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**1.0 Interpretation**

In this division, unless the contrary intention appears:

**“Action”** means a player acting in turn;

**“All-in”** means a player has invested all of his/her remaining Chips in the outcome of a Hand. His/her Bet cannot be more than a legal Bet, or a legal Bet and Raise, if a Raise is an option. He/she can only win that portion of the Pot in which he/she contributed Chips plus an equal amount of Chips from each player remaining in the Pot;

**“Ante”** means a predetermined contribution to the Pot by all players before any cards are dealt in a Hand;

**“Bet”** means a player’s Wager;

**“Betting Round”** means a complete cycle from the first bettor to the last person to Call;

**“Blind”** means a designated Bet placed before the first card is dealt. The Blind is a live Bet which can win the Pot if it is not subject to a Call or Raise;

**“Boxed Card”** means a card found face up in the deck;

**“Burn”** means the Dealer removing the top card from the deck before the start of a Round;

**“Burn Card”** means a card which is removed from the top of the deck by the Dealer without exposing its value and placed face down, separate from the discards before the start of a Round;

**“Buy-in”** means the purchase of Chips before the start of a Hand;

**“Call”** means placing a Bet equal to the highest legal Bet in that Round or going All-in if remaining Chips are less than the size of that Bet. In games where there are Blinds the first player to act after the initial Deal shall Call by placing a Bet equal to the last Blind;

**“Cap”** means the maximum amount of a Commission to be collected;

**“Check”** means not initiating a Bet but retaining all rights to act in the event a Bet is made. A Check shall only be an option if no Blind is placed or Bet made;

**“Commission”** also known as a “Rake”, means an amount due to the House for hosting a poker game as further described at rule 8;

**“Community Cards”** means cards dealt face upward which can be used by all players to complete their best possible Hand;

**“Crazy Pineapple”** means a type of poker;

**“Cut”** means to divide the deck into two face-down stacks and then reunite them by locating the former bottom stack on the former top stack without changing the order of the cards within each stack;

**“Cutting Card”** means a card which cannot be construed as a playing card to be placed under the bottom card of the deck before the Deal;

**“Dead Hand”** means a Hand that has no claim to the Pot;

**“Deal”** means the distribution of playing cards to the players;

**“Dealer Button”** means an object on the table which designates the Dealer or last player to act in a Round. The Dealer Button is moved one position in a clockwise rotation at the conclusion of each Hand;

**“Defective Deck”** means a deck that contains: an incorrect number of cards for the games in progress; duplicate cards; jokers; five or more Boxed Cards; two or more different back designs or colours; cards in play which have become marked, scratched or can be read without looking at the face; manufacturing imperfections; or any problem with the deck the Casino Operator considers detrimental to the security and integrity of the game;

**“Down Card”** means a card dealt face downward;

**“Draw”** means a type of poker or the taking of additional cards by a player as in Draw poker;

**“Drop Slide”** means a device attached to the table which is used for the placement and dropping of a Commission into the drop box;

**“Fee per Hand”** means the collection of money due to the House determined as a set fee per Hand dealt;

**“Five Card Stud”** means a type of poker;

**“Flop”** means three Community Cards dealt face downward and turned face upward simultaneously;

**“Fold”** means to surrender a Hand or refuse to Call a Bet;

**“Forced Bet”** means a mandatory Bet for the purpose of starting a Pot;

**“Heads Up”** means only two active players remain in the Betting Round;

**“Hand”** means one game in a series, one Deal, the cards held by a player, cards retained by a player entitling him/her to participate in the Action or the combination of cards necessary to win a Pot;

**“Hold-em”** means a type of poker;

**“Hole Cards”** means a player’s concealed cards;

**“House”** means the Casino Operator;

**“Jackpot Display”** means a device designed to display on a screen visible at the table or location for the playing of a game, the current jackpot amount(s), promotional messages and winning jackpot messages;

**“Jackpot Management Console”** means the back of house system that is used to manage the Jackpot System and allows for such things as the confirmation of jackpot amounts and any manual adjustments to the jackpot prize pool;

**“Jackpot System”** means the configuration of software and game hardware:

1. necessary to conduct one or more jackpots at any given time; and
2. approved as gambling equipment for the purposes of these rules,

 but does not include a Jackpot Display;

**“Kill Button”** means a button marked “kill” on one side and “leg up” on the reverse side;

**“Kill Pots”** means a game option which requires players to post a Kill Wager that increases the size of the game when they have won two or more consecutive Pots;

**“Kill Wager”** means a wager in a Kill Pot game that increases the size of the game in play;

**“Killer”** means the player with the Kill Button;

**“Limits”** means the range or structure of the betting;

**“Misdeal”** means a Hand dealt incorrectly or the action of dealing a Hand incorrectly;

**“Muck”** means the discard pile;

**“No Limit”** means no constraint is placed on the maximum size of any Bet or Raise;

**“Omaha”** means a type of poker;

**“Open”** means making the first betting action;

**“Opener**” means the person who makes the first betting action;

**“Oversize Chip”** means a wager made with a single large chip;

**“Pineapple”** means a type of poker;

**“Poker Jackpot”** means a jackpot which is payable when a qualifying Hand is dealt to a player participating in the jackpot in accordance with rule 19.

**“Pot”** means the sum of the Antes, Blinds and Calls;

**“Pot Limit”** means the constraint placed on the maximum size of any Bet or Raise is the total Chips in the Pot;

**“Raise”** means a Bet within the table Limits, that is an implicit Call plus an amount in excess of the previous Bet or Raise by at least as large an amount, except in the case of an All-in Raise.

**“Round”** means the cycle of Bets made by the players following the Deal of the cards, or a series of cards or Hands dealt;

**“Run it Twice Button”** means a button which shows the exact number of times the remaining Community Cards are to be dealt;

**“Seven Card Stud”** means a type of poker;

**“Showdown”** means determining the winner of the Pot after the completion of all betting;

**“Side Pot or Side Pots”** means a separate Pot or Pots created in a game of poker due to one or more players being All-in;

**“Spread Limit”** means a Bet can be of varying size within fixed parameters;

**“Straddle”** means a voluntary Blind immediately to the left of the last Blind and double the amount of the previous Blind;

**“Structured Limit”** means a Bet shall be of a designated amount;

**“Stub”** means the remaining portion of the deck after all cards in a Round have been dealt;

**“Substantial Action”** means two or more players acting on their Hands;

**“Suit”** means a group of similarly coloured and like symbol cards;

**“Table Stakes”** means a player shall only Wager within the Limits up to the amount of Chips possessed by that player on the table in plain view before the start of any one Hand;

**“Tap Out”** means to place all Chips remaining in a player’s table stake into the Pot;

**“Three Card Manila”** means a type of poker;

**“Two Card Manila”** means a type of poker;

**“Wager”** means an Action by which a player places Chips into the Pot on any Betting Round.

**2.0 Application**

The rules contained in this division, together with the general rules contained in division 1, shall apply to the game of poker.

**3.0 Table Layout and Equipment**

3.1 Poker shall be played at a table having on one side places for seated players and on the opposite side a place for the Dealer. Each poker table may have a drop box attached to it.

3.2 The layout cloth covering the poker table may display the name and/or logo of the casino.

3.3 The following equipment shall also be used in the game:

 (a) 1 deck of playing cards; and

 (b) 1 Cutting Card.

3.4 A Drop Slide may be located to the right of the tray bank. The Drop Slide on the table may be used by the Dealer to place the Commission where the Commission is to be dropped by the Dealer into the drop box at the conclusion of the Round. If a bonus is in operation for the game, a separate slot may be used. Both the Drop Slide and bonus slots go directly into drop boxes.

