**Consultation on applications to amend**

**casino game rules**

**NOVEMBER 2016**

## Introduction

SKYCITY Entertainment Group LTD, Christchurch Casinos Limited, and Dunedin Casino Limited have applied for changes to a number of casino table game rules. A summary of the proposed casino game rule changes is set out below.

SKYCITY Entertainment Group LTD have also requested changes be made to the fixed wagering period in Division 5A Electronic Baccarat. In addition, they have also requested rule changes to Division 5A Electronic Baccarat, Division 8A Electronic Roulette, Division 9A Electronic Tai Sai, and Division 10A Electronic Money Wheel.

The proposed changes to the electronic table games have been separated from the casino game rule changes outlined below. This will allow careful consideration of the changes to each set of game rules while allowing different timeframes should one process take longer than another. The consultation documents on the changes to the electronic table games can be found at: <https://www.dia.govt.nz/Services-Casino-and-Non-Casino-Gaming-Gambling-Consultation#1>

## Proposed Changes Summary

|  |  |  |
| --- | --- | --- |
| Applicant | Reference | Appendix |
| SKYCITY Entertainment Group LTD | [Division 1 – General Rules](#_Division_1_–)[Division 5 – Baccarat](#_Division_5_–)[Division 11A – Snake Eyes](#_Amendments_to_Division_1) | [1](#_Division_1_–_1)[2](#_Appendix_2)[3](#_Appendix_3) |
| Christchurch Casinos Limited | [Division 13 – Poker](#_Amendments_to_Division_2)[Division 14 – Tournament Poker](#_Amendments_to_Division_3) | [4](#_Appendix_7)[**5**](#_Appendix_8) |
| Dunedin Casinos LTD | [Division 13 – Poker](#_Amendments_to_Division_2)[Division 14 – Tournament Poker](#_Amendments_to_Division_3) | [4](#_Appendix_7)[**5**](#_Appendix_8) |
| Secretary | None |  |

## Details of the Applications

### Amendments to Division 1 – General Rules

SKYCITY Entertainment Group LTD proposes amendments to the General Rules as follows:

* New rule 19.3 that where a matter is not addressed in the rules, the Casino Operator’s decision is final subject only to the right to complain to a gambling inspector.

The amended rules in full have been attached as [Appendix 1](#_Appendix_1). Deletions to the original rules are shown in strikethrough red font, and any additions are shown in underlined red font.

### Amendments to Division 5 – Baccarat

SKYCITY Entertainment Group LTD proposes amendments to the Baccarat Rules as follows:

* New interpretation under 1.1 to include “free hand”.
* New rule 1.2 interpreting how the term “no more bets” is used by operators and how this is communicated to players.
* Amendments to rule 8.3 to include the term “free hand”.
* Amendments to rule 8.13 to apply consistency in language (from “player”, to “his/her”) and to ensure players (or his/her nominee) check cards “promptly”.
* Amendment to rule 8.14 to apply consistency in language (from “player”, to “his/her”)
* Amendment to rule 9.3 to change the title of a table.
* New rule 12.10 on what actions can be taken where a card is inadvertently disclosed or handled by a player.
* Amendments to rule 13.2 (a) to apply consistency in number formatting.
* Amendments to rule 15.4 to outline appropriate actions where four cards have been drawn, but players have failed to make any wages.
* Amendments to rule 15.5 to apply consistency in formatting.
* Amendments to rule 15.10 to “better align it to the purpose for which it was originally designed”, they being an opportunity for players hands to be voided on request.
* New rule 15.11 will void a hand where a card is found face up in the initial four cards that are dealt.

The amended rules in full have been attached as [Appendix 2](#_Division_5_–_1). Deletions to the original rules are shown in strikethrough red font, and any additions are shown in underlined red font

### Amendments to Division 11A – Snake Eyes

SKYCITY Entertainment Group LTD proposes amendments to the rules of Electronic Roulette, Electronic Tai Sai, Electronic Money Wheel as follows:

* There are minor labelling changes that amend mistakes in the original document from 2015.

The amended rules in full have been attached as [Appendix 3](#_Division_11A_–). Deletions to the original rules are shown in strikethrough red font, and any additions are shown in underlined red font.

### Amendments to Division 13 – Poker *(General Rules)*

Christchurch Casinos Limited has applied for amendments to Poker (General Rules) as follows:

* Amendments to Section 1.0 Interpretation to remove terms no longer in use, to update other definitions, and the addition of new definitions.
* New rule 7.9 to allow the first active player to the left of the Big Blind to place a wager twice the size of the Big Blind, this wager is known as a “Straddle”.
* New rule 7.10 entitles a player to act last in the first round of betting.
* New rule 7.10(a) to limit the number of raises in a round, a straddle will not be counted as a raise.
* New rules 7.11 and 7.12 to clarify what constitutes a call if no announcement or indication of a raise is made.
* New rules 7.13(a)-(i) introducing kill pots and how they are played.
* Amendment to rule 18.3 to remove the dealer’s right to inspect a player’s hand and the completion of a hand. In place of a dealer, a “supervisor or above” is proposed.
* New rule 18.5 clarifies the winner of a hand in the event a player is unaware they hold the winning hand.
* New rule 18.6 requires player’s chip(s) to remain in the full view of all participants.
* New rule 18.7 determines placing in waiting lists and time limits for returning players who are “picked up”.
* New rule 18.8 replaces seating rules 11.1(a), 12.1(a), 13.1(a), 14.1(a), 15.1(a), 16.1(a) and 17.1(a) with “players may have the option of seat choice where possible, but the poker room supervisor has the final say on all allocations of seats”.
* Amendment to rule 19.4 removes players who are not in possession of their cards at showdown, or who have mucked face down without tabling their cards, lose any rights or privileges they may have to ask to see any hand.
* New rule 19.6 refers to required actions when a dealer accidentally drops the “stub” and it appears in disorder.
* Deletion of the current rule 19.29 that limits the round of betting when a dealer accidentally exposes and extra card(s) during the flop.
* New rule 19.30 outlining the process when a dealer accidently exposes the fifth community card.
* New rules 19.31 (a)(b)(c) refer to the process when a dealer accidentally exposes the fourth community card.

Dunedin Casino Limited has applied for amendments to Poker (General Rules) as follows:

* Amendment to the contents section (section 16 heading), to include the “Pineapple and Crazy Pineapple”.
* Amendments to Section 1.0 Interpretation to remove terms no longer in use, to update other definitions, and the addition of new definitions.
* Amendment to rule 3.4 removing the exact location a bonus drop box must be position on a table.
* Amendment to rule 5.1 to include the maximum number of players in Pineapple and Crazy Pineapple.
* New rules 7.9.1 – 7.9.9 introducing the term “kill pots” and associated rules.
* Amendment to rule 9.3 (f) where an Ace card may count as a “high or low in a straight” except in Manilla.
* Amendment to rule 10.2 to restrict the application of the rule to “fixed limit”.
* New rules 10.3 and 10.4 to outline “tapping Out/All-in” rules for “no-limit and pot-limit”.
* Amendment to heading 16 from “Hold-em” to “Hold-em, Pineapple and Crazy Pineapple”.
* Amendment to rule 16.1 (c) to list the number of cards dealt to players in Hold-em, Pineapple, or Crazy Pineapple.
* Amendment to rule 16.2 to include Pineapple and Crazy Pineapple in first round betting protocols.
* Amendment to rule 16.3 to include Pineapple and Crazy Pineapple in second round betting protocols.
* New rules 18.9 (a) – (f) to include “Run it Twice” rules for all flop games.
* Amendment to rule 19.8 to remove a comma and replace it with a semicolon.
* Minor grammatical amendments to rules 19.27 and 19.28
* New heading “Pineapple and Crazy Pineapple” with rules 19.31.1 and 19.31.2 on discarding of cards and any implications.

The amended rules in full have been attached as [Appendix 4](#_Division_13_-). Deletions to the original rules are shown in strikethrough red font, and any additions are shown in underlined red font.

### Amendments to Division 14 – Tournament Poker

Christchurch Casinos Limited has applied for amendments to Poker (General Rules) as follows:

* Amendment to Section 1.0 Interpretation to the “re-buy” definition. This will allow players to re-buy straight away if they wish to do so.
* Amendments to Section 2.2 (b) to align with the proposed changes to player seating rules in Division 13 – General Poker rules (section 18.8).
* New rule 5.10 that requires players to be seated during play and the implications if they are not.

Dunedin Casino Limited has applied for amendments to Poker (General Rules) as follows:

* Amendment to Section 1.0 Interpretation to the “add-on”, “re-buy”, and “Tournament” definitions.
* New rule 3.8 allows casino employees, contractors or associates to compete in tournaments that are charitable, promotional, or are a media event. Casino employees, contractors or associates will not be eligible for tournament prizes.

The amended rules in full have been attached as [Appendix 5](#_Division_14_–). Deletions to the original rules are shown in strikethrough red font, and any additions are shown in underlined red font.

## Submissions

The proposed amendments described above will be assessed in accordance with the purposes of the Gambling Act 2003. The Department seeks your comment on the applications. Comment in relation to the purposes of the Act is valued, with particular reference to whether any of the proposed amendments to the existing games, or the introduction of the new variation International Baccarat will impact on the purposes to:

* Prevent and minimise the harm caused by gambling, including problem gambling
* Ensure the integrity and fairness of games
* Limit opportunities for crime and dishonesty
* Facilitate responsible gambling

We ask you to make your submission with these particular purposes in mind.

### Analysis of harm

In particular, the Department assesses the potential effect of such applications with respect to harm minimisation and prevention. As such, we ask you specifically to comment on whether the proposals may raise harm prevention and minimisation issues that you believe require consideration.

### Assessment of application against relevant guidelines

The Department of Internal Affairs will form its assessment of the application under the 'Operational Policy Harm Prevention, Harm Minimisation and Responsible Gambling Guidelines'. These guidelines require the Department to take, in the absence of evidence, a precautionary approach in decision making where there is a reasonable concern that significant and/or widespread harm may occur. In the absence of evidence, the Department makes an assessment of these proposals against known harm determinants.

A copy of these guidelines can be found on the Department’s website at:

[http://www.dia.govt.nz/pubforms.nsf/URL/GamingOperationalPolicy.pdf/$file/GamingOperationalPolicy.pdf](http://www.dia.govt.nz/pubforms.nsf/URL/GamingOperationalPolicy.pdf/%24file/GamingOperationalPolicy.pdf)

Please address your submissions to johnny.williams@dia.govt.nz or:

Johnny Williams

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Department of Internal Affairs Te Tari Taiwhenua

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Wellington 6140

Should you require further information on these proposals, please contact Johnny on the above email address or on telephone number 04 494 0669 or Cath Anyan, Senior Advisor, on 04 495 7271.

Any submissions need to be received by 5 pm on Friday 16 December 2016.

If any amendments are made to these rules following this consultation, a notice will be published in the New Zealand Gazette stating that the game rules have been amended, made or revoked and the date on which the changes take effect.

# DIA logoAppendix 1

# Division 1 – General Rules

Section 1 Interpretation

Section 2 Application of Rules

Section 3 Tips

Section 4 Advice

Section 5 Side Bets

Section 6 Seat Allocation

Section 7 Private Tables

Section 8 Closure of Table

Section 9 Minimum and Maximum Wagers

Section 10 Wagers

Section 11 Payment of Winning Wagers

Section 12 Unclaimed Wagers and Winnings

Section 13 Issue and Redemption of Chips

Section 14 Value, Promotional and Non-Value Chips

Section 15 Playing Cards, Card Shoes and Automatic Shufflers

Section 16 Dice

Section 17 Use of Calculators and Other Devices Prohibited

Section 18 Invalidation of Games

Section 19 Disputes/Complaints

## 1.0 Interpretation

1.1 In these rules, unless the contrary intention appears:

**“Act”** means the Gambling Act 2003;

**“Casino”** means a Casino licensed under the Casino Control Act 1990 or the Gambling Act 2003;

**“Casino Operator”,** in relation to a Casino, means the operator for the time being of the Casino, being the holder of a casino operator’s licence granted under section 37 of the Casino Control Act or section 130 of the Gambling Act 2003;

**“Casino Supervisor”,** in relation to a Casino, means a person other than a Game Supervisor who is responsible for the supervision and management of gambling operations in the Casino;

**“Certificate of Approval”** means a Certificate of Approval as an employee in a Casino issued under section 163 of the Act;

**“Chips**” means any tokens used or capable of being used in a Casino in the conduct of gambling in the place of money and approved for the purpose by the Secretary;

**“Dealer”,** in relation to a game, means the person responsible for the operation of the game, including dealing the cards (if any);

**“Game Supervisor”** means the person responsible for the supervision of the operation of a game;

**“Gambling Inspector”** means an inspector appointed under section 330 of the Act;

**“Minimum Operating Standards”** means standards specified by the Secretary, under section 141 of the Gambling Act 2003, for the day-to-day operation of a Casino;

**“Non-Value Chips”** means Chips that are not marked with denominations of value;

“**Promotional Chips**” means Chips that are assigned a value for promotional use but are not able to be redeemed by a cashier;

**“Push”** means a Stand Off;

**“Secretary”** means the Secretary for Internal Affairs;

**“Stand Off”** means, in relation to a wager, a wager that shall neither win nor lose;

**“Value Chips”** means Chips that are marked with denominations of value;

**“Void”** means:

1. in relation to a wager, that the wager shall be invalid and shall neither win nor lose,
2. in relation to a hand, round, roll or spin, an invalid hand, round, roll or spin with no result; and

**“Winnings”** includes any non-monetary prize won on a wager.

1.2 In these rules, unless the contrary intention appears:

1. the singular includes the plural and vice versa;
2. a reference to this Division is to this Division 1;
3. a reference to these rules is to the rules in this Division 1;
4. a reference, in a rule, to a subparagraph is to a subparagraph of that rule;
5. a reference to a rule in a division is to a rule in that division;
6. a reference to a section of a division is to a section of that division; and
7. a reference to an appendix to a division is to an appendix to that division.

## 2.0 Application of Rules

2.1 This Division shall apply to the following games:

1. Blackjack;
2. Baccarat;
3. Electronic Baccarat
4. Caribbean Stud Poker;
5. Tournament Play;
6. Roulette;
7. Electronic Roulette;
8. Tai-sai;
9. Electronic Tai-sai;
10. Money Wheel;
11. Electronic Money Wheel;
12. Craps;
13. Pai Gow;
14. Poker;
15. Tournament Poker;
16. Pontoon;
17. Three Card poker;
18. Ultimate Texas Hold’em;
19. Casino War;
20. Four Card Poker;
21. Racing Card Derby;
22. Dragon 21;
23. Lunar Poker;
24. Big raise Stud Poker; and
25. Snake Eyes

together with, and subject to, the rules governing the conduct of the particular game. These rules shall be binding on the Casino Operator and its employees and agents.

2.2 For the avoidance of doubt, unless a contrary intention appears, capitalised terms used in the rules for a game referred to in rule 2.1 but not defined shall have the meanings ascribed to them in this Division.

2.3 By participating in a game a player undertakes to comply with and be bound by the applicable rules.

## 3.0 Tips

No person employed in a Casino in any capacity relating to the conduct of gambling, and no other holder of a Certificate of Approval employed in or associated with a Casino, may solicit or accept any tip, gratuity, consideration or other benefit from any player or customer in the Casino.

