1994 SL No. 205 s 2 sch**Part 42—Throw of the dice****pt hdg** om 1995 SL No. 84 s 27**Wagering and dice throwing by shooter****s 126 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 43—Invalid roll of the dice****pt hdg** om 1995 SL No. 84 s 27**Invalid roll of the dice****s 127 prov hdg** ins 1995 SL No. 84 ss 27–28**Declaration by stickperson may be overruled etc.****prov hdg** ins 1995 SL No. 84 ss 27–28**s 128** (3) (prev s 43.7) amd 1994 SL No. 205 s 2 sch**Part 44—Payment and collection of wagers****pt hdg** om 1995 SL No. 84 s 27**Calling the results of throw and dealing with wagers****prov hdg** ins 1995 SL No. 84 ss 27–28**s 129** (4)–(6) (prev s 44.3) amd 1994 SL No. 205 s 2 sch**Part 45—Continuation of shooter and selection of new shooter****pt hdg** om 1995 SL No. 84 s 27**Continuing shooter or selecting new shooter****s 130 prov hdg** ins 1995 SL No. 84 ss 27–28**DIVISION 7—ROULETTE****div hdg** om 1995 SL No. 84 s 27**Part 46—Table, layout and ball****pt hdg** om 1995 SL No. 84 s 27**PART 8—ROULETTE****pt hdg** ins 1995 SL No. 84 ss 27–28

Table, layout and ball**prov hdg** ins 1995 SL No. 84 ss 27–28**s 131** (4) (prev s 46.4) amd reg pubd gaz 5 September 1987 pp 72–4
amd 1996 SL No. 2 s 9**Part 47—Rotation of wheel and ball****pt hdg** om 1995 SL No. 84 s 27**Rotating the wheel and ball and controlling wagering****s 132 prov hdg** ins 1995 SL No. 84 ss 27–28**Announcing the winning number, placing the crown and dealing with wagers****s 133 prov hdg** ins 1995 SL No. 84 ss 27–28**No unauthorised interference with gaming equipment****s 134 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 48—Wager****pt hdg** om 1995 SL No. 84 s 27**Permissible wagers and results****s 135 prov hdg** ins 1995 SL No. 84 ss 27–28**Way wagers are made and changed****prov hdg** ins 1995 SL No. 84 ss 27–28**s 136** (1)–(2) (prev s 48.2) sub 1994 SL No. 205 s 16
(3) (prev s 48.3) amd reg pubd gaz 23 February 1991 pp 978–81**Use of non-value chips****prov hdg** ins 1995 SL No. 84 ss 27–28**s 137** (1) (prev s 48.5) amd reg pubd gaz 28 May 1986 pp 879–96; 1992 SL
No. 325 s 15
(1) (prev s 48.5) sub 1994 SL No. 205 s 17
(3) (prev s 48.7) sub 1994 SL No. 205 s 18**Responsibilities of player for placing wagers etc.****s 138 prov hdg** ins 1995 SL No. 84 ss 27–28**Wagers dealt with when ball falls to rest****s 139 prov hdg** ins 1995 SL No. 84 ss 27–28**Change to application of ss 138 and 139 if unfair****prov hdg** ins 1995 SL No. 84 ss 27–28**s 140** ins 1994 SL No. 205 s 19**Minimum and maximum wagers****prov hdg** ins 1995 SL No. 84 ss 27–28**s 141** amd 1995 SL No. 228 s 6**Use of value chips****s 142 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 49—Payout odds****pt hdg** om 1995 SL No. 84 s 27

Payout odds for winning wagers**prov hdg** ins 1995 SL No. 84 ss 27–28**s 143** (1) (prev s 49.1) amd reg pubd gaz 23 February 1991 pp 978–81**Part 50—Irregularities****pt hdg** om 1995 SL No. 84 s 27**Irregularities and announcing no spin****prov hdg** ins 1995 SL No. 84 ss 27–28**s 144** (1) (prev s 50.1) amd reg pubd gaz 28 May 1986 pp 879–96

(2) (prev s 50.2) amd reg pubd gaz 28 May 1986 pp 879–96

(3) (prev s 50.3) amd reg pubd gaz 28 May 1986 pp 879–96

(4) (prev s 50.4) amd reg pubd gaz 28 May 1986 pp 879–96

(5) (prev s 50.5) amd reg pubd gaz 28 May 1986 pp 879–96

DIVISION 8—WHEEL OF FORTUNE**div hdg** om 1995 SL No. 84 s 27**Part 51—Wheel and layout****pt hdg** om 1995 SL No. 84 s 27**PART 9—WHEEL OF FORTUNE****pt hdg** ins 1995 SL No. 84 ss 27–28**Division 1—Rules for when wheel has 50 spaces****div hdg** ins 1995 SL No. 84 ss 27–28**Wheel and layout****s 145 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 52—Rotation of wheel****pt hdg** om 1995 SL No. 84 s 27**Spinning the wheel****prov hdg** ins 1995 SL No. 84 ss 27–28**s 146** (2) (prev s 52.2) amd reg pubd gaz 28 May 1986 pp 879–96**Announcing the winning symbol and dealing with wagers****s 147 prov hdg** ins 1995 SL No. 84 ss 27–28**No unauthorised interference with gaming equipment****s 148 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 53—Wagers****pt hdg** om 1995 SL No. 84 s 27**Permissible wagers and results****s 149 prov hdg** ins 1995 SL No. 84 ss 27–28**Way wagers may be made or withdrawn****s 150 prov hdg** ins 1995 SL No. 84 ss 27–28**Player responsible when wagering****s 151 prov hdg** ins 1995 SL No. 84 ss 27–28**Wagers dealt with when indicator rests in slot****s 152 prov hdg** ins 1995 SL No. 84 ss 27–28

Minimum and maximum wagers

s 153 prov hdg ins 1995 SL No. 84 ss 27–28

Part 54—Payout odds

pt hdg om 1995 SL No. 84 s 27

Payout odds for winning wagers

prov hdg ins 1995 SL No. 84 ss 27–28

s 154 (2) (prev s 54.2) amd reg pubd gaz 5 August 1989 pp 3015–20

Part 55—Irregularities

pt hdg om 1995 SL No. 84 s 27

Irregularities

s 155 prov hdg ins 1995 SL No. 84 ss 27–28

Part 55A—Alternative wheel of fortune

pt hdg ins reg pubd gaz 30 May 1987 pp 866–70

om 1995 SL No. 84 s 27

Division 2—Changed rules for wheel with 52 spaces

div hdg ins 1995 SL No. 84 ss 27–28

Wheel and layout

s 156 ins reg pubd gaz 30 May 1987 pp 866–70

amd reg pubd gaz 26 December 1987 pp 1923–7

Spinning the wheel

prov hdg sub 1995 SL No. 84 ss 27–28

s 157 ins reg pubd gaz 30 May 1987 pp 866–70

Wagers

s 55A.3 prov hdg om 1995 SL No. 84 ss 27–28

Permissible wagers and results

prov hdg ins 1995 SL No. 84 ss 27–28

s 158 ins reg pubd gaz 30 May 1987 pp 866–70

amd 1994 SL No. 205 s 2 sch

Minimum and maximum wagers

prov hdg ins 1995 SL No. 84 ss 27–28

s 159 ins reg pubd gaz 30 May 1987 pp 866–70

amd 1994 SL No. 205 s 2 sch

Payout odds for winning wagers

prov hdg sub 1995 SL No. 84 ss 27–28

s 160 ins reg pubd gaz 30 May 1987 pp 866–70

Irregularities

s 161 ins reg pubd gaz 30 May 1987 pp 866–70

DIVISION 9—TWO-UP

div hdg om 1995 SL No. 84 s 27

Part 56—Table and layout

pt hdg om 1995 SL No. 84 s 27

PART 10—TWO-UP**pt hdg** ins 1995 SL No. 84 ss 27–28**Table and layout****prov hdg** ins 1995 SL No. 84 ss 27–28**s 162** (1) (prev s 56.1) amd reg pubd gaz 5 August 1989 pp 3015–20**Part 57—Definitions****pt hdg** om 1995 SL No. 84 s 27**Definitions****prov hdg** ins 1995 SL No. 84 ss 27–28**s 163** amd 1995 SL No. 84 s 17**Part 58—Coins****pt hdg** om 1995 SL No. 84 s 27**Coins to be used in the game****s 164 prov hdg** ins 1995 SL No. 84 ss 27–28**Coins outside of ring or lost coins****s 165 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 59—Selection of spinner****pt hdg** om 1995 SL No. 84 s 27**Selecting the spinner and coins for spinning****s 166 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 60—Wagers and continuation of spinner****pt hdg** om 1995 SL No. 84 s 27**Spinner's role, wagers and results****prov hdg** ins 1995 SL No. 84 ss 27–28**s 167** amd reg pubd gaz 29 October 1988 pp 1017–20
sub 1994 SL No. 205 s 20**Player's role, wagers and results****prov hdg** ins 1995 SL No. 84 ss 27–28**s 168** sub 1994 SL No. 205 s 20**Other matters about wagers by spinners and players****prov hdg** ins 1995 SL No. 84 ss 27–28**s 169** (1) (prev s 60.3) sub 1994 SL No. 205 s 20
(2)–(3) (prev s 60.4) sub 1994 SL No. 205 s 20**Way wagers may be made****prov hdg** ins 1995 SL No. 84 ss 27–28**s 170** (1)–(2) (prev s 60.5) amd reg pubd gaz 17 January 1987 p 87**Minimum and maximum wagers****s 171 prov hdg** ins 1995 SL No. 84 ss 27–28**Procedure when 3 consecutive invalid spins****s 172 prov hdg** ins 1995 SL No. 84 ss 27–28