3.5 If the Casino Operator intends to offer a Poker Jackpot pursuant to rule 19, equipment shall be installed as necessary to permit the Poker Jackpot to be operated in accordance with these rules.

**4.0 Cards**

4.1 Poker shall be played with:

(a) a full deck of 52 cards without jokers, and one Cutting Card; or

(b) a 40 card deck consisting of ace, king, queen, jack, 10, 9, 8, 7, 6 and 5 in each of spades, hearts, diamonds and clubs and one Cutting Card; or

(c) a 36 card deck consisting of ace, king, queen, jack, 10, 9, 8, 7, and 6 in each of spades, hearts, diamonds and clubs and one Cutting Card; or

(d) a 32 card deck consisting of ace, king, queen, jack, 10, 9, 8 and 7 in each of spades, hearts, diamonds and clubs and one Cutting Card.

4.2 Cards may, at the discretion of a Game Supervisor or Casino Supervisor, be changed after any Round, if for any reason a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and Cut in accordance with these rules.

4.3 A Game Supervisor or Casino Supervisor may, at any time, instruct the Dealer to check and verify the proper amount of cards.

4.4 All Suits have the same rank, subject to rule 11.4(d), 12.2(a), 12.3(b), 12.4(b), 12.4(e), 13.2(a), 13.3(b), 13.4(b), 13.4(e), 14.4(e), 15.4(e), 16.5(e), and 17.5(e).

**5.0 Maximum Players**

5.1 The maximum number of players for a poker game shall be such that all cards, of a single deck, can be dealt (not including any required Burn Cards between Betting Rounds) at the end of the Round of play provided there will never be more than 10 players at a poker game).

**6.0 The Shuffle and Cut**

6.1 The cards shall be shuffled so that they are randomly intermixed within the deck:

 (a) immediately before the start of play; and

 (b) at the end of each Round.

6.2 After the cards have been shuffled, the Dealer shall Cut the cards (once only) and place them on the Cutting Card. No player ever Cuts the cards.

6.3 The Dealer may at any time check and verify that the deck of cards or any of the decks, as the case may be, contains the correct number of cards.

6.4 The Casino Operator may, after any Round, direct that the cards be replaced, in which event the new cards shall be checked, shuffled and Cut in accordance with this section.

**7.0 Table Stakes and Wagers**

7.1 Wagers shall only be accepted in Chips.

7.2 The type of game, minimum Buy-in, Limits and Commission shall be displayed on a notice in relation to the table.

7.3 A Game Supervisor or Casino Supervisor may change any game, minimum Buy-in, Limit and betting type, provided prior notice of at least three Hands has been given to the players. In the event that all of the players are in agreement, no notice need be given and changes shall become effective immediately. Changes shall only be made at the completion of a Hand.

7.4 On commencement of play each player shall place on the table, in full view of the Dealer and all players, at least the minimum Buy-in required in Chips or cash, which shall be immediately converted to Chips.

7.5 A player shall not augment or reduce his/her table stake during any Round. A player not in a Hand may augment his/her stake, but shall not remove Chips from the table.

7.6 No onlooker or any player wagering at any table may influence another player’s decisions of play.

7.7 Except as expressly permitted by these rules, players may not exchange cards, nor exchange, communicate, nor cause to be exchanged or communicated any information regarding their respective Hands.

7.8 At any time while a game is in progress the Casino Operator may direct that:

 (a) only English be spoken by the players at the table;

 (b) there be silence while a Hand is in progress;

 (c) players suspected of collusion not play at the same table.

7.9 A player placing a Straddle shall be entitled to act last in the first Betting Round only.

Subject to rule 7.10 a Straddle shall be treated as a Raise and shall have no effect on the structure of the game.

7.10 For the purpose of limiting the number of Raises in a Round, a Straddle shall not be counted as a Raise.

7.11 Blinds shall be posted in turn. Players avoiding Blinds will be ineligible to be dealt cards until a correction has been made. The Casino Operator shall determine whether Blind corrections are posted live or directly into the Pot.

7.12 In the event a player due to post the first or small Blind leaves the game, the player on the immediate left of the vacating player shall post the large Blind and the game shall proceed without a small Blind. On the subsequent Deal, the Dealer Button is moved into an empty and the Blinds will have become normalised.

7.13 An Oversize Chip will constitute a Call if there is no announcement or indication of intent to Raise.

 *Kill Pots*

7.14 Where a Kill Pot is offered at one or more tables, this shall be displayed on a sign, either on the particular table(s) or location related to the playing of the game.

7.15 Where Kill Pots are offered at a table, at the commencement of play a Kill Button shall be placed in the centre of the table.

7.16 Subject to rule 7.15, where a player wins an entire Kill Pot, the Kill Button shall be moved to that player’s position displaying the side “leg up”.

7.17 The Casino Operator may set a qualifying Pot size which shall determine if the Kill Button awarded to a player displays the words “kill” or “leg up”.

7.18 Where a player with the Kill Button displaying “leg up” wins a Kill Pot, the Kill Button will be changed to display “kill” and that player shall become the Killer in the next Hand.

7.19 Where a player with the Kill Button displaying the side “kill” wins a Kill Pot, the Kill Button will continue to display “kill” and the player shall remain the Killer in the next Hand.

7.20 Where a player that has a Kill Button in front of their playing position at the commencement of a Hand, that player shall be required to post a Kill Wager.

7.21 Where the player with the Kill Button refuses to post the appropriate Kill Wager, he/she shall not be dealt in and the Kill Button becomes neutral. If the player rejoins the game within an acceptable timeframe as determined by the Casino Operator he/she shall:

1. regain the Kill Button if it is in the neutral position; or
2. regain the Kill Button if another player has the Kill Button displaying “leg up”; or
3. post an amount equal to the Kill Wager, but will not become the Killer when another player has possession of the Kill Button displaying “kill”.

7.22 The minimum Bet in the first Round shall be equal to the Kill Wager and the Killer shall act in the regular sequence of play.

**8.0 Commission**

8.1 The Casino Operator may levy a Commission at each poker table. A Commission may be in the form of a percentage fee, a fee per Hand, a time charge on each player participating in the game and/or such other form of fee as the Casino Operator determines. The Casino Operator shall display a sign detailing the type of Commission (if any) utilised in relation to each table.

8.2 The Casino Operator shall use any of the following methods in determining and collecting the Commission (if any), at any one time:

(a) a percentage fee in the range of 5% to 10% of all sums Bet in a Hand, shall be collected from the Pot and any Side Pots:

 (i) the amount to be collected shall be calculated and collected from the Pot and any Side Pots by the Dealer during or after the conclusion of a Betting Round and placed on the Drop Slide or by the side of the float as play progresses; and

 (ii) upon completion of that Round and at the discretion of the Casino Operator, the Commission shall be either immediately dropped by the Dealer into the drop box or placed into the float;

(b) a fee per Hand dealt pursuant to which:

 (i) assessments shall be calculated on a “per-hand” basis;

 (ii) a sign detailing the maximum fee per Hand shall be displayed in relation to the table;

 (iii) per hand charges once assessed shall be placed on the Drop Slide or by the side of the float by the Dealer; and

 (iv) upon completion of that Round and at the discretion of the Casino Operator, the fee per Hand shall be either immediately dropped by the Dealer into the drop box or placed into the float;

(c) a fee based on time charges pursuant to which:

 (i) assessments shall be calculated on a “per-table” basis and imposed on a “per-player” basis. Inactive players shall also be assessed;

(ii) time charges shall be expressed as an hourly fee, based on the particular Limits at a game. The hourly fee shall be payable in advance;

 (iii) a sign detailing the maximum hourly fee per player shall be displayed in relation to the table;

(iv) time charges once assessed shall be placed on the Drop Slide or by the side of the float by the Dealer; and

(v) once the time charges have been collected, at the discretion of the Casino Operator, they shall be either immediately dropped by the Dealer into the drop box or placed into the float.

