## Division 16 – Ultimate Texas Hold’em

Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Playing Cards; Ranking of Hands

Section 5 Wagers

Section 6 Opening of Table for Gambling

Section 7 Shuffle and Cut of Cards

Section 8 Dealing the Cards

Section 9 Betting Round

Section 10 Final Settlement

Section 11 Progressive Jackpot

Section 12 Irregularities

**1.0 Interpretation**

1.1 In these games rules, any words and expressions used that are defined in the Gambling Act 2003 have the same meaning as in the Act.

1.2 In this division, unless the contrary intention appears:

“**Ante Wager**” means the initial wager placed by a player in the Ante circle pursuant to subparagraph (a) of rule 5.1;

“**Blind Wager**” means the initial wager equal to the Ante Wager placed by a player in the Blind circle pursuant to subparagraph (a) of rule 5.1;

“**Check**” means to pass on placing a Play Wager, pursuant to rules 5.3 or 5.4;

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

“**Fold**”, in relation to a hand of cards, means to no longer continue with the hand;

“**Play Wager**” means an additional wager made by a player on his / her hand pursuant to rule 5.3, 5.4, or 5.5;

“**Poker value**” means, in relation to a hand of cards, the ranking of that hand as determined in accordance with section 4;

“**Progressive Jackpot**” means a progressive jackpot game conducted in accordance with section 11 and all other applicable provisions of these rules;

“**Progressive Jackpot Wager**” means a wager made in relation to the Progressive Jackpot;

“**Trips Bonus Wager**” means an additional wager made pursuant to subparagraph (a) of rule 5.1, which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the Dealer.

**2.0 Application**

2.1 The rules contained in this Division, together with the general rules contained in Division 1, shall apply to the game of Ultimate Texas Hold’em.

**3.0 Table Layout and Equipment**

3.1 Ultimate Texas Hold’em shall be played at a table having on 1 side up to 7 sets of wagering areas for the players and on the opposite side a place for the Dealer. Each Ultimate Texas Hold’em table shall have a drop box attached to it.

3.2 The layout cloth covering the table shall bear an inscription to the effect that the “Dealer only plays with a pair or higher”.

3.3 The wagering areas shall be designated as follows:

1. for Ante Wagers on the word “Ante”;
2. for Blind Wagers on the word “Blind”;
3. for Trips Bonus Wagers on the word “Trips”;
4. for Play Wagers on the word “Play”;
5. for Progressive Jackpot Wagers where a Progressive Jackpot is being operated manually, on the marked jackpot area; and
6. for Progressive Jackpot Wagers where a Progressive Jackpot is being operated electronically, on the illuminated jackpot area (as further described at rule 3.5).

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

1. 1 deck of playing cards;
2. 1 cutting card;
3. either:
4. a card shoe capable of holding all of the cards used in the game, or
5. an automatic shuffler capable of holding 2 separate decks of cards, from which the cards will be dealt; and
6. a discard rack capable of holding a single deck of cards.

3.5 When the Progressive Jackpot is being operated electronically, the Ultimate Texas Hold’em poker table shall be fitted with electronic equipment which shall:

1. be programmed to record the amounts wagered at the table on the Progressive Jackpot, and the amount of the Progressive Jackpot prize pool;
2. be linked to 1 or more progressive meters, being electronic jackpot displays, which shall display the amount of the Progressive Jackpot prize pool applicable to the table; and
3. include an illuminated area at each Progressive Jackpot wagering area which shall light up to indicate that a Progressive Jackpot Wager on the Progressive Jackpot has been placed.

3.6 The electronic equipment and the progressive meter or meters shall be of a type approved by the Secretary, contain components necessary for the performance of their respective functions. It must also comply with the applicable provisions of Division IV of the Rules of Casino Keno and Gaming Machines as amended from time to time, approved for use in the casino and set out in the Supplement dated Tuesday, 1 November 1994 to the New Zealand Gazette of Thursday, 27 October 1994, or any provisions approved in substitution for those provisions.