Part 61—Indicator lights**pt hdg** om 1995 SL No. 84 s 27**Indicator lights for showing results of spins etc.****prov hdg** ins 1995 SL No. 84 ss 27–28**s 173** (1) (prev s 61.1) sub 1994 SL No. 205 s 21**Part 62—Payout odds****pt hdg** om 1995 SL No. 84 s 27**Payout odds for winning wagers****s 174 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 63—Spin validity****pt hdg** om 1995 SL No. 84 s 27**Coins to spin in certain way or otherwise spin may be declared invalid****prov hdg** ins 1995 SL No. 84 ss 27–28**s 175** (2) (prev s 63.2) amd 1994 SL No. 205 s 2 sch**DIVISION 10—MINI DICE****div hdg** om 1995 SL No. 84 s 27**Part 64—Table layout and dice number****pt hdg** om 1995 SL No. 84 s 27**PART 11—MINI-DICE****pt hdg** ins 1995 SL No. 84 ss 27–28**Table layout, dice tumbler and 3 identical dice****prov hdg** ins 1995 SL No. 84 ss 27–28**s 176** (2)–(6) (prev s 64.2) amd reg pubd gaz 27 January 1990 p 475**Part 65—Opening of table for gaming****pt hdg** om 1995 SL No. 84 s 27**Inspecting dice tumbler and seal before opening table for gaming****s 177 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 66—Wagers****pt hdg** om 1995 SL No. 84 s 27**Permissible wagers and results****s 178 prov hdg** ins 1995 SL No. 84 ss 27–28**Way wagers may be made****s 179 prov hdg** ins 1995 SL No. 84 ss 27–28**Player responsible when wagering or giving instructions****s 180 prov hdg** ins 1995 SL No. 84 ss 27–28**Time for wagering****prov hdg** ins 1995 SL No. 84 ss 27–28**s 181** sub 1994 SL No. 205 s 22**Non-value chips may not be used****s 182 prov hdg** ins 1995 SL No. 84 ss 27–28

Minimum and maximum wagers**s 183 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 67—Payout odds****pt hdg** om 1995 SL No. 84 s 27**Payout odds for winning wagers****s 184 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 68—Spin of dice tumbler and notifying result****pt hdg** om 1995 SL No. 84 s 27**Use of dice tumbler****prov hdg** ins 1995 SL No. 84 ss 27–28**s 185** sub 1994 SL No. 205 s 23**Announcing the result****s 186 prov hdg** ins 1995 SL No. 84 ss 27–28**No unauthorised interference with gaming equipment****s 187 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 69—Irregularities****pt hdg** om 1995 SL No. 84 s 27**Irregularities****s 188 prov hdg** ins 1995 SL No. 84 ss 27–28**DIVISION 11—MINI BACCARAT****div hdg** om 1995 SL No. 84 s 27**Part 70—Table and layout****pt hdg** om 1995 SL No. 84 s 27**PART 12—MINI-BACCARAT****pt hdg** ins 1995 SL No. 84 ss 27–28**Table and layout****prov hdg** ins 1995 SL No. 84 ss 27–28

s 189 (1) (prev s 70.1) sub 1992 SL No. 325 s 16
 (2) (prev s 70.2) sub 1992 SL No. 325 s 16
 (3) (prev s 70.2A) ins 1992 SL No. 325 s 16
 (4) (prev s 70.2B) ins 1992 SL No. 325 s 16
 amd 1998 SL No. 109 s 13

Drop box and discard holder**s 190 prov hdg** ins 1995 SL No. 84 ss 27–28**Standing players****prov hdg** ins 1995 SL No. 84 ss 27–28

s 191 (1) (prev s 70.4) sub 1992 SL No. 325 s 17
 (2) (prev s 70.5) sub 1992 SL No. 325 s 17

Part 71—Cards, number of decks and value**pt hdg** om 1995 SL No. 84 s 27

Number of decks and way cards are dealt

s 192 prov hdg ins 1995 SL No. 84 ss 27–28

Value of cards and point value of hand

s 193 prov hdg ins 1995 SL No. 84 ss 27–28

Part 72—Wagers

pt hdg om 1995 SL No. 84 s 27

Permissible wagers and results

prov hdg ins 1995 SL No. 84 ss 27–28

s 194 amd reg pubd gaz 5 August 1989 pp 3015–20

Gaming chips to be used for wagering

prov hdg ins 1995 SL No. 84 ss 27–28

s 195 amd reg pubd gaz 17 January 1987 p 87

Changing wagers

prov hdg ins 1995 SL No. 84 ss 27–28

s 196 sub 1994 SL No. 205 s 24

Minimum and maximum wagers

prov hdg ins 1995 SL No. 84 ss 27–28

s 197 (1)–(2) (prev s 72.4) amd reg pubd gaz 28 May 1986 pp 879–96; 5 August 1989 pp 3015–20

(3) (prev s 72.6) ins 1992 SL No. 325 s 18

Part 73—Payout odds

pt hdg om 1995 SL No. 84 s 27

Payout odds for winning wagers

s 198 prov hdg ins 1995 SL No. 84 ss 27–28

Part 74—Opening of table for gaming

pt hdg om 1995 SL No. 84 s 27

Sorting and inspecting cards before washing them

prov hdg ins 1995 SL No. 84 ss 27–28

s 199 (2) (prev s 74.2) sub 1994 SL No. 205 s 25

(3) (prev s 74.3) amd 1995 SL No. 84 s 18

amd 1998 SL No. 109 s 14

Part 75—Shuffle and cut of the cards

pt hdg om 1995 SL No. 84 s 27

Shuffling the cards

prov hdg ins 1995 SL No. 84 ss 27–28

s 200 (2) (prev s 75.1A) ins 1994 SL No. 205 s 26

Use of preshuffled cards

s 200A ins 1998 SL No. 109 s 15

Cutting the cards

prov hdg ins 1995 SL No. 84 ss 27–28

s 201 (5)–(9) (prev s 75.4) amd 1992 SL No. 325 s 19; 1994 SL No. 205 s 2 sch amd 1998 SL No. 109 s 16

Part 76—Dealing of initial 2 cards to each hand**pt hdg** om 1995 SL No. 84 s 27**Dealing of initial 2 cards to each hand****prov hdg** ins 1995 SL No. 84 ss 27–28**s 202** (6) (prev s 76.4) sub 1992 SL No. 325 s 20**Part 77—Dealing of additional cards****pt hdg** om 1995 SL No. 84 s 27**Announcing point count of each hand after initial cards and dealing additional cards****s 203 prov hdg** ins 1995 SL No. 84 ss 27–28**Appearance of cutting card during play****prov hdg** ins 1995 SL No. 84 ss 27–28**s 204** sub 1994 SL No. 205 s 27**No additional cards may be drawn in certain circumstances****s 205 prov hdg** ins 1995 SL No. 84 ss 27–28**Additional cards for players' hand in certain circumstances****s 206 prov hdg** ins 1995 SL No. 84 ss 27–28**Additional card for banker's hand in certain circumstances****prov hdg** ins 1995 SL No. 84 ss 27–28**s 207** (1) (prev s 77.7) amd 1995 SL No. 84 s 19**Part 78—Payment and collection of wagers****pt hdg** om 1995 SL No. 84 s 27**Deciding the round and dealing with wagers****s 208 prov hdg** ins 1995 SL No. 84 ss 27–28**Part 79—Irregularities****pt hdg** om 1995 SL No. 84 s 27**Irregularities****prov hdg** ins 1995 SL No. 84 ss 27–28**s 209** (1)–(2) (prev s 79.1) amd 1992 SL No. 325 s 21

(3) (prev s 79.2) amd 1992 SL No. 325 s 22

(4) (prev s 79.3) sub 1992 SL No. 325 s 23

(5) (prev s 79.4) sub 1992 SL No. 325 s 23

(6) (prev s 79.5) ins 1992 SL No. 325 s 23

(7) (prev s 79.6) ins 1992 SL No. 325 s 23

(8) (prev s 79.7) ins 1992 SL No. 325 s 23

DIVISION 12—KENO**div hdg** om 1995 SL No. 84 s 27**Part 80—Definitions****pt hdg** om 1995 SL No. 84 s 27**PART 13—KENO****pt hdg** ins 1995 SL No. 84 ss 27–28

Definitions

- prov hdg** ins 1995 SL No. 84 ss 27–28
- s 210** def “**keno ball drawing device**” ins 1994 SL No. 205 s 28
 def “**keno dollars**” ins 1991 SL No. 39 s 4(8)
 def “**keno drawing device**” ins 1994 SL No. 205 s 28
 def “**keno random number generator**” ins 1994 SL No. 205 s 28
 def “**keno self-service terminal**” ins 1991 SL No. 39 s 4(8)
 def “**keno writer**” ins 1994 SL No. 205 s 28
 def “**schedule of prizes**” ins 1995 SL No. 84 s 20
 amd 1991 SL No. 39 s 4(1)–(7)

Part 81—Drawing equipment and supervision of the game

- pt hdg** om 1995 SL No. 84 s 27

Drawing equipment

- prov hdg** ins 1995 SL No. 84 ss 27–28
- s 211** (1) (prev s 81.1) sub 1994 SL No. 205 s 29
 (2) (prev s 81.2) amd 1994 SL No. 205 s 2 sch