(d) any other form of fee as the Casino Operator determines (provided a sign detailing such fee shall be displayed in relation to the table).

8.3 A Game Supervisor or Casino Supervisor may vary the method and amount of Commission to be charged for a game prior to the commencement of a Hand provided that this is displayed in relation to the table.

8.4 Where a clock is being used to determine a set time period permitted for any player to make any decision relating to an action within any Round of play, the Casino Operator may at its discretion, levy an optional fee which permits a player to extend that initial time period by a further time period as determined by the Casino Operator in its sole discretion. A notice relating to any optional time extension fee shall be displayed in relation to the table.

8.5 For the purpose of calculating a percentage fee Commission, an uncalled Wager shall not form part of the Pot.

8.6 In games where the only Bets are Blinds no percentage fee Commission (as in rule 8.2(a)) shall be collected unless otherwise specified on a display in relation to the table.

8.7 Once the amount of Commission collected by the Dealer has reached the Cap no additional Commission shall be collected.

8.8 Where two or more players hold Hands of equal value at the Showdown and have wagered and contested for the Pot for the duration of the Round and no other players have contributed to the Pot, no percentage fee Commission shall be deducted.

**9.0 Order of Poker Hand Values**

**52 Card Deck**

9.1 The value of each card in descending order for a 52 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (ace, when used in a small straight). The order is as follows:

(a) **Royal Flush** ace, king, queen, jack, 10 of the same Suit, no Suit is deemed higher than any other Suit;

(b) **Straight Flush** five cards of the same Suit in numerical sequence. The highest card in the Hand designates the relative value of the straight flush. No Suit is deemed higher than any other Suit;

(d) **Full House** three cards of the same rank combined with a pair of another rank. The value of the three cards has priority over the pair in comparing Hands;

(e) **Flush** five cards of the same Suit. The highest card in the Suit designates the relative value of the flush, followed by the next highest, and so on in descending order of rank. No Suit is deemed higher than any other Suit;

(f) **Straight** five cards in numerical sequence - the highest card in the sequence designates the relative value of the straight. An ace may count high or low in a straight e.g. 5, 4, 3, 2, ace or ace, king, queen, jack, 10;

(h) **Two Pair** two cards of the same rank combined with two cards of another rank, plus one other card. The highest pair has priority when comparing Hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card;

(i) **One Pair** two cards of the same rank, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of rank;

(j) **No Pair**  five unmatched cards, the highest card in the Hand, designates the relative value of the Hand, followed by the next highest, and so on in descending order of rank; and

(k) **Low Hand Values** for the purpose of determining winning Hands in low poker the reverse order of ranking shall apply. Flushes and straights shall not disqualify a low Hand. The highest card used in the Hand designates the relative value of the low Hand, e.g. if 7, 5, 4, 3, 2 versus 6, 5, 4, 3, 2, then the latter is the winning low Hand.

**40 Card Deck, 36 card deck, and 32 card deck**

9.2 The value of each card in descending order for a:

 (a) 40 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, (ace, when used in a small straight);

 (b) 36 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, (ace, when used in a small straight); and

 (c) 32 card deck is ace, king, queen, jack, 10, 9, 8, 7, (ace, when used in a small straight).

9.3 The order of poker Hand values for a 40 card deck, a 36 card deck, and a 32 card deck is:

(a) **Royal Flush** ace, king, queen, jack, 10 of the same Suit;

(b) **Straight Flush** five cards of the same Suit in numerical sequence. The highest card in the Hand designates the relative value of the straight flush. No Suit is deemed higher than any other Suit;

(d) **Flush** five cards of the same Suit. The highest card in the Suit designates the relative value of the flush, followed by the next highest, and so on in descending order of rank. No Suit is deemed higher than any other Suit;

(e) **Full House** three cards of the same rank combined with a pair of another rank. The value of the three cards has priority over the pair in comparing Hands;

(f) **Straight** five cards in numerical sequence - the highest card in the sequence designates the relative value of the straight. An ace may count high or low in a straight in all games except Two Card Manila and Three Card Manila e.g. 8, 7, 6, 5, ace or ace, king, queen, jack, 10;

(h) **Two Pair** two cards of the same rank combined with two cards of another rank, plus one other card. The highest pair has priority when comparing Hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card;

(i) **One Pair** two cards of the same rank, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of rank; and

(j) **No Pair** five unmatched cards, the highest card in the Hand, designates the relative value of the Hand, followed by the next highest, and so on in descending order of rank.

**10.0 Tapping Out/ All-in**

10.1 A player who does not have a bank of Chips of sufficient value to meet a Wager and who wishes to stay in the Hand must Wager the remaining amount of his/her bank of Chips and thus Tap Out/go All-in. He/she remains in the Hand as an active player until the Showdown, taking no further part in any subsequent Betting Rounds.

10.2 In Structured Limit, if the amount wagered by an All-in player is less than half the amount required to constitute a Bet or Raise, all subsequent players shall be permitted to Call for less than the Structured Limit, or Raise by increasing the Bet to the Structured Limit. If the amount wagered by an All-in player is equal to or greater than half the amount required to constitute a Bet, all subsequent players shall have the option of calling the amount wagered, or calling and raising the Structured Limit. In the event of a player tapping out and the total amount wagered by the player is in excess of the amount required to Call and is less than the amount required to constitute a Raise, this excess amount shall not be considered to be a Raise. No other active player shall Call and Raise in respect to only the excess amount wagered by the player tapping out.

10.3 In No Limit and Pot Limit games an All-in Raise less than a full Raise shall not be considered foundation for any subsequent Raises, which must revert to the previous full Bet or Raise to constitute the next minimum amount of Raise. In such a case, the highest total of any one Bet in the Round shall be considered the Call amount with the Raise then added to that total.

10.4 In No Limit and Pot Limit games, an All-in Wager of less than a full Raise does not reopen the betting to a player who has already acted and is not facing at least a full Raise when the Action returns to him/her.

**Alternative Poker Games**

**11.0 Draw**

11.1 The initial Deal is as follows:

 (a) the Dealer Button shall indicate the designated player, who shall receive the last card in each Round. The player to the immediate right of the Dealer shall receive the Dealer Button for the first Round. The Dealer Button shall be passed in a clockwise direction around the table at the conclusion of each Round;

 (b) prior to the first card being dealt, Blinds shall be placed by the requisite players:

 (i) the player on the immediate left of the designated player shall place the first Blind,

 (ii) the player on the immediate left of the first Blind shall place the second Blind and so on until all compulsory Blinds have been placed,

 (iii) the number of compulsory Blinds required shall be displayed on a sign at the table, and

 (iv) the player seated on the immediate left of the last compulsory Blind shall have the option of placing one voluntary Blind known as a Straddle which shall be double the last Blind;

(c) the Dealer shall Deal to each player, in a clockwise direction, commencing with the player to the immediate left of the Dealer Button, one card at a time face down until each player receives five cards.

11.2 The first Betting Round is as follows:

(a) after the initial Deal, players in a clockwise direction commencing with the first player left of the last Blind shall:

 (i) Call,

(ii) Raise, or

(iii) Fold;

(b) should the player designated in sub-paragraph (a) Fold, the option to Open or Fold shall pass to the next player in a clockwise direction;

(c) subsequent players in order shall Call, Raise or Fold until:

 (i) only one player remains in the game, this player shall win the Pot, or

(ii) two or more players remain in the game.