## 4.0 Advice

4.1 A player shall not be advised by an employee of the Casino on how to play, except to ensure compliance with these rules.

4.2 No spectator and no player wagering at a table may, unless requested by a player, influence or offer advice to that player regarding that player’s decisions of play.

## 5.0 Side Bets

Players and spectators are not permitted to have side bets with or against each other.

## 6.0 Seat Allocation

A seated player who does not place any wagers for 3 consecutive rounds of play, while all other seats at the table are in use, may be required to vacate his/her seat.

## 7.0 Private Tables

7.1 The Casino Operator may from time to time reserve 1 or more tables for:

1. the private use of an individual or group of individuals; or
2. the purposes of a specific promotion, tournament or other event.

7.2 Where a table is reserved under rule 7.1, a sign designating it as a private table shall be displayed on it and the table shall not be open for gambling by the general public.

## 8.0 Closure of Table

The Casino Operator may, while the Casino is operating, close a table at which a player is or players are present, provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure. This rule applies subject to any requirement relating to the hours during which the Casino may operate.

## 9.0 Minimum and Maximum Wagers

9.1 The Casino Operator shall set the minimum and maximum wager limits at each table.

9.2 The minimum and maximum wager limits pertaining to a table shall be displayed on a sign at that table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum.

9.3 No minimum table wager limit shall be raised, nor shall any maximum table wager limit be reduced, unless:

1. a sign indicating the new limit or limits and the proposed time of change has been displayed at the table for at least 20 minutes before the time of the change; or
2. all players at the table agree to the change; or
3. the table is being opened for gambling for the first time in a gaming day; or
4. there is no gambling activity taking place at the table.

9.4 The Casino Operator may allow a player to wager in excess of the maximum table wager limit, or less than the minimum table wager limit, provided that a sign denoting the minimum and maximum wager limits for that player is placed on an appropriate area of the table.

9.5 The Casino Operator may require that wagers be placed in increments of a specific amount, which amount shall not exceed the minimum table wager limit. The amount of any such increment shall be displayed at the table on the sign on which the minimum and maximum wager table limits are displayed.

## 10.0 Wagers

10.1 No wager shall be made or accepted in connection with any game if:

1. the wager is not expressly permitted by the rules of the game; or
2. the wager does not comply with the permissible wager limits applying to the player making the wager and indicated on the sign displayed in accordance with rule 9.2 or rule 9.4, as the case may be; or
3. partnership between players, with a view to exceeding any maximum wager limit, has occurred; or
4. the wager does not comply with any specified wager level applying to the player making the wager and set out in the rules of the game.

10.2 Where a wager is inadvertently made and accepted in contravention of subparagraph (b) or subparagraph (d) of rule 10.1, it shall:

1. if less than the permissible minimum, be regarded as valid once only in respect of the player but otherwise shall be Void;
2. if in excess of the permissible maximum, be Void to the extent of such excess.

10.3 All wagers shall be made using Chips that are approved by the Secretary for use in the game. The Secretary may approve the use of particular types of Chip in a Casino for particular purposes, for example table games generally, 1 or more particular table games, keno, gaming machines, or a combination of any or all of the above.

10.4 A wager (other than a wager on the Caribbean Stud Poker jackpot) may be refused before a hand, round, spin or roll if, in the event of the player winning, it would not be possible to pay the exact amount of the Winnings in Chips. This rule shall not apply to wagers for non-monetary prizes.

10.5 The Casino Operator may restrict a player to making wagers on one table at any one time.

10.6 Where a Dealer is required by the rules of any game to announce “no more bets” before a result is determined but fails (for whatever reason) to do so, such failure will not entitle a player to make, handle, alter or withdraw any wager after the result is so determined.

## 11.0 Payment of Winning Wagers

11.1 All wagers placed with a Casino Operator shall be paid, taken or disposed of by the Casino Operator strictly in accordance with the applicable rules. A player’s entitlement to Winnings shall be governed by and determined in accordance with the applicable rules, irrespective of any overpayment by the Casino Operator, and the Casino Operator shall be entitled to recover any such overpayment.

11.2 The Casino Operator shall ensure that all winning wagers are paid in Chips, unless the applicable rules or Minimum Operating Standards specifically permit payment by other means.

11.3 Subject to the application of any applicable rule or Minimum Operating Standard permitting the payment of Winnings otherwise than by means of Chips, where it is not possible to pay the exact amount of Winnings in Chips, the Winnings shall be increased to the next highest amount in which payment can be made in Chips.

## 12.0 Unclaimed Wagers and Winnings

12.1 Players are responsible for claiming and collecting wagers and Winnings due to them pursuant to these rules.

12.2 Where a wager is, or Winnings are, not collected by the player the Casino Operator shall hold and dispose of it or them in accordance with the applicable Minimum Operating Standards.

## 13.0 Issue and Redemption of Chips

13.1 The Casino Operator shall, during the hours of operation of the Casino, at the request of a Casino patron:

1. exchange chip purchase vouchers (or equivalent) or Chips issued by the Casino for Chips or other Chips, as the case may be, as requested of an equivalent total value;
2. redeem Chips or chip purchase vouchers (or equivalent) issued by the Casino for cash of an amount equivalent to the value of the Chips or chip purchase vouchers, provided however that the Casino Operator, if requested by the patron, may at its discretion issue for the whole or any part of the amount to be paid in cash, in lieu of cash, a cheque made payable to the patron.

13.2 Where the Casino Operator has issued a Chip gratuitously or in exchange for less than the value marked on the Chip, rule 13.1 shall apply subject to the terms and conditions (if any) on which the Chip was issued.

## 14.0 Value, Promotional and Non-Value Chips

14.1 Where the rules of a game provide for wagers to be made with or represented by Chips, such Chips shall be Value Chips unless those rules permit Non-Value Chips to be used.

14.2 With the approval of the Casino Operator, Promotional Chips may be used in lieu of Value Chips to place wagers.

14.3 The following provisions shall apply to Non-Value Chips:

1. the Non-Value Chips in use at a table shall constitute a set, each bearing the same distinguishing emblem or mark to differentiate it from Non-Value Chips of other sets in use at other tables. Each set shall be subdivided into various colours;
2. Non-Value Chips issued at a table shall be used only for gambling at that table and shall not be used for gambling at any other table or location in the Casino;
3. where a Non-Value Chip is used to place a wager in breach of subparagraph (b), the wager shall, to that extent, be Void;
4. except with the approval of the Casino Operator, Non-Value Chips shall be presented for redemption only at the table from which they were issued, and shall not be redeemed or exchanged at any other location in the Casino;
5. no person shall be issued with Non-Value Chips which are identical in colour and design to Non-Value Chips which have been issued to any other person at the same table;
6. where a person buys Non-Value Chips, with a value which differs from the table minimum, the specific cash value to be assigned to such Chips shall be declared by that person at the time of purchase and before play. This value shall be clearly indicated at the table.

14.4 Where the rules of a game permit the use of Non-Value Chips for wagering, the Casino Operator may limit the use of Value Chips by a player, or require a player to use Non-Value Chips in lieu of Value Chips, at any table where that game is conducted.

## 15.0 Playing Cards, Card Shoes and Automatic Shufflers

15.1 Decks of playing cards used in a game shall consist of 52 cards each, each card being identical in size and shape to every other card in the deck. Each deck shall comprise 4 suits (diamonds, spades, clubs and hearts) of 13 cards each, consisting of ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2.

15.1A Notwithstanding rule 15.1, when:

1. the game of poker is played in accordance with the rules contained in divisions 13 and 14, the decks of playing cards used in the games of poker shall contain the number of cards as prescribed in the rules contained in divisions 13 and 14; and
2. the game of pontoon is played in accordance with the rules contained in division 15, the decks of playing cards used in the games of pontoon shall contain the number of cards as prescribed in the rules contained in division 15.

15.2 Except as otherwise approved by the Secretary, the backs of all playing cards in the deck or decks used in a game shall:

1. be identical;
2. bear the Casino logo;
3. be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon; and
4. not contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from that of any other card used in the game (other than the cutting card or cards).

15.3 Cutting cards used in games shall be coloured plastic or plastic-coated cards similar in size to the playing cards.

15.4 Subject to these rules, in any game in which playing cards are used such cards shall at all times be dealt from gambling equipment specifically designed, and approved by the Secretary, for that purpose, being either:

1. a card shoe; or
2. an automatic shuffler from which cards can be dealt.

An automatic shuffler shall be designed, constructed and operated so that, when activated, the cards being shuffled within it, whether within separate decks or otherwise, are randomly and thoroughly intermixed.

15.4A Notwithstanding rule 15.4, when the game of poker is played in accordance with the rules contained in divisions 13 and 14, the cards may be dealt by hand to each player as prescribed in the rules contained in divisions 13 and 14.

15.5 Any card shoe or automatic shuffler may be used in conjunction with a device, approved by the Secretary, designed to ensure that the cards are cut in accordance with these rules.

## 16.0 Dice

All dice used in a game shall comply with the following specifications:

1. where more than 1 die is in use in the game, all of the dice in use shall be identical;
2. each die shall be precision-made and have 6 faces of the same dimensions;
3. the faces of each die shall be flat, clearly marked with values from 1 to 6 (so arranged that the sum of the values of any pair of opposite faces is 7), and have a finish and texture identical to that of all of the other faces;
4. the weight of each die shall be distributed equally throughout it, and no face shall be lighter or heavier than any other face; and
5. the dice shall operate as a random number generator, in that their use in the game shall result in the production of a game result or a game outcome which is:
* statistically independent;
* uniformly distributed over its range; and
* unpredictable.

## 17.0 Use of Calculators and Other Devices Prohibited

17.1 No person shall, either alone or in concert with any other person, operate or enable at or near a table or location related to the playing of a game, any item, apparatus or device with the purpose or intention of communicating, recording, projecting, analysing and/or influencing the outcome or the changing probabilities relating to or the playing strategies to be used in that game.

17.2 The Casino Operator may direct any person to switch off and/or remove any item, apparatus or device from any designated gambling area which, in the Casino Operator’s opinion, could be used in breach of rule 17.1.

17.3 Where the Casino Operator is satisfied that a player has contravened rule 17.1, it may:

1. declare that any wager made by that player be Void; and
2. direct that that player be excluded from further participation in the game.

17.4 Rule 17.1 shall not apply to possession, use or control by an agent or employee of the Casino Operator, a Gambling Inspector or a member of the Police, where such person is acting in the course of his/her duty.

## 18.0 Invalidation of Games

18.1 The Casino Operator may invalidate the outcome of a game if:

1. that game is disrupted by civil commotion, fire, riot, brawl, robbery, building evacuation or an act of God; or
2. any fraudulent act is perpetrated by any player or Dealer that, in the opinion of the Casino Operator, affects the outcome of that game.

18.2 Where the outcome of a game is invalidated pursuant to rule 18.1, all wagers by the players in that particular hand or round shall be refunded, provided that the Casino Operator may direct that the wager of any player referred to in subparagraph (b) of rule 18.1 be forfeited.

## 19.0 Disputes/Complaints

19.1 Complainants in all unresolved disputes shall be advised of their right to make a complaint to a Gambling Inspector in relation to the conduct of gambling.

19.2 The Casino Operator shall make a copy of the applicable rules available for examination upon request.

19.3 To the extent that a matter is not addressed by these Rules, the Casino Operator’s decision is, in relation to that matter, final, subject to rule 19.1.

# DIA logoAppendix 2

# Division 5 – Baccarat

Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Playing Cards

Section 5 Wagers

Section 6 Opening of Table for Gambling

Section 7 Shuffle and Cut of Cards

Section 8 Initial Deal

Section 9 Dealing of Additional Cards

Section 10 Payment and Collection of Wagers

Section 11 End of Shoe

Section 11A Perfect Pair Wagers

Section 11B Dragon Bonus Wagers

Section 11C Any Pair Wagers

Section 11D Lucky Match Wagers

Section 12 Irregularities

Section 13 2 to 1 Baccarat

Section 14 Ante Up Baccarat

Section 15 International Baccarat

Appendix A Mini Baccarat Table Layout

Appendix B Midi Baccarat Table Layout

Appendix C Full Baccarat Table layout

## 1.0 Interpretation

1.1 In this division, unless the contrary intention appears:

**“Ante”** means a flat rate participation fee of not more than 12.5% of the table minimum wager payable to the Casino Operator and used in a game of Ante Up Baccarat in accordance with section 14;

**“Ante Up Baccarat”** means a version of Baccarat conducted in accordance with section 14;

**“Any Pair”** has the same meaning as “Pair” as defined in this section;

**“Any Pair Wager”** means an optional, additional wager which may be made by a player (or his/her Nominee) in accordance with section 11C;

**“Banker”** means the seated player (or his/her Nominee who must also be seated at the game) who, when the game is conducted in accordance with Dealing Style B as described in section 8, receives and handles the Banker’s Hand;

**“Banker’s Box”** means that part of the layout in front of the Dealer controlling the cards that is designated as the playing area for the Banker’s Hand by the word “BANKER”;

**“Banker’s Hand”** means the cards dealt to the Banker’s Box pursuant to these rules;

**“Coloured Match”** means two red cards of different suits each with the same Face Value, or two black cards of different suits each with the same Face Value;

**“Coloured Pair”** means a Pair comprised of either two red cards of different suits, or two black cards of different suits;

**“Commission”** means the amount deducted from any winning wager on the Banker’s Hand pursuant to subparagraph (b) of rule 5.10;

**“Continuous Shuffler”** means a type of automatic card shuffler that shuffles all or most of the cards used in the game continuously as the game is being conducted;

**“Dragon Bonus Wager”** means an optional, additional wager which may be made by a player (or his/her Nominee) in accordance with section 11B;

**“Face Value”** means, in respect of a card, the number of that card (namely 2, 3, 4, 5, 6, 7, 8, 9, or 10), or the type of that card (namely jack, queen, king or ace);

“**Free Hand**” has the meaning ascribed to that term in rule 8.3;

**“Initial Deal”** means the dealing of the first 4 cards in a round of play, 2 each to the Player’s Hand and the Banker’s Hand;

“**International Baccarat**” means a version of Baccarat conducted in accordance with section 15;

**“Lucky Match”** means two cards of the same suit each with the same Face Value;

**“Lucky Triple Match”** means three cards of the same suit each with the same Face Value;

**“Lucky Match Wager”** means an optional, additional wager which may be made by a player (or his/her Nominee) in accordance with section 11D;

**“Mixed Match”** means one red card and one black card each with the same Face Value;

**“Mixed Pair”** means a Pair comprised of one red card and one black card;

**“Natural”** means a hand with, on the initial 2 cards dealt to the hand, a Point Count of 8 or 9;

**"Nominee”** means a person nominated by a player who may handle the cards and/or place wagers on behalf of that player;

**“Non-Continuous Shuffler”** means a type of automatic card shuffler that shuffles a set of 4 to 8 decks of cards used in the game as a batch before they are dealt;

**“Pair”** means two cards each with the same Face Value;

**“Perfect Pair”** means a Pair comprised of cards of the same suit;

**“Perfect Pair Wager”** means an optional, additional wager which may be made by a player (or his or her Nominee) in accordance with section 11A;

**“Player”,** for the purposes of rules 3.4(e), 5.6, 8.8, 8.10, 8.11 and 8.13 to 8.15 inclusive, when the word begins with a capital letter, means the seated player (or his/her Nominee who must also be seated at the game) who, when the game is conducted in accordance with Dealing Style B, receives and handles the Player’s Hand;

**“Player’s Box”** means that part of the layout in front of the Dealer controlling the cards that is designated as the playing area for the Player’s Hand by the word “PLAYER”;

**“Player’s Hand”** means the cards dealt to the Player’s Box pursuant to these rules;

**“Point Count”,** in relation to a hand of cards, means a single digit number from 0 to 9 inclusive, which shall be determined by totalling the point values of the cards in the hand in accordance with rule 4.2;

**“Table Differential”** means the difference between the total amount wagered on the Banker’s Hand and the total amount wagered on the Player’s Hand in a round of play;

**“Table of Play”** means the set of mandatory instructions, contained in these rules, which dictate whether the Player and Banker stand or draw a third card after the Initial Deal;

**“Tie**” means that the Player’s Hand and the Banker’s Hand have the same Point Count after all cards required to be dealt to those hands pursuant to these rules have been dealt to those hands;

**“Void Hand”** means a round of play which is conducted in accordance with the rules of Baccarat, except that no wagers are permitted; and

**“2 to 1 Baccarat”** means a form of Baccarat where Banker hands and Player hands are paid odds of 2 to 1 when they win with a three card total of either eight (8) or nine (9) (i.e. not a Natural) and are paid odds of 1 to 1 for any other winning result subject to rule 13.4. Both the Player and the Banker hand lose when the result is a Tie.