**4.0 Playing Cards and Ranking of Hands**

4.1 All suits of cards shall have the same rank.

4.2 Subject to rule 4.3, cards shall rank, from lowest to highest, as follows: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

4.3 Hands of cards shall rank, from lowest to highest, as follows:

1. **1 Pair**: 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high;
2. **2 Pairs**: 2 different sets of pairs. 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;
3. **3 of a Kind:** 3 cards of the same value;
4. **Straight**: 5 cards of any suit in sequence. An ace may be counted as high or low;
5. **Flush**: 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on;
6. **Full House**: 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome;
7. **4 of a Kind**: 4 cards of the same value;
8. **Straight Flush**: 5 cards of the same suit in sequence;
9. **Royal Flush:** ace, king, queen, jack and 10 of the same suit.

4.4 Hands of the same poker value as described in rule 4.3, but consisting of different card values, shall be ranked according to the card values prescribed in rule 4.2. For example:

1. in the case of No Pair, the respective card values of the highest card in each hand shall determine the ranking, if these are the same the values of the next highest cards, and so on;
2. where 2 hands hold 1 Pair of the same card value, the respective value of the remaining cards in each hand shall determine the outcome;
3. a Straight consisting of king, queen, jack, beats one consisting of jack, 10, 9.

**5.0 Wagers**

5.1 Before the first card is dealt in a round each player shall make either:

1. an equal wager in the “Ante” and “Blind” circles; or
2. an equal wager in the “Ante” and “Blind” circles and a “Trips Bonus Wager”.

An Ante Wager and Blind Wager are required to play the round.

5.2 In addition to the wagers placed in accordance with rule 5.1, where the Casino Operator offers a Progressive Jackpot, a player may also make a Progressive Jackpot Wager. All Progressive Jackpot Wagers shall be made and disposed of in accordance with rules 5.7, 5.14, 5.15 and section 11.

5.3 After two cards have been dealt to each player and the Dealer and the five Community Cards have been dealt, the remaining cards will be placed in the discard rack and the players may pick up their cards and either:

1. check; or
2. place a Play Wager which is three or four times their Ante Wager in the area marked “Play”.

5.4 After the Dealer reveals the first three Community Cards, the players may either:

1. check; or
2. place a Play Wager which is two times their Ante Wager in the area marked “Play”.

5.5 After the Dealer reveals the final two Community Cards, any players that have not yet made a Play Wager may either:

1. fold; or
2. place a Play Wager which is equal to their Ante Wager in the area marked “Play”.

5.6 All Ante, Blind, Trips Bonus, and Play Wagers shall be made by placing chips, with the smaller denomination chips on the top, in the appropriate wager area of the layout.

5.7 Orally declared wagers shall be accepted only when accompanied by chips and before “No more bets” is called.

5.8 At the Casino Operator’s discretion, a player may place a wager on more than one betting area in accordance with Rule 5.8.1 and 5.8.2.

5.8.1 A player may only place a wager on more than one betting area provided that no other player(s) is excluded from participating in the game.

5.8.2 Where a player places a wager on more than one betting area in accordance with Rule 5.8, the Casino Operator or their delegate may direct that players will only be permitted to view one hand and that hand will be the one dealt to the betting area in which the player was seated when the cards were dealt. In this event, any additional hands must be played ‘blind’, i.e. no person, including the player who placed the wager or the dealer, will be permitted to view the cards until the hand is settled in accordance with Rule 10.