11.3 The Draw is as follows:

(a) if two or more players remain in the game each active player in a clockwise direction commencing with the first player to the immediate left of the Dealer Button, shall discard any or all of the cards in his/her Hand, announce the total number of cards to be replaced, pass those cards face down to the Dealer and immediately receive an identical number of replacement cards, dealt face down from the top of the deck; and

(b) if more cards are required to complete a player’s Draw after the last card is dealt, only the previous discards (not including that player and subsequent players’ discards) shall be shuffled, Cut and used to complete the Draw.

11.4 The final Betting Round is as follows:

(a) after the Draw the Opener (first active player left of the last Blind) shall Open, Check or Fold;

(b) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

(i) only one player remains in the game, this player shall win the Pot, or

(ii) two or more players remain in the game;

(c) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a Hand of equal or higher value, expose their cards. Any player at the table may request to see any or all Hands involved in the final Showdown. The Dealer shall then announce the winning Hand or Hands. The winning Hand shall be the highest ranking five card poker Hand;

(d) when two or more players hold winning Hands of equal value, the Pot or Pots shall be divided equally to the lowest Chip denomination in play at the table. If in the event that, after the Pot or Pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the Pot or Pots, then the amount remaining shall be given to the Hand containing the highest card by Suit. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs; and

(e) the Pot shall not be divided by the agreement of two or more players. Each Hand shall be played to a conclusion.

11.5 The rules for minimum and maximum Wagers are as follows:

(a) the minimum and maximum Wagers permitted shall be shown on a notice at the table;

(b) the last compulsory Blind shall be at least equal to the table minimum for the first Betting Round;

(c) should a voluntary Blind be placed, it shall be double the value of the last compulsory Blind placed;

(d) a Raise shall be within the table Limits and shall not be less than any previous Bet or Raise in that Round, except in the event of a player tapping out;

(e) where a Limit is specified in terms of a ratio to the Pot (half Pot or full Pot) and a player wishes to Raise, the amount required for a player to Call shall be included in the Pot before the Limit is calculated;

(f) where the game is Spread Limit, each Bet or Raise of the first player to act shall be at least equal to the betting minimum or, if Action has been taken, each Bet or Raise shall be at least equal to the last Bet or Raise, but a player may Raise up to the betting maximum; and

(g) in all games where the Limit is expressed in terms of a ratio to the Pot, or specified No Limit, there shall be no limit to the number of Raises permitted. In all other cases there shall be a limit of three Raises in a Betting Round, unless the betting is Heads Up, in which case there shall be no limit to the number of Raises.

**12.0 Five Card Stud**

12.1 The initial Deal is as follows:

 (a) prior to the cards being Cut, all players shall be required to place an Ante;

(b) the Dealer shall Deal to each player, in a clockwise direction, commencing with the player to the immediate left of the Dealer, one card face down then one card face up.

12.2 The first Betting Round is as follows:

(a) after the initial Deal, the player with the lowest up card shall place a Bet not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest card by rank of Suit shall Open. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(b) subsequent players in order shall Call, Raise or Fold until:

 (ii) two or more players remain in the game.

12.3 The second and third Betting Rounds are as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before the start of the Round and Deal to each active player in sequence a card face up;

(b) the player with the highest value Hand showing shall Open, Check or Fold. If two or more players have up cards of equal rank then the player with the highest card by rank of Suit shall Open. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (ii) two or more players remain in the game.

12.4 The final Betting Round is as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before the start of the dealing round and Deal each active player in sequence a card face up. If there are insufficient cards remaining, the Dealer shall either shuffle the Burns and the remaining undealt cards or if the total including Burns shall be insufficient to complete the Deal, the Dealer shall Burn a card and Deal a Community Card face up;

(b) the player with the highest value Hand showing, not including the Community Card, shall Open, Check or Fold. If two or more players have up cards of equal rank then the player with the highest card by rank of Suit shall Open. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (i) only one player remains in the game, this player shall win the Pot, or

 (ii) two or more players remain in the game;

(d) if two or more players remain in the game, the player being called shall then expose his/her Hole Card. All remaining players shall, if holding a Hand of equal or higher value, expose their Hole Card. Any player at the table may request to see any or all Hands involved in the Showdown. The Dealer shall then announce the winning Hand or Hands. The winning Hand shall be the highest ranking five card poker Hand, which, in some instances, may include a Community Card pursuant to sub-paragraph (a);

(e) when two or more players hold winning Hands of equal value, the Pot or Pots shall be divided equally to the lowest Chip denomination in play at the table. If in the event that, after the Pot or Pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the Pot or Pots, then the amount remaining shall be given to the Hand containing the highest card by Suit. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(f) the Pot shall not be divided by the agreement of two or more players. Each Hand shall be played to a conclusion.

12.5 The rules for minimum and maximum Wagers are as follows:

(a) the minimum and maximum Wagers permitted shall be shown on a notice at the table;

(b) a Raise shall be within the table Limits and shall not be less than any previous Bet or Raise in that Round, except in the event of a player tapping out;

(c) where a Limit is specified in terms of a ratio to the Pot (half Pot or full Pot) and a player wishes to Raise, the amount required for a player to Call shall be included in the Pot before the Limit is calculated;

(d) where the game is Spread Limit, each Bet or Raise shall be at least equal to the betting minimum, if first to act, or equal to the last Bet or Raise, if Action has been taken, but a player may Raise up to the betting maximum;

(e) in all games where the Limit is expressed in terms of a ratio to the Pot, or specified No Limit, there shall be no limit to the number of Raises permitted. In all other cases there shall be a Limit of three Raises in a Betting Round, unless the betting is Heads Up, then there shall be no limit to the number of Raises.

**13.0 Seven Card Stud**

13.1 The initial Deal is as follows:

 (a) prior to the cards being Cut, all players shall be required to place an Ante;

(b) the Dealer shall Deal to each player, in a clockwise direction, commencing with the player to the immediate left of the Dealer, one card face downward continuing this Deal until each player receives two cards. The Dealer shall then continue in the same sequence and Deal each player one card face up.

13.2 The first Betting Round is as follows:

(a) after the initial Deal, the player with the lowest up card shall place a Bet not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest card by rank of Suit shall Open. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(b) subsequent players in order shall Call, Raise or Fold until:

 (ii) two or more players remain in the game.

13.3 The second, third and fourth Betting Rounds are as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before the start of the Round and Deal to each active player in sequence a card face up;

(b) the player with the highest value Hand showing shall Open, Check or Fold. If two or more players have up cards of equal rank then the player with the highest card by rank of Suit shall Open. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (ii) two or more players remain in the game.

13.4 The final Betting Round is as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before the start of the Round and Deal each active player in sequence their seventh card face down. If there are insufficient cards remaining, the Dealer shall either shuffle the Burns and the remaining undealt cards or if the total including Burns shall be insufficient to complete the Deal, the Dealer shall Burn a card and Deal a Community Card face up;

(b) the player with the highest value Hand showing, not including the Community Card, shall Open, Check or Fold. If two or more players have up cards of equal rank then the player with the highest card by rank of Suit shall Open. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (ii) two or more players remain in the game;

(d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a Hand of equal or higher value, expose their cards. Any player at the table may request to see any or all Hands involved in the Showdown. The Dealer shall then announce the winning Hand or Hands. The winning Hand shall be the highest ranking five card poker Hand consisting of any combination of the player’s seven cards, which, in some instances, may include a Community Card pursuant to sub-paragraph (a);

(e) when two or more players hold winning Hands of equal value, the Pot or Pots shall be divided equally to the lowest Chip denomination in play at the table. If in the event that, after the Pot or Pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the Pot or Pots, then the amount remaining shall be given to the Hand containing the highest card by Suit. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(f) the Pot shall not be divided by the agreement of two or more players. Each Hand shall be played to a conclusion.