1.2 In this division, where the Dealer is required to call “**No more bets**”, this requirement shall be achieved by the Dealer verbally calling “No more bets”, a notice being displayed on the table to that effect and/or the Dealer indicating or signalling to that effect (as determined by the Casino Operator at its discretion).

## 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 Baccarat.

2.2 Baccarat must be played in accordance with one of the following versions:

1. Mini Baccarat;
2. Midi Baccarat; or
3. full Baccarat.

2.3 Notwithstanding any other rule in this division:

1. a player may only appoint a Nominee with the prior approval of the Game Supervisor or Casino Supervisor;
2. a Nominee must be announced by the Game Supervisor or Casino Supervisor prior to initiating the role;
3. an identification marker which is clearly distinguishable by surveillance must be placed on the table in front of the person the Nominee represents while the Nominee is acting in that capacity;
4. a Nominee may only act on behalf of one player at any given time;
5. subject to rules 2.3 (f) and (g), the Game Supervisor or Casino Supervisor shall announce following confirmation from the player when a Nominee ceases to act on the player’s behalf;
6. the Game Supervisor or Casino Supervisor may at any time withdraw his/her approval and direct some or all players at the game to place their own wagers, in which case the players may not instruct other persons to place wagers on their behalf;
7. the Game Supervisor or Casino Supervisor may at any time withdraw his/her approval and direct some or all players at the game to turn or handle their own cards, in which case the players may not instruct other persons to turn or handle cards on their behalf; and
8. a Casino employee, associated person or any other person who works at the Casino cannot act as a Nominee for another player.

## 3.0 Table Layout and Equipment

3.1 Baccarat shall be played at a table that:

1. in the case of mini Baccarat, has on one side up to 7 numbered sets of wagering areas for the players and on the opposite side a place for the Dealer;
2. in the case of midi Baccarat, has on one side up to 9 numbered sets of wagering areas for the players and on the opposite side a place for the Dealer; and
3. in the case of full Baccarat, has up to 14 numbered sets of wagering areas for the seated players, wagering areas for standing players, and places for the Dealers.

Each Baccarat 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:

1. in the case of Mini Baccarat, in Appendix A;
2. in the case of Midi Baccarat, in Appendix B; and
3. in the case of full Baccarat, in Appendix C.

3.3 The wagering areas shall be designated:

1. for wagers on the Banker’s Hand by the word “Banker” or “Bankers”;
2. for wagers on the Player’s Hand by the word “Player” or “Players”; and
3. for wagers on a Tie Bet (as detailed in rule 5.1(c)) by the word “Tie” or “Ties”.

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

1. at the option of the Casino Operator, either:
* + one set of 4 to 8 decks of playing cards; and
	+ a card shoe, with a non-transparent sliding cover, which is capable of holding all of the cards used in the game; or
* + 2 sets of 4 to 8 decks of playing cards each, the backs of each set being of a different colour; and
	+ a Non-Continuous Shuffler which is capable of holding 8 decks of cards; and
	+ a card shoe, with a non-transparent sliding cover, which is capable of holding either of the sets of cards used in the game; or
* unless the game is being conducted in accordance with Dealing Style B as described in section 8:
	+ one set of 4 to 8 decks of playing cards; and
	+ a Continuous Shuffler which is capable of holding all of the cards used in the game; and
1. one or (at the option of the Casino Operator) 2 cutting cards; and
2. a discard rack or container capable of holding all of the cards used in the game; and
3. at the option of the Casino Operator, a palette, being a flat paddle used by the Dealer to place, turn and retrieve cards;
4. 2 round indicator pucks marked **“Banker**” and **“Player”** respectively, which shall be used to indicate the Banker and the Player respectively when the game is being conducted in accordance with Dealing Style B; and
5. at the option of the Casino Operator, a game results display, being an electronic device for recording and displaying the most recent winning results at the table.

## 4.0 Playing Cards

4.1 Subject to rule 4.1A, the point value of the playing cards used in the game shall be as follows:

1. a card from 2 to 9 inclusive shall have its face value;
2. a 10, jack, queen or king shall have a value of 0; and
3. an ace shall have a value of 1.

4.1A For the purposes of rule 7.7, a 10, jack, queen and king shall have a point value of 10.

4.2 The Point Count of a hand shall be:

1. where the total of the point values of the cards in the hand is a number from 0 to 9 inclusive, that number;
2. where the total of the point values of the cards is the number 10 or above, the right digit of that number.

4.3 No player (or his/her Nominee) or spectator shall handle, alter or withdraw any cards used in the game except as expressly permitted by these rules, and no Dealer or other person shall permit a player (or his/her Nominee) or spectator to do so. The Dealer shall at all times deal the cards.

## 5.0 Wagers

5.1 A player (or his/her Nominee) at the game may place the following wagers, subject to rule 5.2:

1. a wager on the “Banker’s Hand”, which shall:
* win if the final Point Count of the Banker’s Hand is higher than that of the Player’s Hand;
* lose if the final Point Count of the Banker’s Hand is lower than that of the Player’s Hand;
* constitute a stand-off if the final Point Counts of the Banker’s Hand and the Player’s Hand are equal;
1. a wager on the “Player’s Hand”, which shall:
* win if the final Point Count of the Player’s Hand is higher than that of the Banker’s Hand;
* lose if the final Point Count of the Player’s Hand is lower than that of the Banker’s Hand;
* constitute a stand-off if the final Point Counts of the Banker’s Hand and the Player’s Hand are equal;
1. a “Tie Bet”, which shall:
* win if the final Point Counts of the Banker’s Hand and the Player’s Hand are equal;
* otherwise lose.

5.2 In any round of play a player (or his/her Nominee) may wager on:

1. the Banker’s Hand; or
2. the Banker’s Hand and Tie; or
3. the Banker’s Hand and Player’s Hand; or
4. the Banker’s Hand and Player’s Hand and Tie; or
5. the Player’s Hand; or
6. the Player’s Hand and Tie; or
7. a Tie.

5.3 All wagers shall be made by placing Chips, with the smaller denomination Chips on top, in the appropriate wager area of the Baccarat 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 Each player shall be responsible for the correct placement of his/her wager whether or not he/she is assisted by his/her Nominee and/or the Dealer. Each player shall be responsible for ensuring that any instructions he/she gives to his/her Nominee and/or the Dealer regarding the placement of his/her wager are correctly carried out.

5.6 Subject to these rules, standing players may also participate in the game. Standing players shall:

1. when full Baccarat is played, place their wagers on those parts of the layout specifically designated for “standing player” bets, the numbered wagering areas being for the use of seated players;
2. not participate in the cut of the cards or touch or handle the cards used in the game in any manner;
3. not be appointed Banker or Player.

5.7 When full Baccarat is played, only one player (being a seated player or his/her Nominee) may wager on each of the numbered wagering areas, which shall be for the use of seated players (including their Nominees).

5.8 When Mini Baccarat or Midi Baccarat is played, the Casino Operator may:

1. permit up to three players (including their Nominees) to wager on any one wagering area; and
2. direct that the total of all players’ (including their Nominees’) wagers on any one wagering area shall not exceed the table maximum, or that the total of the wagers of any particular player (including his/her Nominee) or players (including their Nominees) on any one wagering area shall not exceed the table maximum.

5.9 If a player (or his/her Nominee), being allowed by these rules to do so, wagers on the Player’s Hand, or on the Banker’s Hand, or on a Tie Bet (as detailed in rule 5.1(c)), by placing a bet on more than one wagering area during a round of play:

1. the applicable minimum wager limit applies to each bet placed by the player (or his/her Nominee) on each of those wagering areas; and
2. subject to rule 5.8(b), the applicable (table or personal) maximum wager limit applies to the total of the bets placed by the player (or his/her Nominee) on that outcome.

5.10 Subject to rule 5.11, winning wagers made pursuant to rule 5.1 shall be paid at the following odds:

1. wagers on the Player’s Hand at odds of 1 to 1;
2. wagers on the Banker’s Hand at odds of 1 to 1, less a commission of 5% on the amount won, which shall be payable to the Casino Operator and shall be collected from the player (or his/her Nominee) at the time the Winnings are paid;
3. Tie Bets at odds of either 8 to 1 or 9 to 1 as specified on the table layout.

5.11 Pursuant to rule 5.1, the Casino Operator may elect to pay winning wagers on the Banker’s Hand at odds of 1 to 1 except where the Banker wins with a Point Count of 6, in which event such wagers shall be paid at odds of 1 to 2 (e.g. $100 pays $50). Where the Casino Operator elects to modify the payment of winning wagers on the Banker’s Hand pursuant to this rule, a sign indicating the modified odds must be displayed at the table at all times while the modification is in effect, from the beginning of the round at which it took effect.

5.12 Except where rule 5.11 applies, if it would not be possible to pay a wager on the Banker’s Hand exactly in Chips at odds of 1 to 1, less Commission, were that wager to win, the wager shall not be accepted.

5.13 If a wager is made and accepted in contravention of rule 5.12, as much of the wager as could be paid exactly in Chips, were that portion of the wager to win, shall be regarded as valid and the remainder shall be Void.

5.14 Except as permitted by these rules, once the Dealer has called “No more bets” and the first card of any round has been removed from the shoe, no player (or his/her Nominee) shall:

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

and no Dealer or other person shall permit a player (or his/her Nominee) to do so.

5.15 No player (or his/her Nominee) shall handle, alter or withdraw a losing wager.

5.16 If there is a Tie, players (or their Nominees) may alter their wagers on the Banker’s Hand or the Player’s Hand before the start of the next round.

5.17 The Casino Operator may stipulate a maximum Table Differential. The amount of any such differential shall be displayed on the notice at the table indicating the minimum and maximum wager limits.

5.18 Where the total amount wagered on the Banker’s Hand or the Player’s Hand is such that the maximum Table Differential displayed on the notice is exceeded, the Dealer may reduce the wagers on the hand pro rata so that the maximum Table Differential is not exceeded.

## 6.0 Opening of Table for Gambling

6.1 After receiving the required number of decks of cards at the table, 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 either horizontal fan-shaped rows or columns by deck according to suit and sequence. The cards in each suit shall be laid out 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 and then:

1. chemmy shuffled (washing of the cards);
2. stacked; and
3. riffle shuffled.

6.4 Notwithstanding rules 6.2 and 6.3, when an automatic shuffler is used each set of decks of cards may be loaded into the automatic shuffler without visual inspection by any player, after having first been:

1. chemmy shuffled;
2. stacked; and
3. riffle shuffled.

6.5 Notwithstanding rules 6.1 to 6.4, cards that have been pre-checked or pre-shuffled by the Casino Operator may be used provided they are secured in a designated area on completion of the pre-check or pre-shuffle, until such time as they are required. Before being cut pre-shuffled cards shall be chemmy shuffled and/or riffle shuffled, but pre-checked cards shall be:

1. chemmy shuffled;
2. stacked; and
3. riffle shuffled.

6.6 Notwithstanding rules 6.1 to 6.4, and subject to the approval of the Secretary, cards that have been pre-checked and pre-shuffled by the card manufacturer before being sealed, may be introduced on a table without having to undergo any further chemmy shuffle or riffle shuffle process.

## 7.0 Shuffle and Cut of Cards

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

1. immediately before the start of play; and
2. 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; and
3. if any card has been exposed prior to the cards entering the card shoe or automatic shuffler; and
4. at the direction of a Game Supervisor or Casino Supervisor at his/her discretion,

provided that, where the game is played with a Non-Continuous Shuffler and two sets of cards, if subparagraph (b) or (c) affects only one of the sets of cards, only that set need be shuffled.

7.2 Where the game is conducted using a Continuous Shuffler, cards used in the game shall be shuffled so that they are randomly intermixed while the game is in progress.

7.3 Where the game is conducted:

1. otherwise than with a Continuous Shuffler; and
2. in accordance with either Dealing Style A or Dealing Style C as described in section 8,

after each shoe of cards is completed, as set out in rule 11.2, the cards (or, where applicable, the set of cards) that have been in use in the game shall be shuffled so that the cards are randomly intermixed before they are used again for gambling.

Where the game is conducted in accordance with Dealing Style B, rule 11.3 shall apply upon the completion of a shoe of cards.

7.4 Where it is proposed that pre-shuffled decks of cards be introduced into the game any of the players may, before the first game in which the cards are used:

1. on request, visually inspect the decks of pre-shuffled cards, or any of them, before their use; and
2. require that any decks of cards issued as pre-shuffled be inspected and mixed in accordance with section 6, shuffled by the Dealer, and cut in accordance with this section.

7.5 After the cards have been shuffled they shall be cut. The Dealer shall offer the stack of cards, with the backs facing away from him/her, to each seated player for cutting until a seated player accepts the cut. If no seated player accepts the cut, a Casino employee shall cut the cards.

7.6 The person designated in rule 7.5 shall cut the cards by inserting the cutting card or one of the cutting cards, as the case may be, into the stack at least one deck in from either end. The Dealer shall then take all of the cards in front of the cutting card and place them at the back of the stack and then insert the cutting card into the stack at least 20 cards in from the back of the stack. If 2 cutting cards are being used, the second shall be placed at the back of the stack.

7.7 The stack of cards shall then be placed in the card shoe or Continuous Shuffler for the commencement of play, following which the Dealer shall either:

* remove the first card from the card shoe or shuffler face up; and
* draw, face down, additional cards equal in number to the point value of the first card drawn; and
* place the first and additional cards drawn in the discard rack or container; or
1. draw and discard face down the first card of the shoe before the start of the first round. A player may, upon request, view any card so drawn and discarded.

7.8 Where the game is conducted using a Continuous Shuffler, rules 7.5 and 7.6 shall not apply to cards that are being shuffled in accordance with rule 7.2, and no cutting card need be placed with the stack of cards in the shuffler.

7.9 The Casino Operator may, after any round of play, direct that the cards in play at the table be replaced, in which event the new cards shall be checked, shuffled and cut in accordance with sections 6 and 7 except where pre-shuffled cards are introduced and accepted as such.