5.9 Only 1 wager shall be accepted on any 1 wagering area.

5.10 Winning Ante Wagers and Play Wagers shall, subject to rule 5.13, be paid as 1 to 1.

5.11 Winning Blind Wagers and Trips Bonus Wagers shall, subject to rule 5.13, be paid in accordance with one of the following pay-tables:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Paytable One** | | **Paytable Two** | | **Paytable Three** | | **Paytable Four** | |
|  | **Trips Bonus** | **Blind** | **Trips Bonus** | **Blind** | **Trips Bonus** | **Blind** | **Trips Bonus** | **Blind** |
| **Royal Flush** | 50 to 1 | 500 to 1 | 50 to 1 | 500 to 1 | 50 to 1 | 500 to 1 | 50 to 1 | 500 to 1 |
| **Straight Flush** | 40 to 1 | 50 to 1 | 40 to 1 | 50 to 1 | 40 to 1 | 50 to 1 | 40 to 1 | 50 to 1 |
| **4 of a kind** | 30 to 1 | 10 to 1 | 30 to 1 | 10 to 1 | 30 to 1 | 10 to 1 | 20 to 1 | 10 to 1 |
| **Full House** | 9 to 1 | 3 to 1 | 8 to 1 | 3 to 1 | 8 to 1 | 3 to 1 | 7 to 1 | 3 to 1 |
| **Flush** | 7 to 1 | 3 to 2 | 6 to 1 | 3 to 2 | 7 to 1 | 3 to 2 | 6 to 1 | 3 to 2 |
| **Straight** | 4 to 1 | 1 to 1 | 5 to 1 | 1 to 1 | 4 to 1 | 1 to 1 | 5 to 1 | 1 to 1 |
| **3 of a kind** | 3 to 1 |  | 3 to 1 |  | 3 to 1 |  | 3 to 1 |  |

5.12 The Casino Operator shall display which pay table under rule 5.11 is in operation and that pay table shall be used for all Ultimate Texas Hold’em tables.

5.13 The payout odds on all wagers shall be subject to any maximum payout limit set by the Casino Operator. The amount of such limit shall be approved by the Secretary for Internal Affairs and be displayed on a notice at the table.

5.14 Except as permitted by these rules, once the Dealer has called “No more bets” no player shall:

1. make any wager; or
2. handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager.

5.15 No player shall handle, alter or withdraw a losing wager.

**6.0 Opening of Table for Gambling**

6.1 After receiving the designated number of decks of cards at the table pursuant to rule 3.4, both the Dealer and the Game Supervisor shall sort and inspect the cards independently of each other.

6.2 After the cards have been inspected they shall be spread out face up on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped rows according to suit, in sequence within the suit.

6.3 After the first player has or players have had an opportunity to inspect the cards visually, the cards shall be turned face down on the table, stacked and shuffled.

6.4 When an automatic shuffler is used:

1. each of the decks of cards shall be turned face down on the table, chemmy shuffled, stacked and riffle shuffled separately within the deck by the Dealer;
2. each of the decks shall then be loaded into the automatic shuffler and shuffled separately by it; and
3. the cutting card shall be used in accordance with approved procedures.

**7.0 Shuffle and Cut of Cards**

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

1. immediately before the start of play;
2. at the end of each round;
3. at the recommencement of play following any period during which the table has been vacant;
4. at the direction of a Game Supervisor or Casino Supervisor where there is reason to suspect that the randomness of the shuffle has been compromised;
5. if any card has been exposed prior to the cards entering the shoe; and
6. at the direction of a game supervisor or casino supervisor, at his or her discretion.

7.2 Where a card shoe is used, after the cards have been shuffled, a casino employee shall cut the cards once, place them on the cutting card and then place all of the cards in the shoe for the commencement of play. No player may ever cut the cards.

7.3 The Dealer may at any time check and verify that the deck of cards or any of the decks, as the case may be, contain the correct number of cards, namely 52.

7.4 The Casino Operator may, after any round of play, direct that the cards be replaced, in which event the new cards shall be checked, shuffled and cut in accordance with sections 6 and 7.

**8.0 Dealing the Cards**

8.1 Immediately before the start of each round of play and after all Ante Wagers, Blind Wagers, Trips Bonus Wagers and any Progressive Jackpot Wagers have been made, the Dealer shall:

1. call “No more bets”;
2. if the Progressive Jackpot is being operated electronically, collect the Progressive Jackpot Wagers; and then
3. starting on his/her left and continuing clockwise around the table, deal the cards.