13.5 The rules for minimum and maximum Wagers are as follows:

(b) a Raise shall be within the table Limits and shall not be less than any previous Bet or Raise in that Round, except in the event of a player tapping out;

(c) where a Limit is specified in terms of a ratio to the Pot (half Pot or full Pot) and a player wishes to Raise, the amount required for a player to Call shall be included in the Pot before the Limit is calculated;

(d) where the game is Spread Limit, each Bet or Raise shall be at least equal to the betting minimum, if first to act, or equal to the last Bet or Raise, if Action has been taken, but a player may Raise up to the betting maximum;

(e) in all games where the Limit is expressed in terms of a ratio to the Pot, or specified No Limit, there shall be no limit to the number of Raises permitted. In all other cases there shall be a limit of three Raises in a Betting Round, unless the betting is Heads Up, then there shall be no limit to the number of Raises.

**14.0 Two Card Manila**

14.1 The initial Deal is as follows:

 (a) the Dealer Button shall indicate the designated player, who shall receive the last card in each Round. The player to the immediate right of the Dealer shall receive the Dealer Button for the first Round. The Dealer Button shall be passed in a clockwise direction around the table at the conclusion of each Round;

(b) prior to the first card being dealt, Blinds shall be placed by the requisite players:

 (i) the player on the immediate left of the designated player shall place the first Blind,

(c) the Dealer shall Deal to each player, in a clockwise direction commencing with the player to the immediate left of the Dealer Button, one card at a time face down until each player receives two cards. The Dealer shall then Deal a Community Card. (This is the first of a possible five Community Cards to be dealt). Community Cards shall always be dealt face up.

14.2 The first Betting Round is as follows:

(a) after the initial Deal, players in a clockwise direction commencing with the first player left of the last Blind shall:

 (i) Call,

 (ii) Raise, or

 (iii) Fold;

(b) should the player designated in sub-paragraph (a) Fold, the option to Open or Fold shall pass to the next player in a clockwise direction;

(c) subsequent players in order shall Call, Raise or Fold until:

 (ii) two or more players remain in the game.

14.3 The second, third and fourth Betting Rounds are as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before dealing a Community Card;

(b) players in a clockwise direction commencing with the first player to the immediate left of the Dealer Button shall Open, Check or Fold;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (ii) two or more players remain in the game;

(d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a Hand of equal or higher value, expose their cards. The winning Hand shall be the highest ranking five card Hand consisting of the player’s two Hole Cards and three Community Cards. Any player at the table may request to see any or all Hands involved in the Showdown. The Dealer shall then announce the winning Hand or Hands;

(e) when two or more players hold winning Hands of equal value, the Pot or Pots shall be divided equally to the lowest Chip denomination in play at the table. If in the event that, after the Pot or Pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the Pot or Pots, then the amount remaining shall be given to the player with the highest card by Suit in his/her Hole Cards. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(f) the Pot shall not be divided by the agreement of two or more players. Each Hand shall be played to a conclusion.

14.5 The rules for minimum and maximum Wagers are as follows:

(b) the last compulsory Blind shall be at least equal to the table minimum for the first Betting Round;

(d) where a Limit is specified in terms of a ratio to the Pot (half Pot or full Pot) and a player wishes to Raise, the amount required for a player to Call shall be included in the Pot before the Limit is calculated;

(e) where the game is Spread Limit, each Bet or Raise shall be at least equal to the betting minimum, if first to act, or equal to the last Bet or Raise, if Action has been taken, but a player may Raise up to the betting maximum;

(f) in all games where the Limit is expressed in terms of a ratio to the Pot, or specified No Limit, there shall be no limit to the number of Raises permitted. In all other cases there shall be a limit of three Raises in a Betting Round, unless the betting is Heads Up , then there shall be no limit to the number of Raises.

**15.0 Three Card Manila**

15.1 The initial Deal is as follows:

 (a) the Dealer Button shall indicate the designated player, who shall receive the last card in each Round. The player to the immediate right of the Dealer shall receive the Dealer Button for the first Round. The Dealer Button shall be passed in a clockwise direction around the table at the conclusion of each Round;

(c) the Dealer shall Deal to each player, in a clockwise direction commencing with the player to the immediate left of the Dealer Button, one card at a time face down until each player receives three cards. The Dealer shall then Deal a Community Card. (This is the first of a possible five Community Cards to be dealt). Community Cards shall always be dealt face up.

15.2 The first Betting Round is as follows:

(a) after the initial Deal, players in a clockwise direction commencing with the first player left of the last Blind shall:

 (i) Call,

 (ii) Raise, or

 (iii) Fold;

(b) should the player designated in sub-paragraph (a) Fold, the option to Open or Fold shall pass to the next player in a clockwise direction;

(c) subsequent players in order shall Call, Raise or Fold until:

 (ii) two or more players remain in the game.

15.3 The second, third and fourth Betting Rounds are as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before dealing a Community Card;

(b) players in a clockwise direction commencing with the first player to the immediate left of the Dealer Button shall Open, Check or Fold;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (ii) two or more players remain in the game;

(d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a Hand of equal or higher value, expose their cards. The winning Hand shall be the highest ranking five card Hand consisting of two of the player’s three Hole Cards and three Community Cards. Any player at the table may request to see any or all Hands involved in the Showdown. The Dealer shall then announce the winning Hand or Hands;

(f) the Pot shall not be divided by the agreement of two or more players. Each Hand shall be played to a conclusion.

**16.0 Hold-em, Pineapple and Crazy Pineapple**

16.1 The initial Deal is as follows:

 (a) the Dealer Button shall indicate the designated player, who shall receive the last card in each Round. The player to the immediate right of the Dealer shall receive the Dealer Button for the first Round. The Dealer Button shall be passed in a clockwise direction around the table at the conclusion of each Round;

1. the Dealer shall Deal to each player, in a clockwise direction commencing with the player to the immediate left of the Dealer Button, one card at a time face down until each player receives:
2. two cards for Hold’em; or
3. three cards for Pineapple and Crazy Pineapple;

16.2 The first Betting Round is as follows:

(a) after the initial Deal, players in a clockwise direction commencing with the first player left of the last Blind shall:

 (i) Call,

 (ii) Raise, or

 (iii) Fold;

(b) should the player designated in sub-paragraph (a) Fold, the option to Open or Fold shall pass to the next player in a clockwise direction;

(c) subsequent players in order shall Call, Raise or Fold until:

1. If the game being played is Pineapple and two or more players remain in the game, commencing with the first active player to the immediate left of the Dealer Button, players will discard one card to the Dealer.

16.3 The second Betting Round is as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before the start of the dealing round and Deal three Community Cards (these are the first three cards of a possible five Community Cards). These first three cards shall be called the Flop and are dealt one at a time face down and then turned face up in a pile and spread;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (d) if the game being played is Crazy Pineapple and two or more players remain in the game, commencing with the first active player to the immediate left of the Dealer Button, players will discard one card to the Dealer.