## 8.0 Initial Deal

8.1 Two hands shall be dealt in the game, one being the Player’s Hand and the other the Banker’s Hand.

8.2 Immediately before the start of each round of play and after all wagers are on the table, the Dealer shall call “No more bets” and then begin dealing the cards.

8.3 Where no wagers have been placed on the table, the Casino Operator may notwithstanding rule 8.2 deal a number of rounds of cards without any wager being placed (each such round being a “**Free Hand**”). The Casino Operator shall retain the discretion to determine how many, if any, Free Hands it deals without any wager being placed. Nothing in this rule prevents any person from wagering on any Free Hand should they choose to do so, in accordance with these rules.

8.4 The Dealer shall deal an initial 4 cards from the card shoe or automatic shuffler. The first and third cards shall respectively constitute the first and second cards of the Player’s Hand and the second and fourth cards shall respectively constitute the first and second cards of the Banker’s Hand.

8.5 The game may, at the discretion of the Casino Operator and subject to these rules, be conducted in accordance with any one of the following styles of dealing: Style A, Style B and Style C. Where a game is conducted using a card shoe or Non-Continuous Shuffler, it shall continue in the style in which it began until its completion. Where the game is conducted using a Continuous Shuffler the dealing style may be changed only in accordance with approved procedures.

### Dealing Style A

8.6 The initial 4 cards shall be dealt face up, the Player’s Hand to the Player’s Box and the Banker’s Hand to the Banker’s Box. The Dealer shall then announce the Point Count of the Player’s Hand first, followed by that of the Banker’s Hand.

8.7 The Dealer shall at all times be in control of the cards.

### Dealing Style B

8.8 At the start of each round of play, after the wagers have been placed, the Banker and the Player (if any) for the round shall be determined in accordance with rules 8.9 and 8.10.

8.9 The Banker shall be determined as follows:

1. the seated player with the highest wager on the Banker’s Hand shall if he/she wishes be the Banker;
2. if there is more than one such player, the one occupying the lowest numbered seat shall be offered the role first. If he/she declines, the Dealer shall offer the role to the next such player, moving counter-clockwise around the table, and so on;
3. if no such player wishes to accept the role, it shall be offered to the seated player or players with the next highest wager on the Banker’s Hand, in accordance with the procedure set out in subparagraphs (a) and (b);
4. if no seated player with a wager on the Banker’s Hand wishes to be the Banker, rule 8.18 shall apply.

8.10 The Player shall be determined in accordance with the procedure described in rule 8.9, substituting “Player” for “Banker” and “Player’s Hand” for “Banker’s Hand”.

8.11 The Banker and the Player and/or their respective Nominees, if any, shall:

1. act as such only to expose the total of the Banker’s Hand or the Player’s Hand, as the case may be;
2. be responsible for receiving and handling the cards in accordance with these rules and the instructions of the Dealer calling the game; and
3. be identified by the indicator puck marked “Banker” or “Player”, as the case may be, which shall be placed next to his/her wagering area.

8.12 The initial 4 cards shall be dealt face down, the Player’s Hand to the Player’s Box and the Banker’s Hand to the Banker’s Box.

8.13 The Dealer shall then pass the initial 2 cards drawn for the Player’s Hand to the Player (or his/her Nominee) who shall take the cards, ensuring that they are continually in full view of everyone participating in the game and of the surveillance cameras, and promptly check them. Such cards must not be removed from the table by the Player (or his/her Nominee).

8.14 Having checked the hand, the Player (or his/her Nominee) shall immediately turn the cards face up on the layout. The Dealer shall then announce the Point Count of the Player’s Hand and bring the cards face up back to the Player’s Box.

8.15 The Dealer shall then pass the Banker’s Hand to the Banker or to the Banker’s Nominee as the case may be. Rules 8.13 and 8.14 shall apply to the Banker as if he/she were the Player, the Player’s Hand were the Banker’s Hand, and the Player’s Box the Banker’s Box.

8.16 At no time shall the Player’s Hand and the Banker’s Hand be passed out at the same time.

8.17 Nothing in this section shall prohibit the turning of the Banker’s Hand before the Player’s Hand provided this has been authorised by the Casino Supervisor and the requirements of rule 8.16 are satisfied.

8.18 If:

1. there is no bet on the Player’s Hand or the Banker’s Hand; or
2. no player entitled to do so wishes to receive and handle the cards dealt to a hand; or
3. the Game Supervisor or Casino Supervisor so directs,

the Dealer shall retain and turn over the cards for that hand or those hands, as the case may be.

### Dealing Style C

8.19 The initial 4 cards shall be dealt face down, the Player’s Hand to the Player’s Box and the Banker’s Hand to the Banker’s Box. The Dealer shall then turn over and announce the Point Count of the Player’s Hand first, followed by the Banker’s Hand.

8.20 The Dealer shall be in control of the cards at all times.

## 9.0 Dealing of Additional Cards

9.1 After the Dealer has announced the Point Count of each hand and, where appropriate, has returned the cards to the Player’s Box and the Banker’s Box, he/she shall deal a third card to each hand if this is required by rules 9.2 to 9.5 inclusive.

9.2 If the Player’s Hand or the Banker’s Hand is, or both hands are, a Natural, no further cards shall be dealt to either hand.

9.3 If the Point Count of the Banker’s Hand is 0 to 7 inclusive after the Initial Deal, the Player’s Hand shall:

1. draw (i.e. take a third card); or
2. stand (i.e. not take a third card),

in accordance with the requirements of Table 1 below:

**TABLE 1: PLAYER’S HAND**

|  |  |
| --- | --- |
| **Player having a total of:** |  |
| 0-1-2-3-4-5 | Draws a card |
| 6-7 | Stands |
| 8-9 | Has a Natural and cannot draw |

9.4 If the Player’s Hand draws, the Banker’s Hand shall:

1. draw; or
2. stand,

in accordance with the requirements of Table 2 below:

**TABLE 2: BANKER’S HAND**

|  |  |  |
| --- | --- | --- |
| **Banker having a point total of:** | **When the third card in the Player’s Hand is:** | **When the third card in the Player’s Hand is:** |
| 3 | 0,1,2,3,4,5,6,7,9 draws | 8 stands |
| 4 | 2,3,4,5,6,7 draws | 0,1,8,9 stands |
| 5 | 4,5,6,7, draws | 0,1,2,3,8,9 stands |
| 6 | 6,7 draws | 0,1,2,3,4,5,8,9 stands |
| 7 | Stands |
| 8-9 | Has a Natural and cannot draw |
| 0-1-2 | Draws |

9.5 If the Point Count of the Player’s Hand is 6 or 7 after the Initial Deal, the Banker’s Hand shall draw a third card if the Point Count of the Banker’s Hand is 0 to 5 inclusive, but otherwise shall stand.

9.6 In no event shall more than one additional card be dealt to either hand.

### Dealing of Additional Cards for Style A and Style C

9.7 Any third card required to be dealt to a hand shall be dealt face up to that hand.

### Dealing of Additional Cards for Style B

9.8 Any third card required to be dealt to a hand shall be passed face down to the player (or his/her Nominee) (if any) designated to receive the cards dealt to the hand. The provisions of rules 8.13 to 8.18 inclusive shall apply, with all necessary modifications, as if the third card were the 2 initial cards of the hand.

## 10.0 Payment and Collection of Wagers

10.1 When each hand has received all the cards it is entitled to under the rules, the Dealer shall announce the final Point Count of each hand, indicating which hand has won the round. If the 2 hands have equal Point Counts, the Dealer shall announce “Tie Hand”.

10.2 After announcing the result of the round, the Dealer shall collect all losing wagers and pay all winning wagers.

## 11.0 End of Shoe

11.1 This section applies where the game is being played otherwise than with a Continuous Shuffler.

11.2 Whenever the cutting card or the first of the cutting cards, as the case may be, placed with the stack of cards in the card shoe is reached during a round, it shall be placed to the side.

1. If the cutting card is drawn as the first card of a round, after setting it aside the Dealer calling the game shall announce “Last coup” or “Last hand” and complete the round.
2. If the cutting card is drawn otherwise than as the first card of the round, after setting it aside the Dealer shall complete the round, announce “Last coup” or “Last hand”, and deal a further round.

Thereafter no further cards shall be dealt until the set of cards used in the round has been replaced or reshuffled.

11.3 Notwithstanding rule 11.2, where the game has been conducted in accordance with Dealing Style B during a shoe, at the end of the last round of the shoe any remaining cards shall be removed from the card shoe and placed, together with the cards in the discard rack or container, in a container which shall be removed from the table. The game shall continue with new cards, which may be pre-shuffled if they are accepted into the game as such by the players.

## 11A Perfect Pair Wagers

11A.1 The Casino Operator may, at its discretion, offer the players (or their Nominees) the opportunity to place Perfect Pair Wagers in accordance with this section.

11A.1A Where the Casino Operator chooses to offer players the opportunity to place Perfect Pair Wagers at a table, it shall not offer players the opportunity to place either Any Pair Wagers or Lucky Match Wagers in accordance with section 11C or section 11D respectively at that same table.

11A.2 Where the Perfect Pair option is offered and the game displayed at a table with a layout cloth marked in a manner that clearly denotes the wagering option, any player (or his/her Nominee) may elect to place a Perfect Pair Wager at the time of placement of his/her initial wager as provided in rule 5.1. The wager may be placed on the Player’s Hand and/or the Banker’s Hand and does not have to correspond to the player’s (or his/her Nominee’s) initial wager.

11A.3 The Perfect Pair Wager shall be placed before any cards in the round of play are dealt.

11A.4 The amount of a Perfect Pair Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

11A.5 A Perfect Pair Wager shall win where the wager has been placed on the Player’s Hand and the first two cards dealt to the Player’s Hand are a Pair, or where the wager has been placed on the Banker’s Hand and the first two cards dealt to the Banker’s Hand are a Pair, and lose if the first two cards do not comprise a Pair.

11A.6 At the completion of the deal and after announcing the result of the round in accordance with rule 10.2, the Dealer shall collect all losing wagers and pay all winning wagers.

11A.7 Winning Perfect Pair Wagers shall be paid in accordance with Pay Scale One, Pay Scale Two, or Pay Scale Three as follows:

**Pay Scale One**

For a Mixed Pair 5 to 1

For a Coloured Pair 10 to 1

For a Perfect Pair 30 to 1

**Pay Scale Two**

For a Mixed Pair 6 to 1

For a Coloured Pair 12 to 1

For a Perfect Pair 25 to 1

**Pay Scale Three**

For a Mixed Pair 5 to 1

For a Coloured Pair 12 to 1

For a Perfect Pair 25 to 1

11A.8 The Casino Operator shall display which pay scale under rule 11A.8 is in operation and that pay scale shall be used for all tables that offer the Perfect Pair option.

## 11B Dragon Bonus Wagers

11B.1 The Casino Operator may offer players (or their Nominees) the opportunity to place Dragon Bonus Wagers in accordance with this section.

11B.2 Where the Dragon Bonus option is offered and the game is played at a table with a layout cloth marked in a manner that clearly denotes the wagering option, any player (or his/her Nominee) may elect to place a Dragon Bonus Wager at the time of placement of the player’s (or his/her Nominee’s) initial wager as provided in rule 5.1.

11B.3 The Dragon Bonus Wager shall be placed in the designated area of the layout. The wager may be placed on the Player Hand and/or the Banker Hand and does not have to correspond to the player’s (or his/her Nominee’s) initial wager.

11B.4 The Dragon Bonus Wager shall be placed before any cards in the round of play are dealt.

11B.5 The amount of a Dragon Bonus Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

11B.6 A Dragon Bonus Wager shall win if the player’s (or his/her Nominee’s) selected Hand for the Dragon Bonus Wager is a Natural winner; or when the selected Hand wins by four or more points.

11B.7 At the completion of the deal and after announcing the result of the round in accordance with rule 10.2, the Dealer shall collect all losing wagers and pay all winning wagers.

11B.8 Winning Dragon Bonus Wagers shall be paid in accordance with Pay Table 1, Pay Table 2 or Pay Table 3, as follows:

**Pay Table 1**

Win by 9 Points\* 30 to 1

Win by 8 Points\* 10 to 1

Win by 7 Points\* 6 to 1

Win by 6 Points\* 4 to 1

Win by 5 Points\* 2 to 1

Win by 4 Points\* 1 to 1

Natural Winner 1 to 1

Natural Tie Push

\*Non-naturals

**Pay Table 2**

Win by 9 Points\* 20 to 1

Win by 8 Points\* 8 to 1

Win by 7 Points\* 7 to 1

Win by 6 Points\* 4 to 1

Win by 5 Points\* 3 to 1

Win by 4 Points\* 1 to 1

Natural Winner 1 to 1

Natural Tie Push

\*Non-naturals

**Pay Table 3**

Win by 9 Points\* 30 to 1

Win by 8 Points\* 10 to 1

Win by 6-7 Points\* 4 to 1

Win by 4-5 Points\* 2 to 1

Natural Winner 1 to 1

Natural Tie Push

\*Non-naturals

11B.9 The Casino Operator shall display which Pay Table under rule 11B.8 is in operation and that pay scale shall be used for all tables that offer the Dragon Bonus option.

## 11C Any Pair Wagers

11C.1 The Casino Operator may, at its discretion, offer the players (or their Nominees) the opportunity to place Any Pair Wagers in accordance with this section.

11C.2 Where the Casino Operator chooses to offer players the opportunity to place Any Pair Wagers at a table, it shall not offer players the opportunity to place either Perfect Pair Wagers or Lucky Match Wagers in accordance with section 11A or section 11D respectively at that same table.

11C.3 Where the Any Pair option is offered and the game displayed at a table with a layout cloth marked in a manner that clearly denotes the wagering option, any player (or his/her Nominee) may elect to place an Any Pair Wager at the time of placement of his/her initial wager as provided in rule 5.1. The Any Pair Wager may be placed on the Player’s Hand and/or the Banker’s Hand and does not have to correspond to the player’s (or his/her Nominee’s) initial wager

11C.4 The Any Pair Wager shall be placed before any cards in the round of play are dealt.

11C.5 The amount of an Any Pair Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

11C.6 An Any Pair Wager shall win where the wager has been placed on the Player’s Hand and the first two cards dealt to the Player’s Hand are a Pair, or where the wager has been placed on the Banker’s Hand and the first two cards dealt to the Banker’s Hand are a Pair, and lose if the first two cards do not comprise a Pair.

11C.7 At the completion of the deal and after announcing the result of the round in accordance with rule 10.2, the Dealer shall collect all losing wagers and pay all winning wagers.

11C.8 Winning Any Pair Wagers shall be paid in accordance with either Pay Scale One or Pay Scale Two as follows:

**Pay Scale One**

Any Pair 11 to 1

**Pay Scale Two**

Any Pair 10 to 1

11C.9 The Casino Operator shall display which pay scale under rule 11C.8 is in operation.

## 11D Lucky Match Wagers

11D.1 The Casino Operator may, at its discretion, offer the players (or their Nominees) the opportunity to place Lucky Match Wagers in accordance with this section.

11D.2 Where the Casino Operator chooses to offer players the opportunity to place Lucky Match Wagers at a table, it shall not offer players the opportunity to place either Perfect Pair Wagers or Any Pair Wagers in accordance with section 11A or section 11C respectively at that same table.