8.2 All cards shall be dealt face down.

8.3 When a card shoe is used the cards shall be dealt as follows:

1. 1 card to each wagering area containing an Ante Wager and Blind Wager and then 1 card to the Dealer; followed by
2. a further card to each such wagering area and the Dealer, so that each player and the Dealer have 2 cards each; followed by
3. 5 Community Cards in the centre of the table.

8.4 When an automatic shuffler is used the cards shall be dealt either:

1. 2 cards at a time to each wagering area containing an Ante Wager and Blind Wager; followed by
2. 2 cards to the Dealer; followed by
3. 5 Community Cards in the centre of the table;

or

1. 5 Community Cards in the centre of the table; followed by
2. 2 cards at a time to each wagering area containing an Ante Wager and Blind Wager; followed by
3. 2 cards to the dealer.

**9.0 Betting Round**

9.1 After the cards have been dealt the players may pick up their cards and decide whether to check or to make a Play Wager three or four times the value of their Ante Wager.

9.2 When players have made their Play Wagers (if any), the Dealer shall proceed to turn over the first three Community Cards.

9.3 Players who have not already made a Play Wager may decide to either check again or to make a Play Wager two times the value of their Ante Wager.

9.4 The Dealer shall proceed to turn over the remaining two Community Cards.

9.5 When all five Community Cards are revealed, players who have not yet made a Play Wager can either fold or make a Play Wager to the same value of their Ante Wager.

9.6 A player who decides to fold shall place his/her cards face down on the table. The Dealer shall then, in relation to each player who has folded:

1. if the Progressive Jackpot is being operated manually, collect the player’s Progressive Jackpot Wager (if any);
2. collect the Ante Wager, Blind Wager, any Trips Bonus Wager, and the player’s cards;
3. individually spread out the cards, face down, and count them; and
4. place the cards in the discard rack.

9.7 For all remaining players, the Dealer will turn over his / her two cards to make the best five card poker hand as follows:

1. each player and the Dealer’s two cards will be combined with three of the Community Cards to make the best five-card poker hand; or
2. at the discretion of the Casino Operator, each player and the Dealer’s two cards will be combined with the five Community Cards to make the best five-card poker hand. For the avoidance of doubt, if this method is used, a player may use zero, one or two of his initial two cards to make the best five card hand

9.8 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.

9.9 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.

**10.0 Final Settlement**

10.1 Where the Dealer’s hand is not 1 pair or higher, the Dealer does not qualify. Starting with the player on the Dealer’s right, the Dealer shall:

1. expose each player’s cards, signal a push for the ante and return the Ante Wager to the player;
2. pay the Play, Blind and Trips Bonus Wagers in accordance with rules 5.10, 5.11, and 10.2; and
3. collect, count and place the player’s cards in the discard holder.

10.2 A Progressive Jackpot Wager placed on the Progressive Jackpot will win when the player has elected to continue the game by placing a Play Wager and his/her hole cards, together with the first three Community Cards, form a poker hand which qualifies for a payout as described in rules 11.7 to 11.9. In such event, the Dealer shall leave the qualifying hand face up on the table until the payout for the hand has been made in accordance with rule 11.12.

10.3 Where a player has made a Trips Bonus Wager at the beginning of the round and has received a 3 of a Kind or higher, the Dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.

10.4 If the player receives a 3 or a Kind or higher, the Trips Bonus payouts are made regardless of whether the hand wins, loses or pushes.

10.5 If the Dealer’s hand has a poker value of a pair or higher, the Dealer reconciles the hands of those players who remain in the game. Starting with the player on the Dealer’s right, the Dealer will:

1. bring the player’s cards into the “work area” between the Dealer’s hand and the Trips Bonus Wager area and reveal the player’s cards;
2. determine the player’s best 5-card poker hand by combining the player’s 2 cards with 3 of the 5 Community Cards;
3. compare the player’s hand with that of the Dealer; and
4. announce the value of the player’s hand and whether it wins or loses.