(b) players in a clockwise direction commencing with the first player to the immediate left of the Dealer Button shall Open, Check or Fold;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (ii) two or more players remain in the game;

(d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a Hand of equal or higher value, expose their cards. The winning Hand shall be the highest ranking five card Hand consisting of any combination from the five Community Cards and the player’s two Hole Cards. Any player at the table may request to see any or all Hands involved in the Showdown. The Dealer shall then announce the winning Hand or Hands;

(e) when two or more players hold winning Hands of equal value, the Pot or Pots shall be divided equally to the lowest Chip denomination in play at the table. If in the event that, after the Pot or Pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the Pot or Pots, then the amount remaining shall be given to the player with the highest card by Suit in his/her Hole Cards. The rank of Suits, highest to lowest, is spades, hearts, diamonds and clubs;

(f) the Pot shall not be divided by the agreement of two or more players. Each Hand shall be played to a conclusion.

16.6 The rules for minimum and maximum Wagers are as follows:

(b) the last compulsory Blind shall be at least equal to the table minimum for the first Betting Round;

(d) where a Limit is specified in terms of a ratio to the Pot (half Pot or full Pot) and a player wishes to Raise, the amount required for a player to Call shall be included in the Pot before the Limit is calculated;

(e) where the game is Spread Limit, each Bet or Raise shall be at least equal to the betting minimum if first to act or equal to the last Bet or Raise if Action has been taken, but a player may Raise up to the betting maximum;

(f) In all games where the Limit is expressed in terms of a ratio to the Pot, or specified No Limit, there shall be no limit to the number of Raises permitted. In all other cases there shall be a limit of three Raises in a Betting Round, unless the betting is Heads Up, then there shall be no limit to the number of Raises.

**17.0 Omaha**

17.1 The initial Deal is as follows:

 (a) the Dealer Button shall indicate the designated player, who shall receive the last card in each Round. The player to the immediate right of the Dealer shall receive the Dealer Button for the first Round. The Dealer Button shall be passed in a clockwise direction around the table at the conclusion of each Round;

 (iii) the number of compulsory Blinds required shall be displayed on a sign at the table;

(c) the Dealer shall Deal to each player, in a clockwise direction commencing with the player to the immediate left of the Dealer Button, one card at a time face down until each player receives four cards.

17.2 The first Betting Round is as follows:

(a) after the initial Deal, players in a clockwise direction commencing with the first player left of the last Blind shall:

 (i) Call,

 (ii) Raise, or

 (iii) Fold;

(b) should the player designated in sub-paragraph (a) Fold, the option to Open or Fold shall pass to the next player in a clockwise direction;

(c) subsequent players in order shall Call, Raise or Fold until:

 (ii) two or more players remain in the game.

17.3 The second Betting Round is as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before the start of the Round and Deal three Community Cards (these are the first three cards of a possible five Community Cards). These first three cards shall be called the Flop and are dealt one at a time face down and then turned face up in a pile and spread;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (ii) two or more players remain in the game.

17.4 The third Betting Round is as follows:

(a) if two or more players remain in the game the Dealer shall Burn a card before dealing the fourth Community Card;

 (b) players in a clockwise direction commencing with the first player to the immediate left of the Dealer Button shall Open, Check or Fold;

(c) players in a clockwise direction from the Opener, shall Call, Raise or Fold until:

 (i) only one player remains in the game, this player shall win the Pot, or

 (ii) two or more players remain in the game;

(d) if two or more players remain in the game, the player being called shall then expose his/her cards. All remaining players shall, if holding a Hand of equal or higher value, expose their cards. The winning Hand shall be the highest ranking five card Hand consisting of two of the player’s four Hole Cards and three Community Cards. Any player at the table may request to see any or all Hands involved in the Showdown. The Dealer shall then announce the winning Hand or Hands;

(f) the Pot shall not be divided by the agreement of two or more players. Each Hand shall be played to a conclusion.

17.6 The rules for minimum and maximum Wagers are as follows:

(b) the last compulsory Blind shall be at least equal to the table minimum for the first Betting Round;

(d) where a Limit is specified in terms of a ratio to the Pot (half Pot or full Pot) and a player wishes to Raise, the amount required for a player to Call shall be included in the Pot before the Limit is calculated;

(e) where the game is Spread Limit, each Bet or Raise shall be at least equal to the betting minimum, if first to act, or equal to the last Bet or Raise, if Action has been taken, but a player may Raise up to the betting maximum;

(f) in all games where the Limit is expressed in terms of a ratio to the Pot, or specified No Limit, there shall be no limit to the number of Raises permitted. In all other cases there shall be a limit of three Raises in a Betting Round, unless the betting is Heads up, then there shall be no limit to the number of Raises.

**18.0 General**

18.1 When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

18.2 In all games it is the player’s responsibility to protect his/her Hand at all times.

18.3 In all games a Casino Operator may inspect a player’s Hand at the completion of the Hand.

18.4 In all games if a player shows another player his/her Hand, at the completion of the Hand, he/she shall be required to show the entire table, upon request.

18.5 Subject to all Hole Cards being exposed at the Showdown (open and flat on the table), a player shall be eligible to win the Pot regardless of whether or not they are aware of the value of their Hand or their Hand is identified as a winning Hand by the Dealer.

18.6 A player’s Chip(s) must remain on the table in full view of all participants, with the highest denomination Chip(s) the most prominent.

18.7 Players may choose their seats where possible, but the Games Supervisor/Casino Supervisor retains the right to determine the final allocation of seats.

**18.8 Run it Twice (All Flop games)**

18.8.1 In all Flop games, where one or more players are All-in and no further betting will result and provided enough cards remain in the Stub, a Games Supervisor or Casino Supervisor may, at the request of the players allow the Dealer to Deal further Community Cards.

18.8.2 All remaining players must agree unanimously to the number of times the Community Cards shall be dealt, up to a maximum of seven and once the preferred number is decided and agreed by the Casino Operator, the Dealer shall place a corresponding Run it Twice Button on the table. For the avoidance of doubt the Casino Operator shall retain the discretion to determine how many times the Community Cards shall be dealt.

18.8.3 Community Cards shall be dealt in accordance with rule 16.3(a), 16.4(a) and 16.5(a) up to a maximum of seven times.

18.8.4 Where it has been agreed to Deal further Community Cards and:

1. the first three Community Cards have not as yet been dealt, these cards shall be dealt followed by the fourth and fifth cards. All five Community Cards shall then be dealt again for the agreed number of times. Each time the cards are dealt they shall remain displayed on the table;
2. the first three Community Cards have been dealt, the fourth and fifth cards shall be dealt and then the fourth and fifth cards dealt again for the agreed number of times. Each time the fourth and fifth cards are dealt, they shall remain displayed on the table;
3. the first four Community Cards have been dealt, the remaining card will be dealt and then this card dealt again for the agreed number of times. Each time this card is dealt again it will remain displayed on the table.

18.8.5 The Pot shall be divided by the number of times the Community Cards are dealt.

18.8.6 Once all Community Cards have been dealt and the Pot divided accordingly, the players shall then contest each Pot using the additional Community Cards to form additional Hands.

**19.0 Poker Jackpots**

19.1 Where the variation of poker in play incorporates a Poker Jackpot, the approved rules of the poker variation in play will apply, except where the rules are inconsistent with the rules applicable to Poker Jackpots as set out in this section, in which case the rules applicable to Poker Jackpots will prevail.

19.2 The Casino Operator may elect to fund the Poker Jackpot prize pool itself or designate that the prize pool be funded by a contribution from a participating Pot or a Commission (or a combination of both).

19.3 Where the Casino Operator elects to fund the Poker Jackpot prize pool itself then for each round at a participating table, a pre-determined amount (as determined by the Casino Operator) will be contributed by the Casino Operator into the Poker Jackpot prize pool (subject to any qualifying requirements as specified in relation to the table and/or game).