Supervision of game

- s 212 prov hdg** ins 1995 SL No. 84 ss 27–28

Part 82—Wagers

- pt hdg** om 1995 SL No. 84 s 27

Selecting of numbers on keno entry ticket

- s 213 prov hdg** ins 1995 SL No. 84 ss 27–28

Way wagers may be made

- s 214 prov hdg** ins 1995 SL No. 84 ss 27–28

Spot tickets

- s 215** ins 1995 SL No. 84 s 21

Permissible wagers

- prov hdg** ins 1995 SL No. 84 ss 27–28
- s 216** amd 1996 SL No. 2 s 10; 1998 SL No. 234 s 3

Submitting entry to keno writer and obtaining keno ticket

- prov hdg** ins 1995 SL No. 84 ss 27–28
- s 217** (1)–(2) (prev s 82.4) amd reg pubd gaz 26 May 1990 p 521; 1994 SL No. 205 s 2 sch

Part 82A—Self-service wagers

- pt hdg** ins 1991 SL No. 39 s 5
 om 1995 SL No. 84 s 27

Wagers may be made at self-service terminals

- prov hdg** ins 1995 SL No. 84 ss 27–28
- s 218** (1) (prev s 82A.1) ins 1991 SL No. 39 s 5
 (2) (prev s 82A.2) ins 1991 SL No. 39 s 5
 (3) (prev s 82A.3) ins 1991 SL No. 39 s 5
 (4) (prev s 82A.4) ins 1991 SL No. 39 s 5
 (5) (prev s 82A.5) ins 1991 SL No. 39 s 5

Part 83—Winnings**pt hdg** om 1995 SL No. 84 s 27**Results of wagers and way winnings collected****prov hdg** ins 1995 SL No. 84 ss 27–28

s 219 (1)–(2) (prev s 83.1) amd 1995 SL No. 84 s 22
 (3)–(4) (prev s 83.2) (prev s 83.4) renum SL 1991 No. 39 s 6
 (5) (prev s 83.3) (prev s 83.5) renum 1991 SL No. 39 s 7
 amd 1994 SL No. 205 s 2 sch
 (6) (prev s 83.4) (prev s 83.6) renum 1991 SL No. 39 s 8
 (7) (prev s 83.5) (prev s 83.7) renum 1991 SL No. 39 s 9
 (8) (prev s 83.6) ins 1991 SL No. 39 s 10

Unpaid winnings

s 220 s 83.7 (prev s 83.8) renum 1991 SL No. 39 s 11
 sub 1995 SL No. 84 s 23

Payment out of unpaid winnings given to the chief executive

s 221 s 83.8 renum as s 83.7 1991 SL No. 39 s 11
 pres s 221 ins 1995 SL No. 84 s 23

Part 84—Closing the game and drawing winning numbers**pt hdg** om 1995 SL No. 84 s 27**Closing the game, drawing winning numbers and malfunctions****prov hdg** ins 1995 SL No. 84 ss 27–28

s 222 (4)–(5) (prev s 84.4) amd 1994 SL No. 205 s 2 sch
 (6) (prev s 84.4A) ins 1994 SL No. 205 s 30
 (11) (prev s 84.7) amd 1994 SL No. 205 s 2 sch
 (12)–(14) (prev s 84.8) ins 1994 SL No. 205 s 31

Part 85—Jackpot keno

pt hdg sub reg pubd gaz 17 November 1990 pp 1371–2
 om 1995 SL No. 84 s 27

Jackpot keno**prov hdg** ins 1995 SL No. 84 ss 27–28

s 223 sub reg pubd gaz 17 November 1990 pp 1371–2
 (2) (prev s 85.2) amd 1995 SL No. 84 s 24
 amd 1996 SL No. 2 s 11; 1998 SL No. 234 s 4

Part 85A—9 Spot Jackpot Keno

pt 85A (ss 85A.1–85A.8) ins reg pubd gaz 28 November 1987 pp 1286–7
 om 1995 SL No. 84 s 25

Part 85B—8 Spot Jackpot Keno

pt 85B (ss 85B.1–85B.8) ins reg pubd gaz 1 September 1990 pp 101–4
 om 1995 SL No. 84 s 25

PART 86—Schedule of Prizes

- pt 86** om 1995 SL No. 84 s 26
- s 86.1** amd reg pubd gaz 28 May 1986 pp 879–96; 1994 SL No. 205 s 2 sch
om 1995 SL No. 84 s 26
- s 86.2** sub reg pubd gaz 2 December 1989 pp 2442–4
om 1995 SL No. 84 s 26
- s 86.3** om 1995 SL No. 84 s 26
- s 86.4** om 1995 SL No. 84 s 26

Schedule of Prizes

amd reg pubd gaz 28 May 1986 pp 879–96; 20 June 1987 pp 1790–2;
28 November 1987 pp 1286–7; 2 December 1989 pp 2442–4;
1 September 1990 pp 101–4; 17 November 1990 pp 1371–2
om 1995 SL No. 84 s 26

PART 14—CARIBBEAN STUD POKER

- pt hdg** prev pt 14 hdg ins 1995 SL No. 84 s 27
om R1 (see (RA s 37)
pres pt 14 hdg ins 1995 SL No. 228 s 7

Division 1—Interpretation

- div hdg** ins 1995 SL No. 228 s 7

Definitions

- s 224** prev s 224 ins 1995 SL No. 84 s 27
om R1 (see RA s 37)
pres s 224 ins 1995 SL No. 228 s 7

Meaning of “closes a player’s hand”

- s 225** prev s 225 ins 1995 SL No. 84 s 27
om R1 (see RA s 37)
pres s 225 ins 1995 SL No. 228 s 7

Meaning of “qualifies” for a dealer’s hand

- s 226** ins 1995 SL No. 228 s 7

Meaning of “winning jackpot hand”

- s 227** ins 1995 SL No. 228 s 7

Meaning of various poker hands

- s 228** ins 1995 SL No. 228 s 7

Ranking of poker hands and cards

- s 229** ins 1995 SL No. 228 s 7

Division 2—Table, layout and equipment

- div hdg** ins 1995 SL No. 228 s 7

Table and layout

- s 230** ins 1995 SL No. 228 s 7

Special jackpot equipment

- s 231** ins 1995 SL No. 228 s 7

Other equipment

s 232 ins 1995 SL No. 228 s 7

Division 3—Preparation for the game at a table

div hdg ins 1995 SL No. 228 s 7

Cards

s 233 ins 1995 SL No. 228 s 7

Sorting, inspecting and shuffling cards

s 234 ins 1995 SL No. 228 s 7

Shuffling cards at end of each round and at other times

s 235 ins 1995 SL No. 228 s 7

Division 4—Placing wagers and playing the game

div hdg ins 1995 SL No. 228 s 7

Placing ante and jackpot wagers

s 236 ins 1995 SL No. 228 s 7
amd 1998 SL No. 109 s 17

Way wagers are made

s 237 ins 1995 SL No. 228 s 7

Dealing the cards

s 238 ins 1995 SL No. 228 s 7

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

s 239 ins 1995 SL No. 228 s 7

Declaration by dealer

s 240 ins 1995 SL No. 228 s 7

If dealer's hand does not qualify

s 241 ins 1995 SL No. 228 s 7

If dealer's hand qualifies

s 242 ins 1995 SL No. 228 s 7

Division 5—Deciding the outcome of wagers and paying the winning wagers

div hdg ins 1995 SL No. 228 s 7

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

s 243 ins 1995 SL No. 228 s 7

Payment odds for bet wagers

s 244 ins 1995 SL No. 228 s 7

Winning jackpot hands

s 245 ins 1995 SL No. 228 s 7

Payments for winning jackpot hands

s 246 ins 1995 SL No. 228 s 7

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

s 247 ins 1995 SL No. 228 s 7

Division 6—Irregularities**div hdg** ins 1995 SL No. 228 s 7**Players must not exchange cards or communicate****s 248** ins 1995 SL No. 228 s 7**PART 15—MANILA POKER****pt hdg** ins 1996 SL No. 2 s 12**Division 1—Interpretation****div hdg** ins 1996 SL No. 2 s 12**Definitions****s 249** ins 1996 SL No. 2 s 12**Meaning of “call” and “called”****s 250** ins 1996 SL No. 2 s 12**Meaning of player’s “hand”****s 251** ins 1996 SL No. 2 s 12**Meaning of “raise”****s 252** ins 1996 SL No. 2 s 12**Meaning of “round of betting”****s 253** ins 1996 SL No. 2 s 12**Meaning of “showdown”****s 254** ins 1996 SL No. 2 s 12**Meaning of various poker hands****s 255** ins 1996 SL No. 2 s 12**Ranking of poker hands and cards****s 256** ins 1996 SL No. 2 s 12**Clockwise direction to be used****s 257** ins 1996 SL No. 2 s 12**Division 2—Table, layout and equipment****div hdg** ins 1996 SL No. 2 s 12**Table and layout****s 258** ins 1996 SL No. 2 s 12**Equipment and information****s 259** ins 1996 SL No. 2 s 12
amd 1998 SL No. 234 s 5**Division 3—Preparation for the game at a table****div hdg** ins 1996 SL No. 2 s 12**Cards****s 260** ins 1996 SL No. 2 s 12**Sorting, inspecting and shuffling cards****s 261** ins 1996 SL No. 2 s 12