11D.3 Where the Lucky Match option is offered and the game is played at a table with a layout cloth marked in a manner that clearly denotes the wagering option, any player (or his/her Nominee) may elect to place a Lucky Match Wager at the time of placement of his/her initial wager as provided in rule 5.1. The wager may be placed on the Player’s Hand and/or the Banker’s Hand and does not have to correspond to the player’s (or his/her Nominee’s) initial wager.

11D.4 The Lucky Match Wager shall be placed before any cards in the round of play are dealt.

11D.5 The amount of a Lucky Match Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

11D.6 A Lucky Match Wager shall win where the wager has been placed on the Player’s Hand and the first two cards dealt to the Player’s Hand have the same Face Value or the first three cards dealt to the Player’s Hand are of the same suit with the same Face Value or where the wager has been placed on the Banker’s Hand and the first two cards dealt to the Banker’s Hand have the same Face Value or the first three cards dealt to the Banker’s Hand are of the same suit with the same Face Value and lose if the first two cards do not have the same Face Value.

11D.7 At the completion of the deal and after announcing the result of the round in accordance with rule 10.2, the Dealer shall collect all losing wagers and, subject to rule 11D.9, pay all winning wagers.

11D.8 Winning Lucky Match Wagers shall be paid in accordance with one of the following pay scale options:

**Pay Scale One Pay Scale Two**

Mixed Match 5 to 1 5 to 1

 Coloured Match 10 to 1 10 to 1

Lucky Match 25 to 1 20 to 1

Lucky Triple Match 100 to 1 500 to 1

11D.9 Where a player (or his/her Nominee) places a Lucky Match Wager in a round of play and achieves both a Lucky Match and Lucky Triple Match in that round, that player shall be paid a winning wage in respect of the Lucky Triple Match only.

11D.10 The Casino Operator shall display which pay scale under rule 11D.8 is in operation.

## 12.0 Irregularities

12.1 If a third card is dealt to the Player’s Hand when no third card is authorised by these rules:

1. it shall become the third card of the Banker’s Hand if the Banker’s Hand is obliged to draw a further card; and
2. it shall become the first card of the next round if the Banker’s Hand is required to stand, unless it has been disclosed or the cards are reshuffled or replaced before the next round. If the card has been disclosed, the Dealer will announce “No bets this hand” and, starting with the exposed card, deal a Void Hand. After the completion of the Void Hand, normal play will resume.

12.2 Subject to rule 12.1, if a card is drawn in excess from the card shoe or Continuous Shuffler:

1. it shall, if it has not been disclosed, be used as the first card of the next round of play unless the cards are reshuffled or replaced before the next round;
2. if the card has been disclosed, the Dealer will announce “No bets this hand” and, starting with the exposed card, deal a Void Hand. After the completion of the Void Hand normal play will resume.

12.3 If the first card of a round of play is found face up in the card shoe or Continuous Shuffler, the Dealer will announce “No bets this hand” and, starting with the exposed card, deal a Void Hand. After the completion of the Void Hand normal play will resume.

12.4 Subject to rule 12.3, any card found face up in the card shoe or Continuous Shuffler during a round of play will be used in that round.

12.5 If there are insufficient cards remaining in the card shoe or Continuous Shuffler to complete a round of play, that round shall be Void and a new round shall commence after all of the cards have been replaced or, where permitted, reshuffled, and placed in the shoe or shuffler.

12.6 Should any error occur during any round due to the incorrect dealing or placement of a card or cards, every effort shall be made to reconstruct the round in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred and, in the event that a reconstruction takes place, the Casino Operator and the players shall abide by the consequences. Should it not be possible to reconstruct the round, the Casino Operator shall declare the whole round Void. The cards dealt shall be removed to the discard rack and any wagers shall be Void and be returned to the player or players concerned.

12.7 If the Dealer fails to draw and discard cards at the beginning of a shoe as provided in rule 7.7, or in any other situation where this is required, play shall nonetheless continue as provided in the rules.

12.8 Notwithstanding the application of rules 12.1 to 12.7 subsequent to any error occurring, whether or not the error results in a Void Hand being declared, all hands dealt thereafter shall stand as dealt.

12.9 If a game results display is provided at the table, the Casino Operator shall not be responsible for the display of any incorrect results or other information or for consequences of any other malfunction of the display.

12.10 Where, during a round of play and before the Dealer has called “No more bets”:

1. any card is inadvertently disclosed (not being a boxed card as contemplated in rule 15.10); or
2. any card is handled by a Player or any other person excluding the Dealer,

in each case as determined by the Casino Operator, then the Dealer shall be deemed to have called “No more bets” and no Player shall then be entitled to make, handle, alter or withdraw any wager.

## 13.0 2 to 1 Baccarat

13.1 Where 2 to 1 Baccarat is adopted the approved rules of Baccarat will apply except where those rules are inconsistent with the rules of 2 to 1 Baccarat as set out in this section in which case the rules of 2 to 1 Baccarat will prevail.

13.2 A player (or his/her Nominee) at the game may place the following wagers, subject to rule 5.2:

1. a wager on the “Banker’s Hand”, which shall:
* win if the final Point Count of the Banker’s Hand is higher than that of the Player’s Hand; or
* otherwise lose;
1. a wager on the “Player’s Hand”, which shall:
* win if the final Point Count of the Player’s Hand is higher than that of the Banker’s Hand; or
* otherwise lose;
1. a “Tie Bet”, which shall:
* win if the final Point Counts of the Banker’s Hand and the Player’s Hand are equal; or
* otherwise lose.

13.3 Subject to rule 13.4, the Casino Operator will pay winning wagers on the Banker’s Hand and Player’s Hand at odds of 1 to 1 except where the Banker or Player wins with a three card Point Count of 8 or 9, in which event such wagers shall be paid at odds of 2 to 1 (e.g. $50 pays $100).

13.4 Pursuant to rule 13.2, the Casino Operator may elect to pay winning wagers on the Banker’s Hand at odds of 1 to 2 (e.g. $100 pays $50) where the Banker wins with a Point Count of 6.

13.5 Where the Casino Operator decides to offer 2 to 1 Baccarat at a table, a notice to that effect must be displayed at the table.

13.6 Where the Casino Operator elects to modify the payment of the winning wagers on the Banker’s Hand pursuant to rule 13.4, a sign indicating the modified odds must be displayed at the table at all times while the modification is in effect, from the beginning of the round at which it took effect.

## 14.0 Ante Up Baccarat

14.1 Where Ante Up Baccarat is adopted, the approved rules of Baccarat will apply and where 2 to 1 Baccarat is also adopted, the approved rules of 2 to 1 Baccarat will also apply except where those rules are inconsistent with the rules of Ante Up Baccarat in which case the rules of Ante Up Baccarat will prevail.

14.2 The layout cloth covering the Ante Up Baccarat table shall, in addition to the inscriptions specified in rule 3.2 have areas designated for the placement of wagers and the Ante.

14.3 The amount of the Ante shall be that displayed on the sign at the table indicating the minimum and maximum wager limits for the table.

14.4 The Casino Operator may at its discretion waive payment of the Ante where the initial wager meets or exceeds a value prescribed by the operator and displayed on the sign referred to in rule 14.3.

14.5 Subject to rule 14.4, before the first card is dealt in a round, each player shall make a wager in accordance with rule 5.1 and place any accompanying Ante.

14.6 At the completion of the deal and after announcing the result of the round in accordance with rule 10.2, the Dealer shall collect the Antes, all losing wagers and pay all winning wagers.

14.7 If it is discovered that a wager has been inadvertently accepted without a required Ante, the wager shall be Void.

## 15.0 International Baccarat

15.1 Where International Baccarat is adopted, the approved rules of baccarat will apply except where those rules are inconsistent with the rules of International Baccarat in which case the rules of International Baccarat will prevail.

15.2 Where the Casino Operator decides to offer International Baccarat at a table, a notice to that effect must be displayed at the table.

15.3 Interpretation

**“Nominee”** means a person or persons nominated by a player who may handle a card or cards and/or place wagers on behalf of that player;

15.4 Notwithstanding rules 5.14 and 8.2, where dealing style B is adopted, the Dealer may (at his/her discretion) at the start of a round of play either:

(a) require a wager to be placed on the table before dealing the initial 4 cards face down and after all remaining wagers (if any) are placed on the table call “No more bets”; or

(b) deal the initial 4 cards face down and then call “No more bets” after all wagers are placed on the table or a reasonable period of time (as determined by the Casino Operator in its discretion) has elapsed during which wagers could have been placed on the table. Where no wagers are placed on the table, the Casino Operator may at its discretion:

* nonetheless deal a Free Hand without any wager being placed, provided that the Casino Operator first signals its intention to do so by displaying a notice or indicating to that effect on the table; or
* call “No more bets” after a reasonable period of time (as determined by the Casino Operator in its discretion) has elapsed during which wagers could have been placed on the table and complete dealing the hand.

For the avoidance of doubt, where dealing style A or C is adopted, rules 5.14 and 8.2 shall prevail.

15.5 At the request of the player on whose behalf a nominee is acting, the Games Supervisor or Casino Supervisor may direct the dealer to pass:

(a) the first of the initial 2 cards drawn for the Player’s Hand or Banker’s Hand as the case may be to either a nominee or to the player on whose behalf the nominee is acting; and

(b) the second card of the initial 2 cards drawn for the Player’s Hand or Banker’s Hand as the case may be to a nominee or alternatively to the player on whose behalf the nominee is acting.

15.6 After checking the cards, the player and/or nominee shall turn the cards face up on the layout and the Dealer shall announce the Point Count of the Hand and bring the cards face up back to the Player’s Box or Banker’s Box as the case may be.

15.7 Where the initial 2 cards are drawn and passed to the Player or Banker (whichever is applicable) in accordance with rule~~s~~ 8.13 or 8.15, (whichever is applicable), nothing shall prevent the person who receives those cards from allocating one or both to another nominee and/or to the player on whose behalf the nominee is acting provided that the cards are continually in full view of everyone participating in the game and of the surveillance cameras.

15.8 If:

 (a) there is no bet on the Player’s Hand or the Banker’s Hand; or

(b) no player entitled to do so wishes to receive and handle the cards dealt to a hand or hands pursuant to rule~~s~~ 8.9 or 8.10;

 the Games Supervisor or Casino Supervisor may direct that a player who would not otherwise be entitled to receive and handle the cards dealt to a hand or hands but who elects to do so, shall receive and turn over the cards for the relevant hand or hands as the case may be, subject to the requirements of rule 8.16.

15.9 Where no other player has elected to do so or where the Game Supervisor or Casino Supervisor so directs, the Dealer shall retain and turn over the cards for that hand or those hands, as the case may be.

15.10 Where dealing style B is adopted, if the Dealer inadvertently delivers:

(a) the Player card(s) to the Banker area on the table layout and/or the Banker card(s) to the Player area; or

(b) the Player card(s) to the player accepting the Banker’s hand and/or the Banker’s card(s) to the player accepting the Player’s hand,

 during a round of play and the error is identified prior to the Dealer collecting all losing wagers and paying all winning wagers, then immediately upon such identification (notwithstanding that the result of the round may then be known) and at the request of a player, the Casino Operator may (at its discretion) give each player the option of withdrawing any of that player’s wagers then placed on the table, provided that each wager so withdrawn shall be withdrawn in full (not part) and not be placed back on the table during that round. Where the Casino Operator so exercises its discretion, the Casino Operator shall determine (at its discretion) who shall be entitled to handle and remove the relevant wagers and:

(c) no new wagers will be placed; and

(d) none of the remaining wagers left on the table will be handled or altered,

until the round is completed and no Dealer or other person shall permit a player (or his/her Nominee) to do so. If all wagers are withdrawn, the round of play shall be completed, including the dealing of any subsequent cards as may be required.

15.11 If any of the initial 4 cards of a round of play is found face up in, or dealt face up from, the card shoe or Continuous Shuffler (known as a boxed card), the Dealer will announce “No bets this hand” and deal a Void Hand. After the completion of the Void Hand normal play will resume.

1. Mini Baccarat Table Layout



1. Midi Baccarat Table Layout



1. Full Baccarat Table Layout



# Appendix 3

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Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Wagers

Section 5 Dice and Table Operation

Section 6 Irregularities

Appendix 1 Snake Eyes Layout (Option 1)

Appendix 2 Snake Eyes Layout (Option 2)

Appendix 3 Snake Eyes Layout (Option 3)

### Interpretation

1.1 In this Division, unless the contrary intention appears:

**“Active Dice”** means any two of the Dice to be Rolled;

**“Dice”** means the dice used in the game of Snake Eyes, each complying with section 16 of the General Rules for Casino Table Games, provided that, at any one time, only two of the Dice may be utilised in active play and Rolled and no more than five Dice in total may be present or placed on a table;

**“Roll”** means a throw of the Active Dice by the Shooter or Dealer (as applicable) pursuant to these rules and “Rolled” has a corresponding meaning;

**“Shooter**” means the player who Rolls the Active Dice and, where the Active Dice are Rolled by the Dealer pursuant to these rules, includes the Dealer;

**“Total”** means the total value of the high or uppermost faces of the Active Dice following a Roll and, for the avoidance of doubt, only one face on each of the Active Die shall be considered the high or uppermost face; and

**“7 Out”** means a Roll by the Shooter where the Total equals 7.

1.2 In these rules, unless the contrary intention appears:

* the singular includes the plural and vice versa;
* a reference to Dealer means the Dealer or Dealers (as applicable) who control the game of Snake Eyes at a table;
* a reference to a rule is a reference to a rule in this Division;
* a reference in a rule to a subparagraph is to a subparagraph of that rule;
* a reference in a division to a rule is to a rule in that division;
* a reference in a division to a section is to a section of that division; and
* a reference in a division to an appendix is to an appendix to that division.

### 2.0 Application

The rules contained in this Division and the general rules contained in Division 1 shall apply to the game of Snake Eyes.

### 3.0 Table Layout and Equipment

3.1 The game of Snake Eyes shall be played on a table with:

* rounded corners;
* high walled sides;
* a drop box attached to it;
* where the Dice comprise more than two dice, a bowl, which shall be used to contain the Dice that are not Active Dice; and
* where Non-Value Chips are in use at the table:
	+ a display rack, which shall be used to indicate the colours and values of the Non-Value Chips; and
	+ marker buttons of different colours in such number as is sufficient to indicate the values of the subsets of Non-Value Chips in use.

3.2 The layout cloth of the table shall be marked with areas for the placement of wagers and in a manner substantially similar to that shown in Appendix 1, Appendix 2 or Appendix 3 (as applicable).

3.3 The Dice shall be placed on the table at the start of play.

3.4 The following equipment may also be used in the game of Snake Eyes:

* a stick, which may be used by the Dealer to collect and pass the Active Dice;
* a game results display, being an electronic device for recording and displaying the most recent winning results at the table; and/or
* electronic equipment which is:
	+ capable of capturing and/or entering the outcome of a Roll; and
	+ programmable to illuminate all areas of the layout representing the winning combination(s).

