# Division 23 – Big Raise Stud Poker

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## 1.0 Interpretation

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

1.2 In this division, unless the contrary intention appears:

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

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

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

“**Raise Wager**” means an additional wager made by a player on his/her hand pursuant to subparagraph (b) of rule 5.2; and

“**Three Card Bonus Wager**” means a wager made in relation to the Three Card Bonus.

## 2.0 Application

The rules contained in this division, together with the general rules contained in Division 1, shall apply to the game of Big Raise Stud Poker.

## 3.0 Table Layout and Equipment

3.1 Big Raise Stud Poker shall be played at a table having on one side up to seven sets of wagering areas for the players and on the opposite side an area for the placing of the community cards. Each Big Raise Stud Poker table shall have a drop box attached to it.

3.2 The layout cloth covering the table shall be marked in a manner substantially similar to that shown in the appendix.

3.3 The wagering areas shall be designated as follows:

1. for Ante Wagers by the word “Ante”;
2. for Raise Wagers by the word “Bet”; and
3. for Three Card Bonus Wagers by the words “Three Card Bonus”.

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

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

## 4.0 Playing Cards; Ranking of Hands

4.1 All suits of cards shall have the same rank.

4.2 Cards shall rank, from lowest to highest, as follows: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace, except as provided in rule 4.3, where aces may be counted low.

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

1. **Odd Cards**: for example, ace, king, 6, 4, 2;
2. **1 Pair**: 2 cards of the same value, a higher pair beating a lower pair;
3. **2 Pairs**: 2 different pairs, with a pair of aces and a pair of kings being the highest ranking 2 Pair;
4. **3 of a Kind**: 3 cards of the same value;
5. **Straight**: 5 cards of any suit in sequence. An ace may be counted as high or low;
6. **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; where the highest cards in both hands are the same value, the next card; and so on;
7. **Full House**: 3 cards of the same value and a Pair. The hands take their rank from the threesome;
8. **4 of a Kind**: 4 cards of the same value;
9. **Straight Flush**: 5 cards of the same suit in sequence. Aces may be counted as high or low; and
10. **Royal Flush**: ace, king, queen, jack and 10 of the same suit.

4.4 Hands of the same Poker Value, 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 odd cards, 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 single Pairs of the same card value, the respective values of the highest of the remaining cards in each hand shall determine the outcome. If the highest of the remaining cards in the hands are of the same card value, the respective values of the next highest cards shall determine the outcome, and so on.
3. In the case of 2 hands each containing 2 Pairs, the hand holding the highest pair in terms of card value shall be ranked the higher. If the higher pair in each of the hands is of the same value, the respective card values of the second pairs shall determine the outcome. In the case of a draw, the respective card values of the fifth cards in the hands determine which hand shall be higher.
4. A Straight (or Straight Flush) consisting of king, queen, jack, 10 and 9 beats one consisting of jack, 10, 9, 8 and 7.

4.5 A player is responsible for declaring his/her optimum Poker Value.

## 5.0 Wagers

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

1. shall make an Ante Wager;
2. subject to these rules may, where the casino operator offers a Three Card Bonus Wager, make such a wager; and
3. subject to these rules may, where the casino operator allows a blind betting option, make a Bet Wager.

5.2 After the required number of cards has been dealt to the players and the dealer, the players may pick up their cards and either:

1. fold; or
2. make a Raise Wager of one, two, three, or four times the amount of the Ante Wager on the hand.

5.3 All Ante Wagers and Raise Wagers shall be made by placing chips, with the smaller denomination chips on the top, in the appropriate wager area of the layout.

5.4 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has enough time to place the wager on the layout before “no more bets” is called.

5.5 At the discretion of the casino operator, a player may place a wager on more than one betting area in accordance with rule 5.5.1 and 5.5.2.

5.5.1 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.

5.5.2 Where a player places a wager on more than one betting area in accordance with rule 5.5, 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 at 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.

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

5.7 Winning Ante Wagers and Raise Wagers shall, subject to rule 5.8, both be paid at the following odds:

 **Ante Wagers Payout Odds**

 All Ante Wagers 1 to 1

 **Raise Wagers Payout Odds**

 Pair of 6’s to 9’s Standoff

Pair of 10’s or better 1 to 1

 2 Pairs 2 to 1

3 of a Kind 3 to 1

Straight 4 to 1

Flush 6 to 1

Full House 8 to 1

4 of a Kind 40 to 1

Straight Flush 100 to 1

Royal Flush 500 to 1.

5.8 The payout odds on Raise Wagers shall be subject to any maximum payout limit set by the casino operator and approved by the Secretary for Internal Affairs. The amount of such limit shall be selected and displayed at the gaming table by the casino operator.

5.9 Except as permitted by these rules, once the dealer has called “no more bets” no player shall:

1. make any Ante Wager or Three Card Bonus Wager; or
2. handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager except that where the casino operator allows a blind betting option, the Raise Wager may be withdrawn if the player folds.