Seating positions

s 262 ins 1996 SL No. 2 s 12

Shuffling cards before each round of play

s 263 ins 1996 SL No. 2 s 12
amd 1998 SL No. 234 s 6

The buck

s 264 ins 1996 SL No. 2 s 12

Ace high and low or high only

s 265 ins 1996 SL No. 2 s 12

Minimum table stake

s 266 ins 1996 SL No. 2 s 12

Play sequence

s 267 ins 1996 SL No. 2 s 12

Division 4—Playing the game

div hdg ins 1996 SL No. 2 s 12

How to bet

s 268 ins 1996 SL No. 2 s 12

Placing the blind bet and dealing the first cards

s 269 ins 1996 SL No. 2 s 12

Sequence for first round of betting

s 270 ins 1996 SL No. 2 s 12

Sequence for second, third, fourth and final rounds of betting

s 271 ins 1996 SL No. 2 s 12
amd 1998 SL No. 234 s 7

Showdown

s 272 ins 1996 SL No. 2 s 12

Raises

s 273 ins 1996 SL No. 2 s 12
amd 1998 SL No. 234 s 8

Tapping out

s 274 ins 1996 SL No. 2 s 12
amd 1998 SL No. 234 s 9

Commission

s 275 ins 1996 SL No. 2 s 12

Table stake

s 276 ins 1996 SL No. 2 s 12

Checking

s 277 ins 1996 SL No. 2 s 12

How to fold

s 278 ins 1996 SL No. 2 s 12

Division 5—Irregularities**div hdg** ins 1996 SL No. 2 s 12**Collusion****s 279** ins 1996 SL No. 2 s 12**Misdeals****s 280** ins 1996 SL No. 2 s 12**Betting out of turn****s 281** ins 1996 SL No. 2 s 12**Premature exposure of communal cards****s 282** ins 1996 SL No. 2 s 12**Holding the wrong number of hole cards****s 283** ins 1996 SL No. 2 s 12**Moving cards and exchanging information****s 284** ins 1996 SL No. 2 s 12**Silence****s 285** ins 1996 SL No. 2 s 12**Exclusion from game****s 286** ins 1996 SL No. 2 s 12**PART 16—DRAW POKER****pt hdg** ins 1996 SL No. 2 s 12**Division 1—Interpretation****div hdg** ins 1996 SL No. 2 s 12**Definitions****s 287** ins 1996 SL No. 2 s 12**Meaning of “call” and “called”****s 288** ins 1996 SL No. 2 s 12**Meaning of “raise”****s 289** ins 1996 SL No. 2 s 12**Meaning of “showdown”****s 290** ins 1996 SL No. 2 s 12**Meaning of various poker hands****s 291** ins 1996 SL No. 2 s 12**Ranking of poker hands and cards****s 292** ins 1996 SL No. 2 s 12**Clockwise direction to be used****s 293** ins 1996 SL No. 2 s 12**Division 2—Table, layout and equipment****div hdg** ins 1996 SL No. 2 s 12

Table and layout

s 294 ins 1996 SL No. 2 s 12

Equipment and information

s 295 ins 1996 SL No. 2 s 12

Division 3—Preparation for the game at a table

div hdg ins 1996 SL No. 2 s 12

Cards

s 296 ins 1996 SL No. 2 s 12

Sorting and inspecting the deck

s 297 ins 1996 SL No. 2 s 12

Inspecting and shuffling a complete deck

s 298 ins 1996 SL No. 2 s 12

Inspecting and shuffling a reduced deck

s 299 ins 1996 SL No. 2 s 12

Seating positions

s 300 ins 1996 SL No. 2 s 12

Shuffling cards before each round of play

s 301 ins 1996 SL No. 2 s 12
amd 1998 SL No. 234 s 10

The buck

s 302 ins 1996 SL No. 2 s 12

Minimum table stake

s 303 ins 1996 SL No. 2 s 12

Play sequence

s 304 ins 1996 SL No. 2 s 12

Division 4—Playing the game

div hdg ins 1996 SL No. 2 s 12

How to bet

s 305 ins 1996 SL No. 2 s 12

Placing the blind bets and dealing the first cards

s 306 ins 1996 SL No. 2 s 12

Sequence for first round of betting

s 307 ins 1996 SL No. 2 s 12

The draw

s 308 ins 1996 SL No. 2 s 12

Sequence for final round of betting

s 309 ins 1996 SL No. 2 s 12

Showdown

s 310 ins 1996 SL No. 2 s 12

Raises

s 311 ins 1996 SL No. 2 s 12

Tapping out

s 312 ins 1996 SL No. 2 s 12

Commission

s 313 ins 1996 SL No. 2 s 12

Table stake

s 314 ins 1996 SL No. 2 s 12

How to fold

s 315 ins 1996 SL No. 2 s 12

Division 5—Irregularities

div hdg ins 1996 SL No. 2 s 12

Collusion

s 316 ins 1996 SL No. 2 s 12

Misdeals

s 317 ins 1996 SL No. 2 s 12

Betting out of turn

s 318 ins 1996 SL No. 2 s 12

Holding the wrong number of cards

s 319 ins 1996 SL No. 2 s 12

Moving cards and exchanging information

s 320 ins 1996 SL No. 2 s 12

Silence

s 321 ins 1996 SL No. 2 s 12

Exclusion from game

s 322 ins 1996 SL No. 2 s 12

PART 17—5 CARD STUD POKER

pt hdg ins 1996 SL No. 2 s 12

Division 1—Interpretation

div hdg ins 1996 SL No. 2 s 12

Definitions

s 323 ins 1996 SL No. 2 s 12

Meaning of “call” and “called”

s 324 ins 1996 SL No. 2 s 12

Meaning of “raise”

s 325 ins 1996 SL No. 2 s 12

Meaning of “round of betting”

s 326 ins 1996 SL No. 2 s 12

Meaning of “showdown”

s 327 ins 1996 SL No. 2 s 12

Meaning of various poker hands

s 328 ins 1996 SL No. 2 s 12

Ranking of poker hands and cards

s 329 ins 1996 SL No. 2 s 12

Clockwise direction to be used

s 330 ins 1996 SL No. 2 s 12

Division 2—Table, layout and equipment

div hdg ins 1996 SL No. 2 s 12

Table and layout

s 331 ins 1996 SL No. 2 s 12

Equipment and information

s 332 ins 1996 SL No. 2 s 12

Division 3—Preparation for the game at a table

div hdg ins 1996 SL No. 2 s 12

Cards

s 333 ins 1996 SL No. 2 s 12

Sorting and inspecting the deck

s 334 ins 1996 SL No. 2 s 12

Inspecting and shuffling a complete deck

s 335 ins 1996 SL No. 2 s 12

Inspecting and shuffling a reduced deck

s 336 ins 1996 SL No. 2 s 12

Seating positions

s 337 ins 1996 SL No. 2 s 12

Shuffling cards before each round of play

s 338 ins 1996 SL No. 2 s 12
amd 1998 SL No. 234 s 11

The buck

s 339 ins 1996 SL No. 2 s 12

Ante betting or blind betting

s 340 ins 1996 SL No. 2 s 12

Lowest value card betting or highest value card betting

s 341 ins 1996 SL No. 2 s 12

Minimum table stake

s 342 ins 1996 SL No. 2 s 12

Play sequence

s 343 ins 1996 SL No. 2 s 12

Division 4—Playing the game**div hdg** ins 1996 SL No. 2 s 12**How to bet****s 344** ins 1996 SL No. 2 s 12**Placing the ante bets or blind bets and dealing the first cards****s 345** ins 1996 SL No. 2 s 12**Making the opening bet in the first round of betting****s 346** ins 1996 SL No. 2 s 12**Sequence for first round of betting****s 347** ins 1996 SL No. 2 s 12**Sequence for second, third and final rounds of betting****s 348** ins 1996 SL No. 2 s 12**Showdown****s 349** ins 1996 SL No. 2 s 12**Raises****s 350** ins 1996 SL No. 2 s 12**Tapping out****s 351** ins 1996 SL No. 2 s 12**Commission****s 352** ins 1996 SL No. 2 s 12**Table stake****s 353** ins 1996 SL No. 2 s 12**Checking****s 354** ins 1996 SL No. 2 s 12**How to fold****s 355** ins 1996 SL No. 2 s 12**Division 5—Irregularities****div hdg** ins 1996 SL No. 2 s 12**Collusion****s 356** ins 1996 SL No. 2 s 12**Misdeals****s 357** ins 1996 SL No. 2 s 12**Betting out of turn****s 358** ins 1996 SL No. 2 s 12**Card found face up****s 359** ins 1996 SL No. 2 s 12**Card prematurely exposed by dealer****s 360** ins 1996 SL No. 2 s 12

Insufficient cards to complete round of play

s 361 ins 1996 SL No. 2 s 12

Holding the wrong number of cards

s 362 ins 1996 SL No. 2 s 12

Moving cards and exchanging information

s 363 ins 1996 SL No. 2 s 12

Silence

s 364 ins 1996 SL No. 2 s 12

Exclusion from game

s 365 ins 1996 SL No. 2 s 12

PART 18—7 CARD STUD POKER

pt hdg ins 1996 SL No. 2 s 12

Division 1—Interpretation

div hdg ins 1996 SL No. 2 s 12

Definitions

s 366 ins 1996 SL No. 2 s 12

Meaning of “call” and “called”

s 367 ins 1996 SL No. 2 s 12

Meaning of player’s “hand”

s 368 ins 1996 SL No. 2 s 12

Meaning of “raise”

s 369 ins 1996 SL No. 2 s 12

Meaning of “round of betting”

s 370 ins 1996 SL No. 2 s 12

Meaning of “showdown”

s 371 ins 1996 SL No. 2 s 12

Meaning of various poker hands

s 372 ins 1996 SL No. 2 s 12

Ranking of poker hands and cards

s 373 ins 1996 SL No. 2 s 12

Clockwise direction to be used

s 374 ins 1996 SL No. 2 s 12

Division 2—Table, layout and equipment

div hdg ins 1996 SL No. 2 s 12

Table and layout

s 375 ins 1996 SL No. 2 s 12

Equipment and information

s 376 ins 1996 SL No. 2 s 12

Division 3—Preparation for the game at a table**div hdg** ins 1996 SL No. 2 s 12**Cards****s 377** ins 1996 SL No. 2 s 12**Sorting and inspecting the deck****s 378** ins 1996 SL No. 2 s 12**Inspecting and shuffling a complete deck****s 379** ins 1996 SL No. 2 s 12**Inspecting and shuffling a reduced deck****s 380** ins 1996 SL No. 2 s 12**Seating positions****s 381** ins 1996 SL No. 2 s 12**Shuffling cards before each round of play****s 382** ins 1996 SL No. 2 s 12
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Raises

s 394 ins 1996 SL No. 2 s 12

Tapping out

s 395 ins 1996 SL No. 2 s 12

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s 396 ins 1996 SL No. 2 s 12