3.5 The electronic equipment referred to in rules 3.4(b) and 3.4(c) shall be of a type approved by the Secretary, contain components necessary for the performance of their respective functions, and 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 Wagers

4.1 In the game of Snake Eyes, a player may place any or all of the following wagers:

* a “**Hardways**” wager, being a wager on one of the specified “Hardways” betting areas of the layout (being a hard 4, hard 6, hard 8 or hard 10), which shall:
	+ win if the relevant Total (being a Total of 4, 6, 8 or 10) is Rolled the “hard way” with each of the Active Dice showing the same value before:
		- that Total is Rolled by any other combination of numbers; or
		- a Total of 7 is Rolled ; or
	+ otherwise lose;
* a “**Hardway Combo**” wager, being a wager on the “Hardway Combo” betting area of the layout, which shall:
	+ win if a Total of 4, 6, 8 or 10 is Rolled the “hard way” with each of the Dice showing the same value before:
		- that Total is Rolled by any other combination of numbers; or
		- a Total of 7 is Rolled; or
	+ otherwise lose;
* a “**5**” wager, being a wager which shall:
	+ win if a Total of 5 is Rolled before a Total of 7 is Rolled; or
	+ lose if a Total of 7 is Rolled before a Total of 5 is Rolled;
* a “**6**” wager, being a wager which shall:
	+ win if a Total of 6 is Rolled before a Total of 7 is Rolled; or
	+ lose if a Total of 7 is Rolled before a Total of 6 is Rolled;
* an “**8**” wager, being a wager which shall:
	+ win if a Total of 8 is Rolled before a Total of 7 is Rolled; and
	+ lose if a Total of 7 is Rolled before a Total of 8 is Rolled;
* a “**Field Bet**” wager, being a wager on a single Roll which shall:
	+ win if a Total of 2, 3, 4, 9, 10, 11 or 12 is Rolled immediately following the placement of that wager; or
	+ otherwise lose;
* an “**Any 7**” wager, being a wager on a single Roll which shall:
	+ win if a Total of 7 is Rolled immediately following the placement of that wager; or
	+ otherwise lose;
* a “**C&E Combo**” wager, being a wager on a single Roll which shall:
	+ win if a Total of 2, 3, 11 or 12 is Rolled immediately following the placement of that wager; or
	+ otherwise lose;
* a “**Craps 2**” wager, being a wager on a single Roll which shall:
	+ win if a Total of 2 is Rolled immediately following the placement of that wager; or
	+ otherwise lose;
* a “**Craps 3**” wager, being a wager on a single Roll which shall:
	+ win if a Total of 3 is Rolled immediately following the placement of that wager; or
	+ otherwise lose;
* a “**Craps 12**” wager, being a wager on a single Roll which shall:
	+ win if a Total of 12 is Rolled immediately following the placement of that wager; or
	+ otherwise lose;
* an “**11 in 1 Roll**” wager, being a wager on a single Roll which shall:
	+ win if a Total of 11 is Rolled immediately following the placement of that wager; or
	+ otherwise lose.

4.2 Whether a wager wins or loses is determined by the Total after, in the case of a wager on a single Roll, that single Roll or, in the case of a wager on multiple Rolls, a relevant Roll. Only one face on each die shall be considered high or uppermost.

4.3 All wagers shall be made by placing either Value Chips or Non-Value Chips on the relevant wager area of the layout. Where one or more Value Chips is placed in the same wager area of the layout by a player, the Chips shall be stacked in ascending order with the highest denomination chip on the bottom and the lowest denomination chip on the top.

4.4 All wagers shall be made by the players at a table before the Active Dice are Rolled, provided that a wager may be made between the time the Active Dice leave the Shooter’s hand and the time the Active Dice come to rest if:

* there is enough time for that wager to be confirmed orally by the Dealer or Game Supervisor at that table;
* that wager is confirmed orally by the Dealer or Game Supervisor at that table; and
* that wager is accompanied by Chips.

4.5 Each player shall be responsible for the correct placement of his/her wager(s) on the layout (whether or not he/she is assisted by the Dealer) and ensuring that any instructions he/she gives to the Dealer regarding the placement of his/her wager(s) are carried out correctly.

4.6 Each wager shall be settled in accordance with its position on the layout when the result of the relevant Roll has been established, except where the Casino Operator determines that a wager has been accidentally moved or misplaced by the Dealer or another player at that table.

4.7 A player may, at any time, remove or reduce any wager placed by him/her before the Active Dice (which will determine the outcome of that wager) come to rest.

4.8 No player shall handle, alter or withdraw any losing wager.

4.9 Winning wagers shall be paid in accordance with the odds specified in the following tables:

 Multi Roll Wagers

|  |  |
| --- | --- |
| **Hardways wager** |  |
| **4** | 7 to 1; or 6 to 1 |
| **6** | 9 to 1; or 8 to 1 |
| **8** | 9 to 1; or 8 to 1 |
| **10** | 7 to 1; or 6 to 1 |
| **Hardway Combo wager** | 4 to 1 |

|  |  |
| --- | --- |
| **5, 6 and 8 wagers** |  |
| **5** | 1 to1 |
| **6** | 1 to 1 |
| **8** | 1 to 1 |

Single Roll Wagers

|  |  |  |  |
| --- | --- | --- | --- |
| **Field Bet wager** | Option 1 | Option 2 | Option 3 |
| **3, 4, 9, 10 or 11** | 1 to 1 | 1 to 1 | 1 to 1 |
| **12** | 2 to 1 | 2 to 1 | 1 to 1 |
| **2 (Snake Eyes)** | 3 to 1 | 2 to 1 | 3 to 1 |

|  |  |
| --- | --- |
| **Any 7 wager** | 4 to 1 |

|  |  |
| --- | --- |
| **C & E Combo wager** | 4 to 1 |

|  |  |
| --- | --- |
| **Craps 2, 3 and 12 and 11 in 1 wagers** |  |
| **Craps 2 (Snake Eyes)** | 33 to 1; or32 to 1; or31 to 1; or30 to 1 |
| **Craps 3** | 15 to 1 |
| **Craps 12** | 33 to 1; or 32 to 1; or31 to 1; or30 to 1 |
| **11 in 1 Roll** | 15 to 1 |

4.10 The Casino Operator shall display the applicable odds at each table, which, for the avoidance of doubt, may comprise any combination of the odds specified in the tables in rule 4.9.

### 5.0 Dice and Table Operation

5.1 The Dealer shall be responsible for the control of, and retain, the Dice (except the Active Dice) in the Dice bowl (as referred to in rule 3.1(d)) at the table.

5.2 Upon receipt of the Dice at a table (whether at the start of play or during the course of play), the Dice shall be independently inspected by each of the Dealer and Game Supervisor and then placed in the Dice bowl (as referred to in rule 3.1(d)) or on the layout (as applicable).

5.3 At the start of play:

* the Dealer shall offer the Dice to the player immediately to his/her left;
* if that player rejects the Dice, the Dealer shall then offer the Dice to each of the other players in turn, clockwise around the table, until one of the players accepts them; and
* the first player to accept the Dice shall become the Shooter and be entitled to choose and retain any two of the Dice as the Active Dice. The remaining Dice (if any) shall be returned to the Dice bowl (as referred to in rule 3.1(d)) and placed in front of the Dealer.

5.4 To be eligible to Roll the Active Dice, a player must have a wager placed at the time of that Roll.

5.5 After choosing the Active dice, the Shooter shall throw them so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him/her in a random manner. When handling or throwing the dice the Shooter shall use one hand only.

5.6 When the Active Dice come to rest after a Roll, the Dealer:

* shall immediately call the Total;
* shall, if electronic equipment is being used in accordance with rules 3.4(b) and 3.4(c), at the same time as announcing the Total enter the result into the electronic equipment by pressing the relevant numbered button or buttons, or switch or switches, on the entry terminal corresponding to the declared Total and pressing the entry button on the terminal;
* shall collect the Active Dice;
* shall place the Active Dice in the centre of the table; and
* as soon as all wagers have been settled in accordance with section 4, may pass the Active Dice to the Shooter for the next Roll.

5.7 The Shooter may at his/her election, after any Roll, either relinquish the Active Dice or remain the Shooter, provided that:

* the Shooter shall be required to relinquish the Active Dice immediately after Rolling a 7 Out; and
* the Dealer or Game Supervisor may require the Shooter to relinquish the Active Dice if the Shooter unreasonably delays the game, repeatedly makes a void Roll or at any time contravenes these rules.

Where the Shooter loses all of his/her wagers before a 7 Out is Rolled, the Shooter shall be given the opportunity to place a further wager and may at his/her election continue to Roll or relinquish the Active Dice.

5.8 When collecting and passing the Active Dice, the Dealer may use either the stick (as referred to in rule 3.4(a)), if any, or his/her hand.

5.9 If the Shooter relinquishes the Active Dice in the course of play:

* the Dealer shall offer the Dice to the player immediately to the Shooter’s left, provided that that player has placed a wager;
* if that player does not accept the Dice, the Dealer shall then offer the Dice to each of the remaining players who have placed a wager in turn clockwise around the table;
* the first player to accept the Dice shall become the new Shooter and be entitled to choose and retain any two of the Dice as the Active Dice. The remaining Dice (if any) shall be returned to the Dice bowl (as referred to in rule 3.1(d)), if any, and placed in front of the Dealer; and
* if no eligible player is available or willing to accept the Dice and undetermined wagers remain on the layout, the Dealer shall Roll the Active Dice until a result has been determined or a 7 Out is Rolled.

### 6.0 Irregularities

6.1 If any of the Dice leave the table during play:

* an immediate effort shall be made to retrieve the missing Dice;
* any remaining Dice at that table shall be offered to the Shooter for him/her to select replacement Dice – in which case, the Shooter may select replacement Dice or request the original Dice;
* if the missing Dice are found, the Game Supervisor shall carefully inspect such Dice for damage, alteration or any other irregularity before either returning such Dice to the Shooter (if the Shooter has so requested) or placing such Dice in the Dice bowl (as referred to in rule 3.1(d)), if any;
* if the missing Dice are not found, the remaining Dice at that table shall be removed from the game and replaced with new Dice. To avoid any delay in the game, the Shooter at the time the Dice went missing shall be entitled to continue to play with the remaining Dice until he/she either Rolls a 7 Out or his/her wager wins and he/she declines any further Roll.

6.2 Subject to rules 6.3 and 6.4, if any of the Active Dice lands on an object on the table (i.e. it does not land flat on the table), the face directly opposite the face that is resting on that object shall be considered the uppermost face of that Active Die. If there is a dispute as to which face is the uppermost face, the Game Supervisor may determine at his/her sole discretion which face of the Active Die is the uppermost face or declare the relevant Roll Void.

6.3 Notwithstanding any other rule, if, in respect of any Roll:

* any of the Active Dice leaves the table;
* one of the Active Dice comes to rest on top of the other of the Active Dice on the table;
* any of the Active Dice comes to rest on the bank of Chips on the table;
* any of the Active Dice comes to rest in the Dice bowl (as referred to in rule 3.1(d)), if any, on the table or on any of the rails surrounding the table;
* more than one face of any of the Active Dice comes to rest on an object (including any chip) on the table;
* any of the Active Dice is fraudulent or not approved for use in the game or a fraudulent technique is used;
* any of the Active Dice is Rolled in such a way that it would be possible to call the natural fall of the Dice; or
* someone other than the Shooter rolls the Active Dice,

then the Dealer or Game Supervisor shall announce “No roll”, if possible, before the Active Dice come to rest and that Roll shall be deemed Void. Any such Roll shall be Void whether or not “No roll” is announced.

6.4 Notwithstanding any other rule, if, in respect of any Roll:

* the Active Dice do not leave the Shooter’s hand simultaneously;
* any of the Active Dice fails to strike an end of the table;
* the Dealer or Game Supervisor considers that Roll to be improper for any other reason; or
* any other irregularity has occurred,

then the Dealer or Game Supervisor may at his/her sole discretion deem that Roll to be Void by announcing “No roll”, if possible, before the Active Dice come to rest.

6.5 A call of “No roll” made under rule 6.4 or 6.5 shall, whenever possible, be made before the dice come to rest.

6.6 The:

* Game Supervisor may overrule the Dealer if, in his/her judgement, the Dealer has made an error in calling the outcome of a Roll;
* Casino Supervisor may overrule the Dealer and/or Game Supervisor, if in his/her judgement, the Dealer and/or Game Supervisor have made an error in calling the outcome of a Roll ;
* a senior Casino Supervisor may overrule the Dealer, Game Supervisor and/or Casino Supervisor if in his/her judgement, the Dealer, Game Supervisor and/or Casino Supervisor have made an error in calling the outcome of a Roll; and
* the Casino Operator may overrule the Dealer, Game Supervisor, Casino Supervisor and/or senior Casino Supervisor if, in his/her judgement, the Dealer, Game Supervisor, Casino Supervisor and/or senior Casino Supervisor, have made an error in calling the outcome of a Roll.

6.7 To the extent a matter is not addressed in these rules, the Casino Operator’s decision in relation to that matter is final.

6.8 If, after the entry button has been pressed pursuant to rule 5.6, it is found that the incorrect numbers have been entered into the electronic equipment, the result shall be amended under the supervision of the game supervisor before the wagers on the layout are settled.

6.9 If the electronic equipment fails to illuminate the winning areas, or fails to illuminate the winning areas correctly, all wagers shall be taken and paid according to the result shown on the dice and rule 6.10 shall apply.

6.10 Notwithstanding rule 6.9, in the event of an equipment malfunction, no further games shall be conducted until either the malfunction has been rectified or procedures that do not compromise the integrity of the game have been introduced.

6.11 If a game results display is provided at the table, the Casino Operator shall not be responsible for the display of any incorrect results or other information or for the consequences of any other malfunction of the display.

**Appendix 1**

**Snake Eyes Table Layout (Option 1)**



**Appendix 2**

**Snake Eyes Table Layout (Option 2)**



**Appendix 3**

**Snake Eyes Table Layout (Option 3)**



# Appendix 4

# Division 13 - Poker

Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Cards

Section 5 Maximum Players

Section 6 Shuffle and Cut of Cards

Section 7 Table Stakes and Wagers

Section 8 Commission/Table Charge

Section 9 Order of Poker Hand Values

Section 10 Tapping Out/All In

#### Alternative poker games

Section 11 Draw

Section 12 Five Card Stud

Section 13 Seven Card Stud

Section 14 Two Card Manila

Section 15 Three Card Manila

Section 16 Hold-em, Pineapple and Crazy Pineapple

Section 17 Omaha

Section 18 General

Section 19 Irregularities

## 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 not called or raised;

“**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 dealing 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;

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

“**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 blind bets the first player to act after the initial deal shall call by placing a bet equal to the last blind bet;

“**Cap**” means the maximum amount of rake or commission to be collected;

“**Cards Speak**” means that any hand placed open and flat on the table shall be read by the dealer and can be announced by any player at the table. A player need not correctly identify his/her hand to win if the above conditions have been met;

 “**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;

“**Chemmy Shuffle**” means cards mixed face down on the table with a circular motion of the hands;

“**Commission**” (also known as “rake”) means the percentage of the pot due to the house or the amount due to the house for hosting the game;

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

“**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 dealing;

“Crazy Pineapple” means a type of poker.

“**Dead Button**” means a dealer button in front of an empty seat to adjust the movement of the blind so that each person pays the correct amount of blind;

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

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

“**Dealer**” means a casino employee who distributes all cards and handles all pot duties, but does not have a financial stake or receive a 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 management 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**” means the amount of rake or commission for the game;

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

 “**Flexible Bet**” means a bet can be of varying size within fixed parameters. Also known as spread limit;

“**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 where 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;

“Kill Button” means a button indicating that a player is required to post a Kill wager. The reverse side of this button is marked “Leg Up”.