19.4 The method and amount of a Casino Operator’s Poker Jackpot contribution shall be displayed in relation to the tables and/or games eligible to participate in that Poker Jackpot.

19.5 The hands, games and/or qualification criteria (if any) eligible to receive a Poker Jackpot payout will be displayed in relation to each table and/or game.

19.6 The Casino Operator may elect to structure a Poker Jackpot in such way as it sees fit (including having multiple, tiered Poker Jackpots).

 *Jackpot System*

19.7 The Casino Operator may operate one or more Jackpot Systems in accordance with the following provisions:

1. with respect to a Jackpot System, a table may be a Hold-em or Omaha variation in which players are dealt at least two Hole Cards and up to five Community cards dealt to the table (provided the relevant option is displayed in relation to the table);
2. a Jackpot System may operate in respect of one table or a group of tables;
3. each table in respect of which a Jackpot System operates must be fitted with, or be located in close proximity to, a Jackpot Display designed, and operating to show the value of the jackpot recorded from time to time; and
4. the value of the jackpot recorded on the Jackpot System may be displayed on one or more electronic promotional displays in the casino.

19.8 The electronic equipment for a Jackpot System is deemed to be operating properly if:

1. the Jackpot System is capable of recording the amounts necessary under rule 19.9;
2. the Jackpot System is capable of recording the time for settlement of a winning jackpot Hand at each table in respect of which the Jackpot System is operating; and
3. the manner in which the Jackpot System operates allows the Casino Operator to read the value recorded on the Jackpot Management Console at the time for settlement.

 *Dealing the game*

19.9 Where the Casino Operator has elected to fund the Poker Jackpot itself, the Dealer will activate the necessary equipment at the commencement of a Round, indicating that the Round has started, causing the Jackpot System to increment.

19.10 Where the Casino Operator has elected that the Poker Jackpot will be funded from a participating Pot or a Commission (or a combination of both), the Dealer will activate the necessary equipment at the completion of a Round.

19.11 Where a player has achieved a Hand qualifying for a Poker Jackpot on a participating table and/or game, the Dealer will record the winning Hand using the handset.

19.12 All jackpot payouts must be confirmed via the Jackpot Management Console.

 *Settlement*

19.13 Where a player has achieved a Hand qualifying for a Poker Jackpot on a participating table and/or game, he/she will be paid in accordance with the pay-out criteria displayed in relation to that table and./or game.

19.14 For the purposes of this rule:

1. the rounded Jackpot Display value is the value recorded on the Jackpot Display of a Jackpot System at the time of settlement, rounded up to the nearest payable amount; and
2. outcomes on different tables in a group of tables are sequential, and the timing of the sequence of outcomes must be determined by the order in which the respective Dealers record those outcomes on the Jackpot System.

19.15 The jackpot will be paid in Chips, cash or cash equivalent and in accordance with any applicable Minimum Operating Standards.

19.16 In a Round, where all other players have folded, a player who has an eligible jackpot Hand may table his/her cards to request the Flop. Once the Flop has been exposed, the jackpot will be recorded and confirmed in accordance with rules 19.11 and 19.12.

19.17 To qualify for a jackpot payout, a player must, when requested by the Dealer, expose (open and flat on the table) his/her Hole Cards. Once a Hand has been folded, it is no longer eligible to receive a jackpot payout.

19.18 Where a game being played comprises two or more Flops, the jackpot will be settled in accordance with the first Flop dealt only. Any subsequent Flops dealt do not apply to the jackpot.

 *Poker Jackpot Irregularities*

19.19 At the completion of a Round, if the Dealer fails to record that Round into the Jackpot System, the Dealer will notify a Game Supervisor/Casino Supervisor who will ensure that the appropriate adjustment is made.

19.20 If the electronic equipment malfunctions during a Round, a Game Supervisor/Casino Supervisor will ensure that the appropriate jackpot contribution(s) for that Round have been made and any winning jackpot Hands paid as applicable.

19.21 If an error is made in respect of a Flop, that error will be corrected in accordance with the relevant irregularity and any jackpot then settled in accordance with the corrected Flop.

**20.0 Irregularities**

*Misdeals*

20.1 Whenever a Misdeal occurs there shall be a new shuffle and Cut. The same player shall be first to receive cards in the new Deal as in the previous Misdeal. Only a Casino Supervisor or a Game Supervisor shall determine if there is a Misdeal. There is a Misdeal if:

(a) in all games one or more cards are exposed in cutting;

(b) in all games before any Substantial Action takes place, it is noticed that the cards were not shuffled or Cut prior to the Deal. Once there has been Substantial Action the Hand shall be played out;

(c) in all games the Dealer has dealt the cards out of order and the error was noticed prior to Substantial Action and the error cannot be reconstructed;

(d) in all games during the initial Deal a Dealer deals a player out or deals an extra Hand in and it is discovered before there has been Substantial Action and the Hand or Hands cannot be reconstructed;

(e) in all games at the end of the initial Deal an eligible player has received an incorrect number of cards and the error cannot be reconstructed and there has been no Substantial Action;

1. in all games a player is dealt an incorrect number of cards, and this is discovered before Substantial Action is taken. There is no Misdeal if:
2. the affected player has acted prior to discovering the incorrect number of cards. His/her Hand is declared a Dead Hand and, if it is determined that collusion has not taken place, all Wagers, Forced Bets and Blinds shall be returned to the player,

 (ii) the affected player has not acted but there has been Substantial Action by other players before the incorrect Deal is discovered. For that Round all Wagers, Forced Bets and Blinds shall be returned to the player and the player’s Hand is voided;

(g) in all games only one player remains in the game at the completion of the Showdown and that player has the incorrect number of cards. That player’s Hand shall be declared a Dead Hand and all Wagers shall be returned;

(h) in all games the deck is found to be a Defective Deck before the Dealer pushes the Pot. All Wagers, Forced Bets and Blinds shall be returned to the players;

(i) in Draw poker more than one card is exposed by the Dealer during the initial Round. However, should this occur during the Draw the cards shall be used in sequence;

(j) in Five Card Stud during the initial Round the Dealer Deals the incorrect card face up or Deals an incorrect number of cards face up and is unable to correct;

 (k) in Five Card Stud during the initial Round the Dealer Deals more than one player two cards face up;

(l) in Seven Card Stud during the initial Round the Dealer Deals the incorrect card face up or Deals an incorrect number of cards face up and is unable to reconstruct;

(m) in Seven Card Stud during the initial Round the Dealer Deals more than one player two cards face up;

(n) in Seven Card Stud during the initial Round the Dealer Deals a player three cards face up;

(o) in all manila games more than one of the players’ Hole Cards are exposed by the Dealer during the initial Deal;

(p) in all Flop games more than one card is exposed by the Dealer during the initial Deal.

 *All Games*

20.2 In all games a Boxed Card is considered a non-existent card and is placed in the Muck. The next card immediately replaces it.

20.3 In all games if the Dealer neglects to Burn a card or Burns more than one card and there has been no Substantial Action the Dealer shall reconstruct the Hand/s if possible and Burn the correct card. If it is not possible to reconstruct the Hand/s or there has been Substantial Action the Hand shall continue. In this instance there shall be an incorrect number of Burn Cards for the game.

20.4 In all games if a player Folds his/her Hand and this player was in the final called Betting Round, and a player wishes to see that player’s Hand, the other player may do so. The Dealer shall tap the Hand on the Muck and expose the Hand on the table. In this case the Hand is ineligible to win the Pot. If however, the requesting player is a Pot winner then the Hand in question shall not be tapped on the Muck prior to it being exposed and the Hand is live and shall still be eligible to win.