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s 397 ins 1996 SL No. 2 s 12

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s 398 ins 1996 SL No. 2 s 12

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s 399 ins 1996 SL No. 2 s 12

Division 5—Irregularities

div hdg ins 1996 SL No. 2 s 12

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s 402 ins 1996 SL No. 2 s 12

Betting out of turn

s 403 ins 1996 SL No. 2 s 12

Card found face up

s 404 ins 1996 SL No. 2 s 12

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s 405 ins 1996 SL No. 2 s 12

Insufficient cards to complete round of play

s 406 ins 1996 SL No. 2 s 12

Holding the wrong number of cards

s 407 ins 1996 SL No. 2 s 12

Moving cards and exchanging information

s 408 ins 1996 SL No. 2 s 12

Silence

s 409 ins 1996 SL No. 2 s 12

Exclusion from game

s 410 ins 1996 SL No. 2 s 12

PART 19—PAI GOW

pt hdg ins 1996 SL No. 2 s 12

Division 1—Interpretation**div hdg** ins 1996 SL No. 2 s 12**Definitions****s 411** ins 1996 SL No. 2 s 12**Meaning of “chong ranking 3”****s 412** ins 1996 SL No. 2 s 12**Division 2—Table and layout****div hdg** ins 1996 SL No. 2 s 12**The table****s 413** ins 1996 SL No. 2 s 12**Division 3—Tiles and tile ranking****div hdg** ins 1996 SL No. 2 s 12**Tiles****s 414** ins 1996 SL No. 2 s 12**Tile ranking****s 415** ins 1996 SL No. 2 s 12**Tile point counts****s 416** ins 1996 SL No. 2 s 12**Division 4—Other equipment and its use****div hdg** ins 1996 SL No. 2 s 12**Chung****s 417** ins 1996 SL No. 2 s 12**Tumbler device, dice and cover****s 418** ins 1996 SL No. 2 s 12**Use of dice****s 419** ins 1996 SL No. 2 s 12**Division 5—Wagers****div hdg** ins 1996 SL No. 2 s 12**Placing wagers****s 420** ins 1996 SL No. 2 s 12**Maximum and minimum wagers****s 421** ins 1996 SL No. 2 s 12**Number of players for a box****s 422** ins 1996 SL No. 2 s 12**Number of hands for a player****s 423** ins 1996 SL No. 2 s 12**Division 6—The bank****div hdg** ins 1996 SL No. 2 s 12

Use of the chung

s 424 ins 1996 SL No. 2 s 12

Appointment as bank

s 425 ins 1996 SL No. 2 s 12

Division 7—Payout odds and commission

div hdg ins 1996 SL No. 2 s 12

Winning wagers and commission

s 426 ins 1996 SL No. 2 s 12

Division 8—Opening of table for gaming

div hdg ins 1996 SL No. 2 s 12

Sorting, inspecting and shuffling the tiles

s 427 ins 1996 SL No. 2 s 12

Division 9—Shuffle and cut of the tiles

div hdg ins 1996 SL No. 2 s 12

Shuffling and stacking for each round of play

s 428 ins 1996 SL No. 2 s 12

La ja

s 429 ins 1996 SL No. 2 s 12

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s 430 ins 1996 SL No. 2 s 12

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s 431 ins 1996 SL No. 2 s 12

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div hdg ins 1996 SL No. 2 s 12

The deal

s 432 ins 1996 SL No. 2 s 12

Controlling the tiles

s 433 ins 1996 SL No. 2 s 12

Division 11—Setting the hands

div hdg ins 1996 SL No. 2 s 12

Hands

s 434 ins 1996 SL No. 2 s 12

Setting the hands

s 435 ins 1996 SL No. 2 s 12

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div hdg ins 1996 SL No. 2 s 12

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s 439 ins 1996 SL No. 2 s 12

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s 440 ins 1996 SL No. 2 s 12

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s 441 ins 1996 SL No. 2 s 12

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s 442 ins 1996 SL No. 2 s 12

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div hdg ins 1996 SL No. 2 s 12

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s 443 ins 1996 SL No. 2 s 12

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div hdg ins 1996 SL No. 2 s 12

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s 444 ins 1996 SL No. 2 s 12

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s 445 ins 1996 SL No. 2 s 12

Division 15—Irregularities

s 260 ins 1996 SL No. 2 s 12

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s 446 ins 1996 SL No. 2 s 12

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s 447 ins 1996 SL No. 2 s 12

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s 448 ins 1996 SL No. 2 s 12

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s 449 ins 1996 SL No. 2 s 12

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s 450 ins 1996 SL No. 2 s 12

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s 451 ins 1996 SL No. 2 s 12

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s 452 ins 1996 SL No. 2 s 12

Silence

s 453 ins 1996 SL No. 2 s 12

Contravention of rules

s 454 ins 1996 SL No. 2 s 12

PART 20—TRI-CHRO

pt 20 (ss 455–467) ins 1997 SL No. 223 s 4

PART 21—TRIPLE PENNY TWO-UP

pt 21 (ss 468–480) ins 1998 SL No. 233 s 4

SCHEDULE—DICTIONARY

prev sch 1 ins 1995 SL No. 84 s 28

om R1 (see RA s 37)

pres sch ins 1995 SL No. 228 s 8

def “**card machine**” ins 1996 SL No. 2 s 13

SCHEDULE 2

ins 1995 SL No. 84 s 28

om R1 (see RA s 37)

DIVISION 13—VIDEO GAMING MACHINES

div hdg om 1993 SL No. 179 s 8

Part 87—Video blackjack (summit machines)

pt hdg amd reg pubd gaz 28 May 1986 pp 879–96

om 1993 SL No. 179 s 8

General

s 87.1 amd reg pubd gaz 28 May 1986 pp 879–96

om 1993 SL No. 179 s 8

Regular Blackjack—Also Known as “21”

s 87.2 om 1993 SL No. 179 s 8

Double Blackjack

s 87.3 om 1993 SL No. 179 s 8

Sneaky-peek Blackjack

s 87.4 om 1993 SL No. 179 s 8

Winning Streak Blackjack

s 87.5 om 1993 SL No. 179 s 8

Progressive Regular Blackjack—\$1 Game or 20 cent Game

s 87.6 om 1993 SL no. 179 s 8

Part 88—Video keno (summit machines)

pt hdg amd reg pubd gaz 28 May 1986 pp 879–96

om 1993 SL No. 179 s 8

General

s 88.1 amd reg pubd gaz 28 May 1986 pp 879–96; 11 April 1987 pp 1815–17

om 1993 SL No. 179 s 8

Regular Keno—\$1 game and 20 cent game and Progressive Regular Keno—\$1 game and 20 cent game

- s 88.2 sub reg pubd gaz 11 April 1987 pp 1815–17
 amd reg pubd gaz 30 May 1987 pp 866–70
 om 1993 SL No. 179 s 8

Player's choice keno—\$1 game and 20 cent game

- s 88.3 om reg pubd gaz 11 April 1987 pp 1815–17

Part 89—Video blackjack (IGT machines)

- pt hdg ins reg pubd gaz 28 May 1986 pp 879–96
 om 1993 SL No. 179 s 8

General

- s 89.1 ins reg pubd gaz 28 May 1986 pp 879–96
 amd reg pubd gaz 25 April 1987 pp 2132–5; 29 October 1988 pp 1017–20
 om 1993 SL No. 179 s 8

Regular Blackjack (Also Known as “21”)

- s 89.2 ins reg pubd gaz 28 May 1986 pp 879–96
 om 1993 SL No. 179 s 8

Double Blackjack (Also Known as 2–Hand ‘21’)

- s 89.3 ins reg pubd gaz 28 May 1986 pp 879–96
 amd reg pubd gaz 23 February 1991 pp 978–81
 om 1993 SL No. 179 s 8

21 Steps

- s 89.4 ins reg pubd gaz 28 May 1986 pp 879–96
 om 1993 SL No. 179 s 8

Part 90—Video keno (igt machines)

- pt hdg ins reg pubd gaz 28 May 1986 pp 879–96
 om 1993 SL No. 179 s 8

General

- s 90.1 ins reg pubd gaz 28 May 1986 pp 879–96
 amd reg pubd gaz 25 April 1987 pp 2132–5; 29 October 1988 pp 1017–20;
 1991 SL No. 233 s 3
 om 1993 SL No. 179 s 8

Regular Keno and Progressive Regular Keno

- s 90.2 ins reg pubd gaz 28 May 1986 pp 879–96
 amd reg pubd gaz 11 April 1987 pp 1815–17; 25 April 1987 pp 2132–5;
 5 September 1987 pp 72–4
 sub reg pubd gaz 23 February 1991 pp 978–81
 amd reg pubd gaz 20 April 1991 p 2572
 om 1993 SL No. 179 s 8