10.6 A player’s hand shall:

1. win if it has a higher poker value than that of the Dealer’s hand;
2. subject to rule 10.4, lose if it has a lower poker value than that of the Dealer’s hand; and
3. subject to rule 10.4, constitute a stand off if it has a poker value equal to that of the Dealer’s hand.

10.7 Subject to rule 10.4, if a player’s hand loses the Dealer shall:

1. when the Progressive Jackpot is being operated manually, collect the player’s Progressive Jackpot Wager (if any), unless the hand qualifies for a Progressive Jackpot payout as described in rule 10.2 (in which case rule 11.12 will apply);
2. collect, in order, the Play, Ante and Blind Wagers;
3. determine whether the Trips Bonus Wager qualifies and pay according to rule 5.11; and
4. collect, count and place the player’s cards in the discard holder.

10.8 If a player’s hand wins, the Dealer shall:

1. when the Progressive Jackpot is being operated manually, collect the player’s Progressive Jackpot Wager (if any), unless the hand qualifies for a Progressive Jackpot payout as described in rule 10.2 (in which case rule 11.12 will apply);
2. pay the Ante Wager and Play Wager on the hand in accordance with rule 5.10;
3. pay the Blind Wager in accordance with rule 5.11;
4. pay any Trips Bonus Wager in accordance with rule 5.11; and
5. collect, count and place the player’s cards in the discard holder.

10.9 Subject to rule 10.4, if a player’s hand constitutes a stand off, the Dealer shall:

1. when the Progressive Jackpot is being operated manually, collect the player’s Progressive Jackpot Wager (if any), unless the hand qualifies for a Progressive Jackpot payout as described in rule 10.2 (in which case rule 11.12 will apply);
2. pay any Trips Bonus Wager in accordance with rule 5.11; and
3. collect, count and place the player’s cards in the discard holder.

**11.0 Progressive Jackpot**

11.1 The Casino Operator may at its discretion offer players the opportunity to participate in a Progressive Jackpot. A player may not make a Progressive Jackpot Wager unless he/she has made an Ante and Blind Wager on the hand during that round.

11.2 The amount of a Progressive Jackpot Wager shall be that displayed on the sign at the table indicating the minimum and maximum wager limits for the table.

11.3 Progressive Jackpot Wagers shall be made by placing a chip of the correct denomination either:

1. if the Progressive Jackpot is being operated manually, on the jackpot wagering area provided on the table (as provided at rule 3.3(e)); or
2. if the Progressive Jackpot is being operated electronically, on the illuminated jackpot area corresponding to the wagering area for the player’s Ante and Blind Wagers (as provided at rule 3.3(f)).

11.4 When the Progressive Jackpot is being operated electronically, once a chip of the correct denomination has been placed on the wagering area, the wagering area will be illuminated to indicate that the relevant Progressive Jackpot Wager:

1. has been made; and
2. has been accepted into the Progressive Jackpot.

11.5 When the Progressive Jackpot is being operated electronically, players making Progressive Jackpot Wagers are responsible for ensuring that the relevant wagering area is illuminated after the wager has been placed, and shall notify the Dealer immediately if the wagering area is not illuminated.

11.6 The Progressive Jackpot prize pool to be distributed to winning players shall be established as provided by this part. The pool shall consist of:

1. all Progressive Jackpot Wagers, less such portion of such wagers as the Casino Operator, with the approval of the Secretary, retains; and
2. such further sum or sums as the Casino Operator may from time to time contribute to the pool or any part of it.

11.6A The Casino Operator may (with the Secretary’s approval) divide the Progressive Jackpot prize pool into two separate sub-pools:

1. one for the payment of winning Flush, Full House, and 4 of a Kind hands (the “**Minor Prize Pool**”); and
2. the other for the payment of winning Straight Flush and Royal Flush hands (the “**Major Prize Pool**”).