20.5 In all games if a card is, or cards are, dropped and or exposed by a player this card or these cards shall still be played.

*Draw poker*

20.6 In Draw poker if cards are dealt out of sequence during the Draw and the wrong player has looked at them, then he/she shall retain those cards. The next cards shall then be dealt to the player who should have received the cards dealt out of sequence and thereafter cards shall be dealt to all players in sequence.

 *Five Card Stud*

20.7 Notwithstanding rule 20.1(j), in Five Card Stud if the first card is dealt face up the second card shall be dealt face down.

20.8 Notwithstanding rule 20.1(j), in Five Card Stud, if in the initial Round the Dealer Deals one player two cards face up, the Dealer shall complete the Deal and then replace the second face up card with the card that was to be the first Burn Card; this card shall be dealt face down. The second face up card shall become the first Burn Card.

20.9 In Five Card Stud if the Dealer commences dealing the final Round and subsequently realises there are insufficient cards to complete the Deal, the Dealer shall continue dealing until all cards have been dealt and shall shuffle the Burn Cards to complete the Deal.

20.10 In Five Card Stud an All-in player in the first Betting Round shall not be considered an active player for the purpose of starting the betting. For all subsequent Betting Rounds, for the purpose of starting the betting, if an All-in player is the player required to act then the Action shall pass to the player to the immediate left of the All-in player.

20.11 In Five Card Stud if any card is exposed by the Dealer prior to the completion of a Betting Round, the maximum Bet allowed for that Betting Round shall not exceed the maximum amount already wagered for that Betting Round. The exposed card shall then be used in the normal sequence.

20.12 In Five Card Stud if any player Folds after making a Forced Bet, or on a round of checking, that player’s Hand shall be placed in the Muck and that player’s position shall continue to receive a card until there is a subsequent Wager at the table.

20.13 In Five Card Stud if a Community Card is used to complete the Deal the Opener shall be the highest value Hand showing not including the Community Card.

 *Seven Card Stud*

20.14 Notwithstanding rule 20.1(l), in Seven Card Stud if one of the first two cards is dealt face up the third card shall be dealt face down.

20.15 Notwithstanding rule 20.1(l), in Seven Card Stud, if in the initial Round the Dealer Deals one player two cards face up, the Dealer shall complete the Deal and then replace the second card incorrectly dealt face up with the card that was to be the first Burn Card. This card shall be dealt face down. The replaced card shall become the first Burn Card.

20.16 In Seven Card Stud if the Dealer commences the final Round and subsequently realises there are insufficient cards to complete the Deal, the Dealer shall continue dealing until all cards have been dealt and shall shuffle the Burn Cards to complete the Deal.

20.17 In Seven Card Stud an All-in player in the first Betting Round shall not be considered an active player for the purpose of starting the betting. For all subsequent Betting Rounds, for the purpose of starting the betting, if an All-in player is the player required to act then the Action shall pass to the player to the immediate left of the All-in player.

20.18 In Seven Card Stud if any card is exposed by the Dealer prior to the completion of a Betting Round, the maximum Bet allowed for that Betting Round shall not exceed the maximum amount already wagered for that Betting Round. The exposed card shall then be used in the normal sequence.

20.19 In Seven Card Stud if any player Folds after making a Forced Bet, or on a round of checking, that player’s Hand shall be placed in the Muck and that player’s position shall continue to receive a card until there is a subsequent Wager at the table.

20.20 In Seven Card Stud if the seventh card is dealt face up or exposed by the Dealer while being dealt, if it is the first card to be dealt for that Round, then all final cards shall be dealt face up and the Opener shall be the Opener from the previous Round. If the exposed card or cards is not the first card dealt then the player or players receiving an exposed card shall have the option of being treated as an All-in player. The Dealer shall request the affected player to determine how he/she shall be treated before Substantial Action occurs. If Substantial Action has occurred then the affected player shall be treated as an All-in player for the remainder of the Hand.

20.21 In Seven Card Stud if a Community Card is used to complete the Deal the Opener shall be the highest value Hand showing not including the Community Card.

 *Two Card Manila and Three Card Manila*

20.22 In both manila games if one of the Down Cards is exposed by the Dealer while dealing, the Dealer shall complete the Deal and then replace the exposed card with the card that was to be the first Burn Card and the exposed card becomes the first Burn Card.

20.23 In both manila games if any card is exposed by the Dealer prior to the completion of a Betting Round the maximum Bet allowed for that Betting Round shall not exceed the maximum amount already wagered for that Betting Round. The exposed card shall then be used in the normal sequence.

20.24 In both manila games if the Dealer exposes two cards simultaneously when dealing a Community Card, only the correct card shall remain in play. The incorrect exposed card shall become the next Burn Card, or if no more cards are to be dealt it shall be placed in the Muck. If the Dealer exposes more than two cards, only the correct card for that Betting Round shall remain in play. The additional cards shall be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer shall Cut, and continue dealing.

 *All Flop games*

20.25 In all Flop games if one of the Down Cards is exposed by the Dealer while dealing, the Dealer shall complete the Deal and then replace the exposed card with the card that was to be the first Burn Card and the exposed card becomes the first Burn Card.

20.26 In all Flop games if the Dealer neglects to Burn a card prior to dealing the Flop, and there has been no Substantial Action it shall be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer shall Cut, Burn a card and re-deal a Flop.

20.27 In all Flop games if the Flop has too many cards dealt and turned face up it shall be taken back by the Dealer, together with the Burn Card and shuffled with the remainder of the deck. The Dealer shall Cut, Burn a card and then re-deal the Flop.

20.28 In all Flop games if the Flop is dealt and turned face up prior to the completion of the Betting Round, it shall be taken back by the Dealer, together with the Burn Card and shuffled with the remainder of the deck. The Dealer shall Cut, Burn a card and then re-deal the Flop.

20.29 In all Flop games if the Dealer exposes two cards simultaneously when dealing a Community Card, only the correct card shall remain in play. The incorrect exposed card shall become the next Burn Card, or if no more cards are to be dealt it shall be placed in the Muck. If the Dealer opens more than two cards, only the correct card for that Betting Round shall remain in play. The additional cards shall be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer shall Cut, and continue dealing.

20.30 If the fifth Community Card is exposed by the Dealer prior to the completion of the third Betting Round, that card will be taken back by the Dealer and shuffled with the remainder of the deck. The Burn Card will remain. The third Betting Round shall be completed and then a new card dealt. No further Burn Cards will be dealt for that Betting Round.

20.31 If the fourth Community Card is exposed by the Dealer prior to the completion of the second Betting Round:

1. that card shall be taken back and set aside, the Burn Card shall remain and the second Betting Round shall then be completed; and
2. the Dealer shall Burn a card, turn over a new fourth Community Card and ensure that the betting for that Round is complete; and
3. the card set aside as described in sub-paragraph (a) of this rule shall then be shuffled with the Stub and a fifth card will be turned without burning a card.

 *Pineapple and Crazy Pineapple*

20.32 In both Pineapple and Crazy Pineapple games, the Betting Round in which players are required to discard will be deemed incomplete until all cards have been discarded. If any Community Cards are dealt, they shall be taken back by the Dealer, together with the Burn Card and shuffled with the remainder of the deck.

20.33 In both Pineapple and Crazy Pineapple games, players are responsible for discarding at the correct time. Where a player fails to discard at the required time and Substantial Action has occurred in the next Betting Round, that player shall be deemed to have the incorrect number of cards for that game and their Hand shall be declared a Dead Hand.