Alternative Regular Keno

- s 90.3 ins reg pubd gaz 17 December 1988 pp 2163–5
 amd 1991 SL No. 39 s 12
 om 1993 SL No. 179 s 8

Part 91—Video draw card (summit machines)

pt hdg ins reg pubd gaz 22 November 1986 pp 1696–8
om 1993 SL No. 179 s 8

General

s 91.1 ins reg pubd gaz 22 November 1986 pp 1696–8
amd reg pubd gaz 25 April 1987 pp 2132–5; 5 August 1989 pp 3015–20
om 1993 SL No. 179 s 8

Draw card \$1 and 20 cent game; progressive draw card \$1 and 20 cent game

s 91.2 ins reg pubd gaz 22 November 1986 pp 1696–8
amd reg pubd gaz 5 August 1989 pp 3015–20
om 1993 SL No. 179 s 8

Part 92—Video draw card (igt machines)

pt hdg ins reg pubd gaz 25 April 1987 pp 2132–5
om 1993 SL No. 179 s 8

General

s 92.1 ins reg pubd gaz 25 April 1987 pp 2132–5
amd reg pubd gaz 5 September 1987 pp 72–4; 26 December 1987
pp 1923–7; 29 October 1988 pp 1017–20; 17 December 1988
pp 2163–5; 5 August 1989 pp 3015–20
om 1993 SL No. 179 s 8

Draw Card \$2, \$1 and 20 cent game

prov hdg sub reg pubd gaz 29 October 1988 pp 1017–20
s 92.2 ins reg pubd gaz 25 April 1987 pp 2132–5
amd reg pubd gaz 5 September 1987 pp 72–4; 26 December 1987
pp 1923–7; 1 September 1990 pp 101–4
om 1993 SL No. 179 s 8

Alternative progressive draw card—\$2, \$1 and 20 cent game

prov hdg sub reg pubd gaz 17 December 1988 pp 2163–5; 5 August 1989
pp 3015–20
s 92.3 ins reg pubd gaz 5 September 1987 pp 72–4
amd reg pubd gaz 26 December 1987 pp 1923–7; 17 December 1988
pp 2163–5; 5 August 1989 pp 3015–20; 1 September 1990 pp 101–4
om 1993 SL No. 179 s 8

Progressive Draw Card—\$1 Game and 20 cent Game

s 92.4 ins reg pubd gaz 26 December 1987 pp 1923–7
amd reg pubd gaz 29 October 1988 pp 1017–20; 17 December 1988
pp 2163–5; 5 August 1989 pp 3015–20
sub reg pubd gaz 9 December 1989 pp 2529–31
om 1993 SL No. 179 s 8

Alternative Draw Card \$1 and 20 cent game

s 92.5 ins reg pubd gaz 5 August 1989 pp 3015–20
om 1993 SL No. 179 s 8

Part 93—Progressive jackpots

pt 93 (ss 93.1–93.3) ins reg pubd gaz 30 May 1987 pp 866–70
om 1993 SL No. 179 s 8

Part 94—Video draw card (aristocrat machines)

pt hdg ins reg pubd gaz 26 December 1987 pp 1923–7
om 1993 SL No. 179 s 8

General

s 94.1 ins reg pubd gaz 26 December 1987 pp 1923–7
amd reg pubd gaz 2 December 1989 pp 2442–4
om 1993 SL No. 179 s 8

Draw Card \$1 and 20 cent game; Progressive Draw Card \$1 and 20 cent game

prov hdg sub reg pubd gaz 2 December 1989 pp 2442–4
s 94.2 ins reg pubd gaz 26 December 1987 pp 1923–7
amd reg pubd gaz 2 December 1989 pp 2442–4
om 1993 SL No. 179 s 8

Part 95—Video keno (aristocrat machines)

pt hdg ins reg pubd gaz 29 October 1988 pp 1017–20
om 1993 SL No. 179 s 8

General

s 95.1 ins reg pubd gaz 29 October 1988 pp 1017–20
om 1993 SL No. 179 s 8

Playing of Regular Keno

s 95.2 ins reg pubd gaz 29 October 1988 pp 1017–20
om 1993 SL No. 179 s 8

Playing of 10 Spot Keno

s 95.3 ins 1992 SL No. 325 s 24
om 1993 SL No. 179 s 8

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s 95.4 ins 1992 SL No. 325 s 24
om 1993 SL No. 179 s 8

DIVISION 14—OTHER GAMING MACHINES

div 14 (ss 96.1–99.1) ins 1992 SL No. 325 s 25
om 1993 SL No. 179 s 8

10 Table of renumbered provisions

TABLE OF RENUMBERED PROVISIONS
under the Casino Gaming Rules 1985 part 14
(ins 1995 SL No. 84 ss 27–28 and om R1 (see RA s 37))

Part 14 provides—

PART 14—RENUMBERING AND HEADING CHANGES FOR REPRINT

Renumbering and insertion of section headings

224.(1) A provision listed in schedule 1, column 1 is renumbered in the way appearing opposite in schedule 1, column 2.

(2) If a heading appears in schedule 1, column 3, the heading is the new section heading for the provision whether the provision has an existing section heading or not.

Omission of part and division headings and insertion of new part headings

225.(1) All part and division headings (other than the part heading of this part) are omitted.

(2) The part and division headings appearing in schedule 2, column 1 are inserted before the sections (as renumbered) appearing opposite in schedule 2, column 2.

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section 224 of the rules

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2.2(2)	3(2)	
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2.6(1)	6(1)	
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2.6(3)	6(3)	
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2A.3(1)	9(1)	Application for Minister's approval
2A.3(2)	9(2)	
2A.3(3)	9(3)	
2A.4	10	Entry fees for tournament
2A.5(1)	11(1)	Review of applications and consideration by Minister
2A.5(2)	11(2)	
2A.5(3)	12	Cancellation in certain circumstances if approval relates to more than 1 tournament
3.1	13(1)	Table and layout
3.2	13(2)	
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SCHEDULE 1 (continued)

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4.1	15	Definitions
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5.2	17	Value of cards
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6.3	19(1)	Way wagers may be made
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6.4	20	Payout odds for winning wagers
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15.2(1)	42(1)	Circumstances when more than 1 player on a box etc.
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15A.4(1)	48(1)	
15A.4(2)	48(2)	
15A.4(3)	48(3)	
15A.4(4)	48(4)	
15A.4(5)	48(5)	
15A.4(6)	48(6)	
15A.4(7)	48(7)	
15A.5(1)	49(1)	
15A.5(2)	49(2)	
15A.6(1)	50(1)	
15A.6(2)	50(2)	
16.1	51	Exposed card in rack
16.2	52(1)	Card drawn in error to be used in play
16.3	52(2)	
16.3,	52(3)	
2nd sentence		
16.3,	52(4)	
3rd sentence		
16.4	53	Card drawn in error not to be used if play ended
16.5	54	No first card dealt to dealer's hand
16.6	55(1)	Insufficient cards in shoe to complete round of play
16.6,	55(2)	
2nd sentence		
16.7	56(1)	No cards dealt to a player's hand

SCHEDULE 1 (continued)

16.7, 2nd sentence	56(2)	
16.7A(1)	57(1)	No second card to last player if dealer has no second card
16.7A(2)	57(2)	
16.8	58	No additional cards offered to player
16.8A(1)	59(1)	No second card to last player if dealer has second card and more
16.8A(2)	59(2)	
16.8A(3)	59(3)	
16.8A(4)	59(4)	
16.8A(5)	59(5)	
16.9	60	Player given extra cards
16.10(1)	61(1)	Dealer with no first card
16.10(2)	61(2)	
16.10(3)	61(3)	
16.11	62	Dealer with too many cards
16.12	63	Extra hand dealt
16.13	64	Player refusing to act on hand after wagering
16.14	65	Paramount provision if only 1 card incorrectly placed
17.1	66(1)	Table layout, dice tumbler and 3 identical dice
17.2(1)	66(2)	
17.2(2)	66(3)	
17.2(2), 2nd sentence	66(4)	
17.2(3)	66(5)	
17.3	66(6)	
17.4	66(7)	
17.5(1)	67(1)	Electronic equipment and entry terminal for results
17.5(1), 2nd sentence	67(2)	
17.5(2)	67(3)	

SCHEDULE 1 (continued)

17.5(2), 2nd sentence	67(4)	
19.1	68	Permissible wagers
19.1, 2nd sentence	69(1)	Uppermost side of die used to decide results
19.1, 3rd sentence	69(2)	
19.1, 4th sentence	70	Meaning of "total", permissible wagers and results of wagers
19.1, 4th sentence, def "total(s)"	70, def "total(s)"	
19.1, 4th sentence, (a)	70, def "small"	
19.1, 4th sentence, (b)	70, def "big"	
19.1, 4th sentence, (c)	70, def "triples"	
19.1, 4th sentence, (d)	70, def "doubles"	
19.1, 4th sentence, (e)	70 def "any triple"	
19.1, 4th sentence, (f)	70, def "3 dice totals"	
19.1, 4th sentence, (g)	70, def dice co m b i n a - t i o n s "	
19.1, 4th sentence, (h)	70, def "individual die face values"	
19.2	71(1)	Gaming chips to be used for wagering
19.2, 2nd sentence	71(2)	
19.3	71(3)	

SCHEDULE 1 (continued)