11.6B On granting its approval the Secretary may impose such conditions to the sub-pools as it thinks fit. The rate of increment to each sub-pool established under this rule shall be approved, and may be varied, by the Secretary.

11.6C The Casino Operator may (with the Secretary’s approval) combine the separate sub-pools established pursuant to rule 11.6A into a single Progressive Jackpot prize pool. On granting its approval the Secretary may impose such conditions as it thinks fit.

11.6D Where the Casino Operator has established separate jackpot sub-pools pursuant to rule 11.6A, the following rules in this division shall be modified as follows:

1. rule 3.5(a) is amended by inserting, after the words “prize pool”, the words “and of each jackpot sub-pool”;
2. rule 3.5(b) is amended by substituting the words “the amount of the Major Prize Pool” for the words “the amount of the Progressive Jackpot prize pool”;
3. rules 11.9(a) and (b) are each amended by substituting the words “Major Prize Pool” for the words “Progressive Jackpot prize pool”;
4. rule 11.10 is substituted by the following rule:

*If 2 or more hands qualify for a Progressive Jackpot payout from the Major Prize Pool during a round of play at the same table:*

*(a) all Straight Flushes (if any) shall first be paid in accordance with subparagraph (b) of rule 11.9; and*

*(b) all Royal Flushes (if any) shall be paid the greater of either:*

1. *10,000 to 1; or*
2. *an equal share (if there are 2 or more Royal Flushes), or the whole (if there is only 1 Royal Flush), of the Major Prize Pool, being the amount remaining in the pool after deduction of the payouts (if any) referred to in the preceding subparagraph of this rule*.”
3. rule 11.11 is amended by inserting the words “from the Major Prize Pool” after “Progressive Jackpot payout”, and by deleting the words “Progressive Jackpot prize”; and
4. rule 11.14 is amended by inserting the words “from the Major Prize Pool” after “payout”.

11.7 The following hands, as described in rule 4.3, shall qualify for a Progressive Jackpot payout:

1. Flush;
2. Full House;
3. 4 of a Kind;
4. Straight Flush; and
5. Royal Flush.

Any such payout is in addition to the payouts on wagers as described in the rules 5.10 and 5.11.

11.8 A player who has made a Progressive Jackpot Wager and who receives a hand which qualifies for a Progressive Jackpot payout shall win whether or not the Dealer has pair or higher, in his/her hand.

11.9 Winning Progressive Jackpot Wagers shall, subject to rules 11.10 and 11.11, be paid as follows:

1. **Royal Flush:** 10,000 to 1 or 100% of the Progressive Jackpot prize pool, whichever is the greater
2. **Straight Flush:** 1,000 to 1 or 10% of the Progressive Jackpot prize pool, whichever is the greater
3. **4 of a Kind**: 500 to 1
4. **Full House**: 150 to 1
5. **Flush:** 100 to 1

11.10 If 2 or more hands qualify for a Progressive Jackpot payout during a round of play at the same table:

1. all 4 of a Kind, Full House and Flush hands (if any) shall be paid in accordance with subparagraphs (c) to (e) of rule 11.9, and the total of those payouts shall be deducted from the amount of the Progressive Jackpot prize pool; then
2. all Straight Flushes (if any) shall be paid in accordance with subparagraph (b) of rule 11.9, the Progressive Jackpot prize pool being the amount remaining in the pool after deduction of the payouts (if any) referred to in subparagraph (a) of this rule 11.10;
3. all Royal Flushes (if any) shall be paid the greater of either:
   * 1. 10,000 to 1; or
     2. an equal share (if there are 2 or more Royal Flushes), or the whole (if there is only 1 Royal Flush), of the Progressive Jackpot prize pool, being the amount remaining in the pool after deduction of the payouts (if any) referred to in the preceding subparagraphs of this rule 11.10.