5.10 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 (1 deck if a card shoe is used, 2 decks if using an automatic shuffler), 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 face up in order.

6.3 After the first player or players have had an opportunity to inspect the cards visually, the cards shall be turned face down on the table and chemmy and/or riffle 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 ever cuts 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, contains 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 and Three Card Bonus Wagers (if any) have been made, the dealer shall:

1. call “no more bets”; and then
2. 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 then 1 card to the area holding the community cards; followed by
2. a further card to each such wagering area and the community card area;

and so on until every player has 3 cards and the community card area has 2 cards.

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

1. 3 cards at a time to each wagering area containing an Ante Wager; followed by
2. 3 cards to the community card area. The bottom card shall then be discarded to the discard rack.

## 9.0 Betting Round

9.1 After the cards have been dealt the players may pick up their cards and decide whether to Fold or make a Raise Wager.

9.2 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. collect the Ante Wager;
2. individually spread out the cards, face down, and count them; and
3. place the cards under the player’s Three Card Bonus Wager, or, if no such wager has been made (or is known to be a losing wager), place the cards in the discard rack.

9.3 When the players remaining in the game have made their Raise Wagers, the player shall place his/her cards face down on the layout.

9.3A The casino operator may, at its discretion, direct where players place their cards on the layout.

9.4 When all players have made a decision with respect to their hand, the dealer will turn the community cards face up.

9.5 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.

9.6 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.

9.7 At any time while a game is in progress the casino operator may direct that:

1. only English be spoken by the players at the table;
2. there be silence while a hand is in progress;
3. players suspected of collusion not play at the same table.

## 10.0 Final Settlement

10.1 A players Poker Value shall be determined from the hand formed using the player’s three cards and both community cards.

10.2 A player’s hand shall:

1. win if it has a pair of 10’s or better;
2. be a stand off if it has a Poker Value of a pair of 6’s, pair of 8’s or pair of 9’s;
3. lose otherwise.

10.3 A players Three Card Bonus Wager shall win if the player’s first three cards (ranked according to Division 17 Three Card Poker, rule 4.3) are a pair or better paying:

 Straight flush 40 to 1

 Three of a kind 30 to 1

 Straight 6 to 1

 Flush 3 to 1

 Pair 1 to 1

10.5 If a player’s hand loses the dealer shall collect the Ante and the Raise Wagers on the hand and verify whether the Three Card Bonus Wager wins or loses before counting the player’s cards and placing them to the discard rack.

10.6 If a player’s hand wins the dealer shall:

1. pay the Ante and the Raise Wagers on the hand in accordance with rules 5.7 and 5.8; and
2. pay any winning Three Card Bonus Wagers; and
3. collect and count the player’s cards as described in rule 9.2.

## 11.0 Irregularities

11.1 If a player fails to comply with rule 9.5 the casino operator may declare the player’s hand void, in which event any Ante, Raise and Three Card Bonus Wagers made by that player shall be void.

11.2 Except as specified elsewhere in these rules, if an incorrect number of cards is dealt to any player or to the community card area this shall constitute a misdeal.

11.3 Subject to rules 11.4 and 11.5, if an exposed card is dealt this shall not constitute a misdeal. The dealer shall turn the card over and continue dealing.

11.4 If a community card is exposed in error to the community card area, then this shall constitute a misdeal.

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

11.6 If a player exposes 1 or more cards in his/her hand, this shall not constitute a misdeal, subject to rule 11.1.

11.7 Subject to rule 11.4 and notwithstanding rule 11.5, if the dealer exposes 1 or more of the community cards error before all of the players have made a decision in relation to their Raise Wagers, the players will be given the option to make a Raise Wager equal to his Ante Wager, or to Fold.

11.8 Subject to rule 11.9, if, before all cards are dealt, it is discovered that cards have been dealt to a wagering area without an Ante Wager, the round of play shall be declared a misdeal.

11.9 If it is discovered that a complete hand has been dealt to a wagering area without an Ante Wager, the cards dealt to that wagering area shall be counted and placed in the discard rack and the game shall then continue. If a Three Card Bonus Wager has been placed in such a wagering area, then that wager shall be void.

11.10 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.

11.11 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 redealt after the players have had an opportunity to change their Ante and Three Card Bonus Wagers.

11.12 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 wager shall be forfeited.

11.13 If the dealer collects a player’s cards before the player has decided whether to make a Raise Wager or to Fold, the player’s hand shall be reconstructed where possible but otherwise shall be void.

11.14 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 three on the discard pile. The player shall otherwise be deemed to have folded pursuant to rule 9.2.

11.15 Where a player has placed an additional wager(s) in accordance with rule 5.5 and he/she contravenes the provisions of rule 5.5.2 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, in which event any Ante, Raise and Three Card Bonus wagers made by that player shall be void.
3. Big Raise Stud Poker layout