19.4(1)	72(1)	Dealer to call no more bets at proper time
19.4(2)	72(2)	
19.4(3)	72(3)	
19.4(4)	72(4)	
19.5	73(1)	Use of non-value chips
19.5A	73(2)	
19.5B	73(3)	
19.6	74(1)	Minimum and maximum wagers
19.7	74(2)	
19.7, 2nd sentence	74(3)	
20.1	75	Payout odds for winning wagers
21.1	76	Three spins of dice tumbler or dice must spin 3 times
21.2(1)	77(1)	
21.2(2)	77(2)	
21.2(3)	77(3)	
21.3	77(4)	
21.4	78(1)	Entering results into the electronic equipment
21.5	78(2)	
21.6	78(3)	
21.6, 2nd sentence	78(4)	
21.7	78(5)	
21.7, 2nd sentence	78(6)	
21.8	79	No unauthorised operation of dice tumbler or entry button
22.1	80(1)	Irregularities
22.2	80(2)	
23.1	81(1)	Table and layout
23.1, 2nd sentence	81(2)	

SCHEDULE 1 (continued)

23.1, 3rd sentence	82	Drop box and discard bucket
23.2	83(1)	Standing players
23.2, 2nd sentence	83(2)	
24.1	84(1)	Number of decks and way cards are dealt
24.1, 2nd sentence	84(2)	
24.2	85(1)	Value of cards and point count of hands
24.3	85(2)	
24.3, 2nd sentence	85(3)	
25.1	86	Permissible wagers and results
25.2	87(1)	Gaming chips to be used for wagering etc.
25.2, 2nd sentence	87(2)	
25.2, 3rd sentence	87(3)	
25.3	88	Changing wagers
25.4	89(1)	Minimum and maximum wagers
25.4, proviso	89(2)	
25.5	89(3)	
25.5, 2nd sentence	89(4)	
26.1	90(1)	Payout odds and commission
26.2	90(2)	
26.2, 2nd sentence	90(3)	
26.2, 3rd sentence	90(4)	
26.2, 3rd sentence, proviso	90(5)	

SCHEDULE 1 (continued)

26.2, 4th sentence	90(6)	
26.3	90(7)	
27.1	91(1)	Sorting and inspecting cards and other procedures
27.2	91(2)	
27.3	91(3)	
28.1	92(1)	Shuffling the cards
28.1A	92(2)	
28.2	93(1)	Cutting the cards
28.2, 2nd sentence	93(2)	
28.2, 3rd sentence	93(3)	
28.3	93(4)	
28.4	93(5)	
28.4, 2nd sentence	93(6)	
28.4, 3rd sentence	93(7)	
28.4, 4th sentence	93(8)	
28.4, 5th sentence	93(9)	
29.1	94(1)	Selecting the banker
29.1, 2nd sentence	94(2)	
29.2	94(3)	
29.2, 2nd sentence	94(4)	
29.3	94(5)	
29.4	95(1)	Banker must make minimum wagers
29.4, 2nd sentence	95(2)	
29.5	95(3)	
29.6	96(1)	Dealer may be the banker

SCHEDULE 1 (continued)

29.7	96(2)	
30.1	97(1)	Dealing of initial 2 cards to each hand
30.2	97(2)	
30.3	97(3)	
30.3, 2nd sentence	97(4)	
30.3, 3rd sentence	97(5)	
30.3, 4th sentence	97(6)	
31.1	98(1)	Announcement of point count of each hand after initial cards etc.
31.1, 2nd sentence	98(2)	
31.2	98(3)	
31.3	99(1)	Dealing of additional cards
31.4	99(2)	
31.5(1)	100(1)	Appearance of cutting card during play
31.5(2)	100(2)	
31.5(3)	100(3)	
31.5(4)	100(4)	
31.6	101	No additional cards may be drawn in certain circumstances
31.7	102	Additional cards for player's hand in certain circumstances
31.8	103(1)	Additional cards for banker's hand in certain circumstances
31.9	103(2)	
31.10	103(3)	
31.11	103(4)	
31.12	103(5)	
31.12, 2nd sentence	103(6)	
32.1	104(1)	Deciding the results of the round and dealing with wagers

SCHEDULE 1 (continued)

32.1, 2nd sentence	104(2)	
32.2	104(3)	
33.1	105(1)	Continuing as banker or selecting a new banker
33.2	105(2)	
33.3	105(3)	
33.3, 2nd sentence	105(4)	
34.1	106(1)	Irregularities
34.1, 2nd sentence	106(2)	
34.2	106(3)	
34.3	106(4)	
34.4	106(5)	
34.5	106(6)	
34.6	106(7)	
34.7	106(8)	
35.1	107(1)	Table and layout
35.1, 2nd sentence	107(2)	
36.1	108	Definitions
36.1(a)	108, def “come out point”	
36.1(b)	108, def “come out roll”	
36.1(c)	108, def “come point”	
36.1(d)	108, def “roll”	
36.1(e)	108, def “7 out”	

SCHEDULE 1 (continued)

36.1(f)	108, def “shooter”	
36.1(g)	108, def “total”	
37.1	109	Permissible wagers and results
37.1(a)	109, def “win bet”	
37.1(a)(i)	109, def “win bet”, (a)	
37.1(a)(i)(A)	109, def “win bet”, (a)(i)	
37.1(a)(i)(B)	109, def “win bet”, (a)(ii)	
37.1(a)(ii)	109, def “win bet”, (b)	
37.1(a)(ii)(A)	109, def “win bet”, (b)(i)	
37.1(a)(ii)(B)	109, def “win bet”, (b)(ii)	
37.1(b)	109, def “don’t win bet”	
37.1(b)(i)	109, def “don’t win bet”, (a)	
37.1(b)(i)(A)	109, def “don’t win bet”, (a)(i)	
37.1(b)(i)(B)	109, def “don’t win	

SCHEDULE 1 (continued)

	bet”, (a)(ii)
37.1(b)(ii)	109, def “don’t win bet”, (b)
37.1(b)(ii)(A)	109, def “don’t win bet”, (b)(i)
37.1(b)(ii)(B)	109, def “don’t win bet”, (b)(ii)
37.1(b)(iii)	109, def “don’t win bet”, (c)
37.1(c)	109, def “come bet”
37.1(c)(i)	109, def “come bet”, (a)
37.1(c)(i)(A)	109, def “come bet”, (a)(i)
37.1(c)(i)(B)	109, def “come bet”, (a)(ii)
37.1(c)(ii)	109, def “come bet”, (b)
37.1(c)(ii)(A)	109, def “come bet”, (b)(i)
37.1(c)(ii)(B)	109, def “come bet”, (b)(ii)
37.1(d)	109, def “don’t come bet”

SCHEDULE 1 (continued)

37.1(d)(i)	109, def “don’t come bet”, (a)
37.1(d)(i)(A)	109, def “don’t come bet”, (a)(i)
37.1(d)(i)(B)	109, def “don’t come bet”, (a)(ii)
37.1(d)(ii)	109, def “don’t come bet”, (b)
37.1(d)(ii)(A)	109, def “don’t come bet”, (b)(i)
37.1(d)(ii)(B)	109, def “don’t come bet”, (b)(ii)
37.1(d)(iii)	109, def “don’t come bet”, (c)
37.1(e)	109, def “place bet to win”
37.1(f)	109, def “lay bet”
37.1(g)	109, def “big 6”

SCHEDULE 1 (continued)

37.1(h)	109, def “big 8”	
37.1(i)	109, def “4 the hardway”	
37.1(j)	109, def “6 the hardway”	
37.1(k)	109, def “8 the hardway”	
37.1(l)	109, def “10 the hardway”	
37.1(m)	109, def “field bet”	
37.1(n)	109, def “any 7”	
37.1(o)	109, def “any craps”	
37.1(p)	109, def “craps 2”	
37.1(q)	109, def “craps 3”	
37.1(r)	109, def “craps 12”	
37.1(s)	109, def “11 in 1 roll”	
37.1(t)	109, def “horn bet”	
37.1(u)	109, def “horn high bet”	
37.2	110(1)	Time and way for wagering

SCHEDULE 1 (continued)

37.3	110(2)	
37.3, 2nd sentence	110(3)	
37.3, 3rd sentence	110(4)	
37.4	111(1)	Removal or reduction of wager
37.5	111(2)	
37.6	112(1)	Circumstances when place bets inactive or active
37.6, proviso	112(2)	
37.6, 2nd sentence	112(3)	
37.7	113(1)	Minimum and maximum wagers
37.7, proviso	113(2)	
37.7(a)	113(2)(a)	
37.7(b)	113(2)(b)	
37.8	113(3)	
37.8, 2nd sentence	113(4)	
37.9	114(1)	Player responsible when wagering or giving instructions
37.9, 2nd sentence	114(2)	
38.1	115(1)	Payout odds for winning wagers
38.2	115(2)	
39.1	116(1)	True odds for buy bets
39.1, 2nd sentence	116(2)	
39.2	117(1)	True odds for lay bets
39.2, 2nd sentence	117(2)	
39.3	118(1)	Percentages, fees and other matters
39.4	118(2)	
40.1(1)	119(1)	Supplemental wagers after come out roll for win bets
40.1(2)	119(2)	

SCHEDULE 1 (continued)

40.2(1)	120(1)	Supplemental wagers after come out roll for don't win bets
40.2(2)	120(2)	
40.3(1)	121(1)	Supplemental wagers after come out roll for come bets
40.3(2)	121(2)	
40.3(3)	121(3)	
40.3(3), 2nd sentence	121(4)	
40.4(1)	122(1)	Supplemental wagers after come out roll for don't come bets
40.4(2)	122(2)	
41.1	123(1)	Control of dice
41.1, 2nd sentence	123(2)	
41.2	124(1)	Selecting the shooter and matters about inactive dice
41.2, 2nd sentence	124(2)	
41.3	124(3)	
41.3, 2nd sentence	124(4)	
41.4	125	Procedure if die goes off table
42.1	126(1)	Wagering and dice throwing by shooter
42.2	126(2)	
42.3	126(3)	
43.1	127(1)	Invalid roll of the dice
43.2	127(2)	
43.3	127(3)	
43.4	127(4)	
43.5	128(1)	Declaration by stickperson may be overruled etc.
43.6	128(2)	
43.7	128(3)	