11.11 If 2 or more hands qualifying for a Progressive Jackpot payout are received at approximately the same time on different tables, the order of priority for payment out of the Progressive Jackpot prize pool shall be the order in which the winning players concerned received:

1. in the case of cards dealt from a shoe, the first card dealt to the hand; and
2. in the case of cards dealt from an automatic shuffler, all of the cards in the hand.

11.12 Progressive Jackpot payouts on winning Progressive Jackpot Wagers shall be made after all other wagers have been collected and/or paid. When the Progressive Jackpot is being operated manually and a hand qualifies for a Progressive Jackpot payout, the Progressive Jackpot Wager shall be collected after the payout has been made.

11.13 Where a player has a hand qualifying for a Progressive Jackpot payout, the Dealer shall verify the hand and notify the game supervisor.

11.14 The Dealer shall count the cards in the deck in use at the table whenever a Progressive Jackpot payout is made.

**12.0 Irregularities**

12.1 If a player fails to comply with rule 9.9, the Casino Operator may declare the player’s hand void, in which event any Ante Wager, Blind Wager, Play Wager, Trips Bonus Wager and Progressive Jackpot Wager made by that player shall be void.

12.2 Except as specified elsewhere in these rules if an incorrect number of cards is dealt to any player or to the Dealer this shall constitute a misdeal.

12.3 If an exposed card is dealt this shall not constitute a misdeal. The Dealer shall turn the card over and continue dealing, subject to rules 12.4 and 12.5.

12.4 If a card is exposed in error to the Dealer’s hand this shall constitute a misdeal.

12.5 If more than 1 card is exposed in error during the dealing of the cards this shall constitute a misdeal.

12.6 If a player exposes 1 or more cards in his/her hand, this shall not constitute a misdeal, subject to rule 12.1.

12.7 Subject to rule 12.4 and notwithstanding rule 12.5, if the Dealer exposes 1 or more cards in his/her hand in error before all of the players have made a decision in relation to their bet wagers, the players will be given the option to make a Play Wager or to fold.

12.8 Subject to rule 12.9, if, before all cards are dealt, it is discovered that cards have been dealt to a wagering area without any wager, the round of play shall be declared a misdeal.

12.9 If it is discovered that a complete hand has been dealt to a wagering area without any wager, the cards dealt to that wagering area shall be counted and placed in the discard rack and the game shall then continue. In the case of a Progressive Jackpot Wager having been placed by the player on that round of play, the Progressive Jackpot Wager shall be deemed void.

12.10 If it is discovered that the deck in use at the table does not contain 52 cards, the round shall constitute a misdeal and be void.

12.11 Subject to these rules, in the event of a misdeal, all wagers affected by the misdeal shall be void. In the event of the entire round being void the hands shall be re-dealt after the players have had an opportunity to change their Ante Wager, Blind Wager and Progressive Jackpot Wagers.

12.12 If a player makes a wager and is dealt a complete hand but is not present at the table to make a decision on that hand, the player shall be deemed to have folded and wagers shall be forfeited.

12.13 If the Dealer collects a player’s cards before the player has decided whether to make a Play Wager, check, or fold, the player’s hand shall be reconstructed where possible, but otherwise, shall be void.

12.14 Notwithstanding rule 10, when a player has laid his/her cards down on the table subsequent to the dealing of a complete hand, and those cards have been placed on the discard pile, that player’s hand may be reconstructed providing those cards are the top five on the discard pile. The player shall otherwise be deemed to have folded pursuant to rule 9.6.

12.15 Where a player has placed an additional wager(s) in accordance with Rule 5.8 and he/she contravenes the provisions of Rule 5.8.2 by viewing a hand other than, or in addition to, the hand dealt to the area at which he/she was seated, the dealer will immediately notify the game supervisor (or above), who may:

1. where the player has viewed one hand only, deem that particular hand to be the hand dealt to the area at which he/she was seated and continue the game; or
2. where the player has viewed more than one hand, deem all hands viewed by the player to be void.