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

“Killer” means the player with the Kill button.

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

“**Manila**” means a type of poker;

“**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;

“**Over-blind Bet**” (Also known as a Straddle) means a voluntary blind immediately to the left of the last blind and double the amount of the previous blind;

“**Oversize Chip**” means a wager made with a single chip that is in excess of the previous wager made. Unless the player announces otherwise it is treated as a call;

“Pineapple” means a type of poker.

“**Poker Room Supervisor**” means a person who is responsible for the supervision and management of gambling operation and who has successfully completed all modules of an approved poker training program;

“**Pot**” means the sum of the antes, blinds and called wagers;

“**Pot Limit**” means the constraint placed on the maximum size of any bet or raise is 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.

“**Rake**” (also known as “commission”) means the act of taking the percentage of the pot due to the house or the amount due to the house for hosting the game;

“**River**” The final community card;

“**Round**” means the cycle of bets made by the players following the deal of the cards or a series of cards or hands dealt;

“**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;

“**String Bet**” Two or more betting motions to complete one bet with no previous indication of intent;

“**Structured Limit**” (also known as “fixed bet”) means a bet shall be of a designated amount;

“**Stub**” The remaining portion of the deck after all cards in a round of play have been dealt;

“**Stud**” means a type of poker;

“**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;

“**Time Collection**” means the collection of money due to the house determined as a set fee per time period;

“**Turn**” The 4th community card dealt (the next card after the flop); and

“**Wager**” means an action by which a player places gambling 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 shall 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:

1. 1 deck of playing cards; and
2. 1 cutting card.

3.4 A drop-slide may be located to the right of the tray bank. The drop-slide on the table shall be used by the dealer to place the rake where the rake 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 will be used. Both the drop-slide and bonus slots go directly into drop boxes.

## 4.0 Cards

4.1 Poker shall be played with:

1. a full deck of 52 cards without jokers, and one cutting card; or
2. 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
3. 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
4. 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 casino supervisor, be changed after any round of play, 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 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, in the case of:

1. a 52 card game:
	1. Draw (Blind) eight,
	2. Five Card Stud ten,
	3. Seven Card Stud eight,
	4. Hold-em ten,
	5. Omaha ten,
	6. Pineapple ten,
	7. Crazy Pineapple ten;
2. a 40 card game:
	1. Draw (Blind) six,
	2. Five Card Stud eight,
	3. Seven Card Stud six;
3. a 36 card game:

 Three Card Manila nine;

1. a 32 card game:
	1. Draw (Blind) five,
	2. Five Card Stud six,
	3. Seven Card Stud four,
	* Two Card Manila eleven,
	1. Three Card Manila seven,
	2. Pineapple six,
	3. Crazy Pineapple six
	4. Holdem ten
	5. Omaha five

## 6.0 The Shuffle and Cut

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

* immediately before the start of play; and
* 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 of play, 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, betting limits and house commission or hourly time charge shall be displayed on a notice at the table.

7.3 A poker room supervisor may change any game, minimum buy-in, betting 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 of play. 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:

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

## 7.9 In a game of Poker, straddle wagers may be permitted. The first active player to the left of the Big Blind may place a wager twice the size of the Big Blind, this wager is known as a “Straddle”.

7.10 A player who places a straddle will be entitled to act last in the first betting round only. A straddle bet will be treated as a raise and will have no effect on the structure of the game.

(a) For the purpose of limiting the number of raises in a round, a straddle will not be counted as a raise.

7.11 In all games, if a player makes a raise of 50% or more of the previous wager without an indication of intent, they will be required to make the raise up to the minimum raise permitted. In all games, if a player makes a raise of less than 50% of the previous wager or raise without an announcement or indication of intent, it will be taken as a call.

7.12 In limit games, a single oversize chip will constitute a call if there is no announcement or indication of intent to raise.

## Kill Pots

* 1. Where a Kill Pot game is on offer at one or more tables, this will be displayed on a sign, either on the particular table(s) or location related to the playing of the game.
	2. Where Kill Pots are offered at a table, at the commencement of play a “Kill Button” will be placed in the centre of the table.
	3. When a player wins an entire Pot, the “Kill Button” will be moved to that player’s position and display “Leg Up”.
1. Where the game in play is Hi-Lo, no “Leg Up” feature will be used and the button will display “Kill” only.
	1. The Casino Operator may set a qualifying pot size which will determine if a player is awarded the “Leg Up” or “Kill Button”.
	2. If a player with the “Leg Up” button wins a pot, the button will be changed to display “Kill” and that player will become the “Killer” in the next hand.
	3. If a player with the “Kill” button wins a pot, the button will continue to display “Kill” and the player will remain the “Killer” in the next hand.
	4. A player that has a “Kill Button” in front of their playing position at the commencement of a hand will be required to post a wager that increases the size of the game.
		1. The minimum bet in the first round will be equal to the “Kill Wager”.
		2. The “Killer” will act in the regular sequence of play.
	5. If the “Killer” loses or splits a hand, they will lose the “Kill Button” and the “Kill Button” will be:
		1. Moved to a neutral position if the pot is split; or
		2. Moved to a player that has won the pot. The “Kill Button” will display:
* “Leg Up” if playing Hi variations.
* “Kill Button” if playing Hi-Lo variations.
	1. A player may not elect to “Sit Out” or “Quit” while in possession of the “Kill Button”.

## 8.0 Commission/Table Charge

8.1 The casino operator shall levy a fee at each poker table in the form of a commission. This commission, known as a rake, may be either a straight percentage of the pot, a fee per hand, or a time charge on each player participating in the game. The casino operator shall display a sign detailing the type of commission utilised: straight percentage, hand fee, and/or time charge, and the amount of minimum and maximum permissible rake in dollar terms (“cap”).

8.2 The casino operator shall use any of the following methods in determining and collecting the commission, at any one time:

1. a commission in the range of 5% to 10% of all sums bet in a hand, shall be collected from the pot and any side pots:
	1. 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
	2. upon completion of that round of play 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;
2. a fee per hand dealt pursuant to which:
	1. assessments shall be calculated on a “per-hand” basis;
	2. a sign detailing the maximum fee per hand shall be displayed at the table;
	3. per hand charges once assessed shall be placed on the drop slide or by the side of the float by the dealer; and
	4. upon completion of that round of play and at the discretion of the Casino Operator, the per hand fee shall be either immediately dropped by the dealer into the drop box or placed into the float;
3. a fee based on time charges pursuant to which:
	1. assessments shall be calculated on a “per-table” basis and imposed on a “per-player” basis. Inactive players shall also be assessed;
	2. 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;
	3. a sign detailing the maximum hourly fee per player shall be displayed at the table;
	4. time charges once assessed shall be placed on the drop slide or by the side of the float by the dealer; and
	5. 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.

8.3 A poker room supervisor may vary the method and amount of commission to be charged for a game prior to the commencement of a hand provided that the table signs are changed.

8.4 A poker room supervisor may vary the method and amount of commission to be charged for a game so that nil commission is collected.

8.5 For the purpose of calculating a percentage commission, an uncalled wager shall not form part of the pot.

8.6 In games where the only bets are blind bets no percentage commission (as in rule 8.2) shall be collected.

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 of play and no other players have contributed to the pot, no percentage 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:

1. **Royal Flush:** ace, king, queen, jack, 10 of the same suit, no suit is deemed higher than any other suit;
2. **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;
3. **Four of a Kind**: four cards of the same rank;
4. **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;
5. **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;
6. **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;
7. **Three of a Kind**: three cards of the same rank, with any two unmatched cards;
8. **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;
9. **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;
10. **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
11. **Lowhand 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:

1. 40 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, (ace, when used in a small straight);
2. 36 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, (ace, when used in a small straight); and
3. 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:

1. **Royal Flush**: ace, king, queen, jack, 10 of the same suit;
2. **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;
3. **Four of a Kind**: four cards of the same rank;
4. **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;
5. **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;
6. Straight five cards in numerical sequence - the highest card in the sequence designates the relative value of the straight in all games of Manilla. An ace may count high or low in a straight e.g. 8, 7, 6, 5, ace or ace, king, queen, jack, 10;
7. **Three of a Kind**: three cards of the same rank, with any two unmatched cards;
8. **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;
9. **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
10. **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 round or rounds.

10.2 In fixed 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 amount, or raise by increasing the bet to the structured level. 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 level. 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, 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 would be considered the “call” amount, with the raise then added to that total;

10.4 In no-limit and pot-limit, 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.

### Alternative Poker Games

## 11.0 Draw

11.1 The initial deal is as follows:

1. the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
2. prior to the first card being dealt, blinds shall be placed by the requisite players:
	1. the player on the immediate left of the designated player shall place the first blind bet,
	2. the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
	3. the number of compulsory blind bets required shall be displayed on a sign at the table, and
	4. the player seated on the immediate left of the last compulsory blind bet shall have the option of placing one voluntary blind bet know as an “over blind” which shall be double the last blind bet;
3. the dealer shall deal to each player, in a clockwise direction, commencing with the player to the immediate left of the button, one card at a time face down until each player receives five cards.

11.2 The first round of betting is as follows:

1. after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
	1. call,
	2. raise, or
	3. fold;
2. should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
3. subsequent players in order shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

11.3 The draw is as follows:

1. 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 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
2. 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 player’s discards) shall be shuffled, cut and used to complete the draw.

11.4 The final round of betting is as follows:

1. after the draw the opener (first active player left of the last blind) shall open the betting, check or fold;
2. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game;
3. 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;
4. 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
5. 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:

1. the minimum and maximum wagers permitted shall be shown on a notice at the table;
2. the last compulsory blind bet shall be at least equal to the table minimum for the first round of betting;
3. should a voluntary blind bet be placed, it shall be double the value of the last compulsory blind bet placed;
4. 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;
5. where a betting 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 betting limit is calculated;
6. 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
7. in all games where the betting 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 head to head, 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:

1. prior to the cards being cut, all players shall be required to place an ante;
2. 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 round of betting is as follows:

1. 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 betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
2. subsequent players in order shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

12.3 The second and third rounds of betting are as follows:

1. if two or more players remain in the game the dealer shall burn a card before the start of the dealing round and deal to each active player in sequence a card face up;
2. the player with the highest value hand showing shall open the betting, 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 betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

12.4 The final round of betting is as follows:

1. 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;
2. the player with the highest value hand showing, not including the community card, shall open the betting, 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 betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game;
4. 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 final 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);
5. 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 amount 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;
6. 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:

1. the minimum and maximum wagers permitted shall be shown on a notice at the table;
2. 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;
3. where a betting 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 betting limit is calculated;
4. 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;
5. in all games where the betting 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 head to head, then there shall be no limit to the number of raises.

## 13.0 Seven Card Stud

13.1 The initial deal is as follows:

1. prior to the cards being cut, all players shall be required to place an ante;
2. 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 round of betting is as follows:

1. 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 betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
2. subsequent players in order shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

13.3 The second, third and fourth rounds of betting are as follows:

1. if two or more players remain in the game the dealer shall burn a card before the start of the dealing round and deal to each active player in sequence a card face up;
2. the player with the highest value hand showing shall open the betting, 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 betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

13.4 The final round of betting is as follows:

1. 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 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;
2. the player with the highest value hand showing, not including the community card, shall open the betting, 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 betting. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game;
4. 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 consisting of any combination of the player’s seven cards, which, in some instances, may include a community card pursuant to sub-paragraph (a);
5. 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;
6. 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:

1. the minimum and maximum wagers permitted shall be shown on a notice at the table;
2. 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;
3. where a betting 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 betting limit is calculated;
4. 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;
5. in all games where the betting 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 head to head, then there shall be no limit to the number of raises.

## 14.0 Two Card Manila

14.1 The initial deal is as follows:

1. the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
2. prior to the first card being dealt, blinds shall be placed by the requisite players:
	1. the player on the immediate left of the designated player shall place the first blind bet,
	2. the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
	3. the number of compulsory blind bets required shall be displayed on a sign at the table;
3. the dealer shall deal to each player, in a clockwise direction commencing with the player to the immediate left of the 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 round of betting is as follows:

1. after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
	1. call,
	2. raise, or
	3. fold;
2. should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
3. subsequent players in order shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

14.3 The second, third and fourth rounds of betting are as follows:

1. if two or more players remain in the game the dealer shall burn a card before dealing a community card;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

14.4 The final round of betting is as follows:

1. if two or more players remain in the game the dealer shall burn a card before dealing the fifth and final community card;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game;
4. 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 final showdown. The dealer shall then announce the winning hand or hands;
5. 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;
6. 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:

1. the minimum and maximum wagers permitted shall be shown on a notice at the table;
2. the last compulsory blind bet shall be at least equal to the table minimum for the first round of betting;
3. 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;
4. where a betting 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 betting limit is calculated;
5. 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;
6. in all games where the betting 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 head to head, then there shall be no limit to the number of raises.

## 15.0 Three Card Manila

15.1 The initial deal is as follows:

1. the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
2. prior to the first card being dealt, blinds shall be placed by the requisite players:
	1. the player on the immediate left of the designated player shall place the first blind bet,
	2. the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
	3. the number of compulsory blind bets required shall be displayed on a sign at the table;
3. the dealer shall deal to each player, in a clockwise direction commencing with the player to the immediate left of the 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 round of betting is as follows:

1. after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
	1. call,
	2. raise, or
	3. fold;
2. should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
3. subsequent players in order shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

15.3 The second, third and fourth rounds of betting are as follows:

1. if two or more players remain in the game the dealer shall burn a card before dealing a community card;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

15.4 The final round of betting is as follows:

1. if two or more players remain in the game the dealer shall burn a card before dealing the fifth and final community card;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game;
4. 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 final showdown. The dealer shall then announce the winning hand or hands;
5. 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 used to complete the winning hand. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
6. 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:

1. the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
2. prior to the first card being dealt, blinds shall be placed by the requisite players:
	1. the player on the immediate left of the designated player shall place the first blind bet,
	2. the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
	3. the number of compulsory blind bets required shall be displayed on a sign at the table;
3. the dealer shall deal to each player, in a clockwise direction commencing with the player to the immediate left of the button, one card at a time face down until each player receives:
	1. Two cards for Hold’em; or
	2. Three cards for Pineapple and Crazy Pineapple;

16.2 The first round of betting is as follows:

1. after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
	1. call,
	2. raise, or
	3. fold;
2. should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
3. subsequent players in order shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

(d) 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 button, players will discard one card to the Dealer.

16.3 The second round of betting is as follows:

1. 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;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

16.4 The third round of betting is as follows:

1. if two or more players remain in the game the dealer shall burn a card before dealing the fourth community card;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

16.5 The final round of betting is as follows:

1. if two or more players remain in the game the dealer shall burn a card before dealing the fifth and final community card;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game;
4. 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 final showdown. The dealer shall then announce the winning hand or hands;
5. 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;
6. 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:

1. the minimum and maximum wagers permitted shall be shown on a notice at the table;
2. the last compulsory blind bet shall be at least equal to the table minimum for the first round of betting;
3. 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;
4. where a betting 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 betting limit is calculated;
5. 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;
6. In all games where the betting 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 head to head, then there shall be no limit to the number of raises.