SCHEDULE 1 (continued)

44.1	129(1)	Calling the results of throw and dealing with wagers
44.1, 2nd sentence	129(2)	
44.2	129(3)	
44.3	129(4)	
44.3, 2nd sentence	129(5)	
44.3, 3rd sentence	129(6)	
45.1	130(1)	Continuing shooter or selecting new shooter
45.2	130(2)	
45.3	130(3)	
45.3, 2nd sentence	130(4)	
46.1	131(1)	Table, layout and ball
46.2	131(2)	
46.3	131(3)	
46.4	131(4)	
47.1	132(1)	Rotating the wheel and ball and controlling wagering
47.2	132(2)	
47.3	133(1)	Announcing the winning number, placing the crown and dealing with wagers
47.4	133(2)	
47.5	134	No unauthorised interference with gaming equipment
48.1	135	Permissible wagers and results
48.1(a)	135, def "1 number or straight up"	
48.1(b)	135, def "2 numbers or split"	

SCHEDULE 1 (continued)

48.1(b)(i)	135, def “2 numbers or split”, (a)
48.1(b)(ii)	135, def “2 numbers or split”, (b)
48.1(c)	135, def “3 numbers or street”
48.1(c)(i)	135, def “3 numbers or street”, (a)
48.1(c)(ii)	135, def “3 numbers or street”, (b)
48.1(c)(iii)	135, def “3 numbers or street” (c)
48.1(d)	135, def “4 numbers or corner”
48.1(d)(i)	135, def “4 numbers or corner”, (a)
48.1(d)(ii)	135, def “4 numbers or corner”, (b)
48.1(e)	135, def “6 numbers or 6-line”
48.1(f)	135, def “column”
48.1(g)	135, def “dozen”
48.1(h)	135, def “low—

SCHEDULE 1 (continued)

	(1–18)”	
48.1(i)	135, def “ h i g h — (19–36)”	
48.1(j)	135, def “even”	
48.1(k)	135, def “odd”	
48.1(l)	135, def “red”	
48.1(m)	135, def “black”	
48.2(1)	136(1)	Way wagers are made and changed
48.2(2)	136(2)	
48.3	136(3)	
48.4	136(4)	
48.4, 2nd sentence	136(5)	
48.5	137(1)	Use of non-value chips
48.6	137(2)	
48.7	137(3)	
48.8	138(1)	Responsibilities of player for placing wagers etc.
48.8, 2nd sentence	138(2)	
48.9	139	Wagers dealt with when ball falls to rest
48.9A(1)	140(1)	Change to application of ss 138 and 139 if unfair
48.9A(2)	140(2)	
48.10	141(1)	Minimum and maximum wagers
48.11	141(2)	
48.12	141(3)	
48.12, 2nd sentence	141(4)	
48.13	142	Use of value chips

SCHEDULE 1 (continued)

49.1	143(1)	Payout odds for winning wagers
49.2	143(2)	
49.3	143(3)	
50.1	144(1)	Irregularities and announcing no spin
50.2	144(2)	
50.3	144(3)	
50.4	144(4)	
50.5	144(5)	
51.1	145(1)	Wheel and layout
51.1,	145(2)	
2nd sentence		
51.2	145(3)	
51.3	145(4)	
51.4	145(5)	
51.5	145(6)	
52.1	146(1)	Spinning the wheel
52.2	146(2)	
52.3	146(3)	
52.4	146(4)	
52.5	147	Announcing the winning symbol and dealing with wagers
52.6	148	No unauthorised interference with gaming equipment
53.1	149	Permissible wagers and results
53.2	150(1)	Way wagers may be made or withdrawn
53.2,	150(2)	
2nd sentence		
53.3	150(3)	
53.3,	150(4)	
2nd sentence		
53.4	151	Player responsible when wagering
53.5	152	Wagers dealt with when indicator rests in slot
53.6	153(1)	Minimum and maximum wagers
53.6, proviso	153(2)	

SCHEDULE 1 (continued)

53.7	153(3)	
53.7, 2nd sentence	153(4)	
54.1	154(1)	Payout odds for winning wagers
54.2	154(2)	
54.3	154(3)	
55.1	155(1)	Irregularities
55.2	155(2)	
55A.1(1)	156(1)	
55A.1(1), 2nd sentence	156(2)	
55A.1(2)	156(3)	
55A.1(3)	156(4)	
55A.1(4)	156(5)	
55A.2	157	Spinning the wheel
55A.3(1)	158	Permissible wagers and results
55A.3(2)	159(1)	Minimum and maximum wagers
55A.3(2), proviso	159(2)	
55A.3(2)(e)	159(2)(a)	
55A.3(2)(f)	159(2)(b)	
55A.4(1)	160(1)	Payout odds for winning wagers
55A.4(2)	160(2)	
55A.5	161	
56.1	162(1)	Table and layout
56.2	162(2)	
56.2, 2nd sentence	162(3)	
56.3	162(4)	
57.1	163	Definitions
57.1(a)	163, def “boxer”	
57.1(b)	163, def “heads”	
57.1(c)	163, def “kip”	

SCHEDULE 1 (continued)

57.1(d)	163, def “odds”	
57.1(e)	163, def “ring”	
57.1(f)	163, def “spinner”	
57.1(g)	163, def “tails”	
58.1(1)	164(1)	Coins to be used in the game
58.1(1), 2nd sentence	164(2)	
58.1(2)	164(3)	
58.1(3)	164(4)	
58.1(4)	164(5)	
58.2	165(1)	Coins outside of ring or lost coins
58.3	165(2)	
58.3, 2nd sentence	165(3)	
58.3, 3rd sentence	165(4)	
59.1	166(1)	Selecting the spinner and coins for spinning
59.1, 2nd sentence	166(2)	
59.2	166(3)	
59.2, 2nd sentence	166(4)	
60.1(1)	167(1)	Spinner’s role, wagers and results
60.1(2)	167(2)	
60.1(3)	167(3)	
60.1(4)	167(4)	
60.1(5)	167(5)	
60.1(6)	167(6)	
60.1(7)	167(7)	
60.1(8)	167(8)	
60.2(1)	168(1)	Player’s role, wagers and results

SCHEDULE 1 (continued)

60.2(2)	168(2)	
60.2(3)	168(3)	
60.2(4)	168(4)	
60.2(5)	168(5)	
60.2(6)	168(6)	
60.3	169(1)	Other matters about wagers by spinners and players
60.4(1)	169(2)	
60.4(2)	169(3)	
60.5	170(1)	Way wagers may be made
60.5, 2nd sentence	170(2)	
60.6	170(3)	
60.7	171(1)	Minimum and maximum wagers
60.7, proviso	171(2)	
60.8	171(3)	
60.8, 2nd sentence	171(4)	
60.9	172(1)	Procedure when 3 consecutive invalid spins
60.10	172(2)	
61.1	173(1)	Indicator lights for showing results of spins etc.
61.2	173(2)	
62.1	174(1)	Payout odds for winning wagers
62.2	174(2)	
62.3	174(3)	
63.1	175(1)	Coins to spin in certain way or otherwise spin may be declared invalid
63.2	175(2)	
63.2(i)	175(2)(a)	
63.2(ii)	175(2)(b)	
63.2(iii)	175(2)(c)	
63.2(iv)	175(2)(d)	
63.2(v)	175(2)(e)	

SCHEDULE 1 (continued)

63.3	175(3)	
63.4	175(4)	
63.4,	175(5)	
2nd sentence		
64.1	176(1)	Table layout, dice tumbler and 3 identical dice
64.2(1)	176(2)	
64.2,	176(3)	
2nd sentence		
64.2(2)	176(4)	
64.2(2),	176(5)	
2nd sentence		
64.2(3)	176(6)	
64.3	176(7)	
65.1	177	Inspecting dice tumbler and seal before opening table for gaming
66.1	178(1)	Permissible wagers and results
66.1,	178(2)	
2nd sentence		
66.1,	178(3)	
3rd sentence		
66.1,	178(4)	
4th sentence		
66.1,	178(4), def	
4th sentence, def	“total’s”	
“total’s”		
66.1 , 4th	178(4), def	
sentence, (a)	“field”	
66.1 , 4th	178(4), def	
sentence, (b)	“individual die face values”	
66.2	179(1)	Way wagers may be made
66.2,	179(2)	
2nd sentence		

SCHEDULE 1 (continued)

66.3	180(1)	Player responsible when wagering or giving instructions
66.3, 2nd sentence	180(2)	
66.4(1)	181(1)	Time for wagering
66.4(2)	181(2)	
66.5	182	Non-value chips may not be used
66.6	183(1)	Minimum and maximum wagers
66.7	183(2)	
66.7, 2nd sentence	183(3)	
67.1	184	Payout odds for winning wagers
68.1	185	Use of dice tumbler
68.2	186(1)	Announcing the result
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11 Transitional and savings provisions

Regulation published gazette 30 May 1987 pp 866–70 provides—

Saving

6. Nothing in this Notification operates so as to prejudice or affect clause 6 of the Notification published in the *Gazette* on 11th April, 1987, at pages 1815–17.