## 17.0 Omaha

17.1 The initial deal is as follows:

1. the dealer button shall indicate the designated player, who shall receive the last card in each round of play. The player to the immediate right of the dealer shall receive the button for the first round of play. The button shall be passed in a clockwise direction around the table at the conclusion of each round of play;
2. prior to the first card being dealt, blinds shall be placed by the requisite players:
	1. the player on the immediate left of the designated player shall place the first blind bet,
	2. the player on the immediate left of the first blind shall place the second blind bet and so on until all compulsory blind bets have been placed,
	3. the number of compulsory blind bets required shall be displayed on a sign at the table;
3. the dealer shall deal to each player, in a clockwise direction commencing with the player to the immediate left of the button, one card at a time face down until each player receives four cards.

17.2 The first round of betting is as follows:

1. after the initial deal, players in a clockwise direction commencing with the first player left of the last blind shall:
	1. call,
	2. raise, or
	3. fold;
2. should the player designated in sub-paragraph (a) fold, the option to open the betting or fold shall pass to the next player in a clockwise direction;
3. subsequent players in order shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

17.3 The second round of betting is as follows:

1. 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;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

17.4 The third round of betting is as follows:

1. if two or more players remain in the game the dealer shall burn a card before dealing the fourth community card;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game.

17.5 The final round of betting is as follows:

1. if two or more players remain in the game the dealer shall burn a card before dealing the fifth and final community card;
2. players in a clockwise direction commencing with the first player to the immediate left of the button shall open the betting, check or fold;
3. players in a clockwise direction from the opener, shall call, raise or fold until:
	1. only one player remains in the game, this player shall win the pot, or
	2. two or more players remain in the game;
4. 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 final showdown. The dealer shall then announce the winning hand or hands;
5. 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 used to complete the winning hand. The rank of suits, highest to lowest, is spades, hearts, diamonds and clubs;
6. 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:

1. the minimum and maximum wagers permitted shall be shown on a notice at the table;
2. the last compulsory blind bet shall be at least equal to the table minimum for the first round of betting;
3. 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;
4. where a betting 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 betting limit is calculated;
5. 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;
6. in all games where the betting 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 head to head, 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 supervisor or abovemay 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 Provided all hole cards are exposed at the showdown (open and flat on the table), a particular player is 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 who have been picked up will be placed on the top of the waiting list for the game that they were picked up from if they return within 20 minutes from the time they are picked up. Players returning after 20 minutes from the time they were picked up will be placed on the bottom of the list for that particular game.

18.8 Players may have the option of seat choice where possible, but the poker room supervisor has the final say on all allocations of seats.

18.9 Run it Twice (All flop games) *(proposed by Dunedin)*

* + 1. During any flop game, where one or more players are all-in and no further betting will result, provided enough cards remain in the stub a Poker Room Supervisor (or above) may, at the request of the players allow the Dealer to deal the community cards again, or “Run it Twice”.
		2. All remaining players must agree unanimously to the number of times the community cards will be dealt, and once this number is decided, the Dealer will place a corresponding Run it Twice Button on the table.
			1. The community cards may be dealt again up to a maximum of seven (7) times.
		3. The Dealer will deal the community cards in accordance with Rule 16.3(a), 16.4(a) and 16.5(a).
		4. When the decision to deal the community cards again has been made and:
			1. The first three community cards have not as yet been dealt; these cards will be dealt followed by the fourth and fifth cards. All five community cards will then be dealt again for the agreed number of times. Each time the cards are dealt they will remain displayed on the table.
			2. The first three community cards have been dealt, the fourth and fifth cards will 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 will 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.
		5. The pot will be divided by the number of times the community cards are dealt.
		6. Once all the community cards have been dealt and the pot divided accordingly, the players will then contest each pot using the additional community cards to form additional hands.

## 19.0 Irregularities

### Misdeals

19.1 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 poker room supervisor shall determine if there is a misdeal. There is a misdeal if:

1. in all games one or more cards are exposed in cutting;
2. 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;
3. 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;
4. 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;
5. 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;
6. 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:
	1. the affected player has acted prior to discovering the incorrect number of cards. His/her hand is declared dead and, if it is determined that collusion has not taken place, all wagers, forced bets and blinds shall be returned to the player,
	2. the affected player has not acted but there has been substantial action by other players before the incorrect deal is discovered. For that round of play all wagers, forced bets and blinds shall be returned to the player and the player’s hand is voided;
7. 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;
8. in all games the deck is found to be defective before the dealer pushes the pot. All wagers, forced bets and blinds shall be returned to the players;
9. in Draw Poker more than one card is exposed by the dealer during the initial dealing round. However, should this occur during the draw the cards shall be used in sequence;
10. in Five Card stud during the initial dealing round the dealer deals the incorrect card face up or deals an incorrect number of cards face up and is unable to correct;
11. in Five Card stud during the initial dealing round the dealer deals more than one player two cards face up;
12. in Seven Card stud during the initial dealing round the dealer deals the incorrect card face up or deals an incorrect number of cards face up and is unable to reconstruct;
13. in Seven Card stud during the initial dealing round the dealer deals more than one player two cards face up;
14. in Seven Card stud during the initial dealing round the dealer deals a player three cards face up;
15. in all Manila games more than one of the players’ hole cards are exposed by the dealer during the initial deal;
16. in all flop games more than one card is exposed by the dealer during the initial deal.

### All Games

19.2 In all games a boxed card is considered a non-existent card and is placed in the muck. The next card immediately replaces it.

19.3 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.

19.4 Players not still in possession of their cards at showdown, or who have mucked face down without tabling their cards, lose any rights or privileges they may have to ask to see any hand.

19.5 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.

19.6 When cards remain to be dealt on a hand and the stub is accidentally dropped and appears it may be disordered: 1) it is first preferable to try to reconstruct the original order of the stub if possible; 2) If not possible, try to create a new stub using only the stub cards (not the muck & prior burn cards). These should be scrambled, shuffled, cut, and play then proceeds with the new stub; 3) If when the stub is dropped it becomes mixed in with the muck & burn cards, then scramble the stub, muck & burn cards together, shuffle, and cut. Play then proceeds with the new stub.

### Draw Poker

19.6 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

19.7 Notwithstanding rule 19.1(j), in Five Card stud if the first card is dealt face up the second card shall be dealt face down.

19.8 Notwithstanding rule 19.1(j), in Five Card stud, if in the initial dealing 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.

19.9 In Five Card stud if the dealer commences dealing the final round of cards 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.

19.10 In Five Card stud an all-in player in the first round of betting shall not be considered an active player for the purpose of starting the betting. For all subsequent rounds of betting, 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.

19.11 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 round of betting shall not exceed the maximum amount already wagered for that round of betting. The exposed card shall then be used in the normal sequence.

19.12 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.

19.13 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

19.14 Notwithstanding rule 19.1(l), in Seven Card stud if one of the first two cards is dealt face up the third card shall be dealt face down.

19.15 Notwithstanding rule 19.1(l), in Seven Card stud, if in the initial dealing 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.

19.16 In Seven Card stud if the dealer commences dealing the final round of cards 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.

19.17 In Seven Card stud an all-in player in the first round of betting shall not be considered an active player for the purpose of starting the betting. For all subsequent rounds of betting, 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.

19.18 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 round of betting shall not exceed the maximum amount already wagered for that round of betting. The exposed card shall then be used in the normal sequence.

19.19 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.

19.20 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.

19.21 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.

### All Manila Games

19.22 In all Manila games if one of the face 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.

19.23 In all Manila games if any card is exposed by the dealer prior to the completion of a betting round the maximum bet allowed for that round of betting shall not exceed the maximum amount already wagered for that round of betting. The exposed card shall then be used in the normal sequence.

19.24 In all 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 round of betting 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

19.25 In all flop games if one of the face 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.

19.26 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.

19.27 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.

19.28 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.

19.29 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 round of betting 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.

19.30 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 will be completed and then a new card dealt. No further burn cards will be dealt for that betting round.

19.31 If the fourth community card is exposed by the Dealer prior to the completion of the second betting round:

(a) That card will be taken back and set aside, the burn card will remain and the second betting round will then be completed.

(b) The Dealer will burn a card, turn over a new fourth community card and ensure that the betting for that round is complete.

(c) The card set aside as described in (i) above will then be shuffled with the stub and a fifth card will be turned without burning a card.

### Pineapple and Crazy Pineapple

19.32 In both pineapple variations:

19.32.1 The betting round in which players are required to discard will be deemed incomplete until all cards have been discarded. If any board cards are dealt, they will be taken back by the Dealer, together with the burn card and shuffled with the remainder of the deck.

19.32.2 Player is responsible for discarding at the correct time. If a player has failed to discard at the required time and substantial action has occurred in the next betting round, that player will have the incorrect number of cards for that game and their hand will be declared dead.

# Appendix 5

# Division 14 – Tournament Poker

Section 1 Interpretation

Section 2 Application

Section 3 Conditions of Entry

Section 4 Wagers

Section 5 Rules for Tournament Play

Section 6 End of Session

## 1.0 Interpretation

In this division unless the contrary intention appears:

“**Add-on**” means a once-only purchase of an additional bank of tournament chips, purchased by the player during the play of the tournament;

“**Applicant**” means an applicant for entry to a poker tournament;

“Breaking” means the method by which the number of tournament tables are reduced as players are eliminated from the tournament. Such method shall be at the discretion of the tournament director;

“**Buy-in**” means the amount paid by the applicant to comprise a prize pool or prize pools;

“**Entry Fee**” means the amount paid by the applicant that may be retained by the casino operator for administrative purposes or other related prize pools;

“**Player**” means a person accepted to participate in a tournament;

“**Re-buy**” means the purchase of an additional bank of tournament chips that may be purchased by the player during a pre-determined time period of the tournament;*(Proposed by Dunedin)*

“**Re-buy**” means the purchase of an additional bank of tournament chips that may be purchased by the player during a pre-determined time period of the tournament whenever the player has less than or equal to the starting bank of chips; *(Proposed by Christchurch)*

“**Secondary Tournament**” means a second chance competition open to players who have failed to qualify for a subsequent session of play;

“**Session**” means until a designated number of players remain in the tournament or a set time period or the play of a designated number of rounds of play at the completion of which:

 (i) the winner and/or place-getter/s are determined, or

 (ii) the winner and/or place-getter/s advance to a further session, or

 (iii) the winner and/or place-getter/s advance to a final session;

“**Tournament**” means a competition based on the playing of Poker provided for in these rules which provide all players with an equal chance of winning;

“**Tournament Chips**” means non-value chips approved by the Secretary for use in the game of tournament poker, and designated by the casino operator for use in the tournament concerned; and

“**Tournament Director**” means a poker room supervisor or poker room management representative, designated by the casino operator, who shall be present while the tournament is in progress and be responsible for the conduct of the tournament.

## 2.0 Application

2.1 Subject to rule 2.2:

* the general rules contained in division 1 of these rules; and
* the rules of poker contained in division 13 of these rules,

shall apply to the game of tournament poker. Where there is an inconsistency between any rule contained in this division and any of the general rules or the rules of poker, the rules in this division shall prevail when tournament poker is being played.

2.2 The following rules shall not apply to the game of tournament poker:

* section 9 and rules 10.2, 10.4, 15.1 and 15.4 of division 1; and
* section 8, and rules 11.1(a), 12.1(a), 13.1(a), 14.1(a), 15.1(a), 16.1(a), 17.1(a) of division 13.

## 3.0 Conditions of Entry

3.1 The casino operator may charge applicants a fee for entry to a tournament.

3.2 Before accepting applications for entry into a tournament the casino operator shall determine, in relation to the tournament:

* the form of the entry form;
* the amount of any entry fee;
* the value of the buy-in;
* the number and value of the re-buys;
* the value of the add-on;
* the number of add-ons and re-buys;
* the minimum and maximum number of players in the tournament (if any);
* the amount of tournament chips to be allocated to the players at the beginning of a session;
* the duration of the sessions (including play-offs); and
* the tournament prize list and the manner in which the prizes shall be distributed.

3.3 The casino operator may:

* refuse any application for entry to a tournament;
* determine entries may be transferable;
* disqualify or suspend for a specified time period any player who fails to comply with the rules of the tournament;
* disqualify any player who fails to attend at designated playing times;
* determine:
	+ the allocation of players to sessions,
	+ the seating of players, and
	+ the method of breaking the number of tables as players are eliminated; and
* cancel a tournament before it begins due to lack of participation.

3.4 The casino operator may retain up to 100% of the total of entry fees for administrative purposes, or other related prize pools. The total of buy-ins, re-buys and add-ons shall comprise a prize pool or prize pools. The casino operator may also contribute money, goods or services to the prize pool or prize pools.

3.5 No entry fee or part thereof shall be refunded to a player unless:

* the player withdraws from the tournament either:
	+ not less than 4 weeks before the beginning of tournament play, or
	+ before the beginning of tournament play and the casino operator consents to the refund; or
* the tournament does not proceed,

 in which event the entry fee shall be refunded.

3.6 No entry fee or part thereof shall be refunded to any player who is disqualified.

3.7 The tournament director may alter the starting time of any session, subject to reasonable notice first being given to the participants.

3.8 Where a tournament is a charitable, promotional or media event, casino employees, contractors or associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstance where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee’s stead.

## 4.0 Wagers

4.1 All wagers shall be made with tournament chips.

4.2 No player who has made a wager by placing tournament chips on the layout shall handle, withdraw or alter the wager except as permitted or required by these rules.

4.3 Subject to reasonable notice, the tournament director may limit the time allowed to the players for making their respective wagers. In the event of a player not acting within the allotted time period, that player’s hand may be declared a dead hand. All wagers made by that player shall remain in the pot or pots.

4.4 Where a player:

* does not take an allotted seat at the specified times as nominated by the tournament director; or
* is absent during play,

all antes, blinds, and forced bets shall be deducted from his/her chip inventory. This player’s position at the table shall still be dealt in during the absence and shall retain all rights as if the player were present at the table.

## 5.0 Rules for Tournament Play

5.1 The tournament director shall be present while the tournament is in progress.

5.2 At the beginning of each session players shall be allocated a table and a position at the table at which to play. A player may wager on and control only the position allocated to him/her.

5.3 At the request of the game supervisor a player shall provide his/her name for recording purposes.

5.4 At the beginning of a session each participating player shall hold an equivalent number of tournament chips, which shall have been issued by the casino operator in accordance with the conditions of entry to the tournament. Alternatively each player may receive a numbered voucher which may be exchanged for tournament chips at the table.

5.5 No player may lend or borrow tournament chips during play.

5.6 No player may leave the table while a session is in progress, except in an emergency or with the consent of the tournament director. The tournament director may approve a substitute player, nominated in person by the player, to take that player’s allotted seat during any session. There may only be one substitution between the same players during a session of play.

5.7 All players shall at all times keep their tournament chips in front of them and in clear view of the other players and the game supervisor, until the session has ended and the winner and/or place-getters, as the case may be, been determined. The chips shall be kept in such a manner that the total value of chips can be seen by the other players at the table.

5.8 Any player who pockets or otherwise conceals chips, or removes chips from the table, during tournament play may be disqualified.

5.9 No player may request advice regarding his/her decisions of play from any other player or spectator, and no such other player or spectator may offer such advice, unless provided for in the rules.

## 6.0 End of Session

6.1 The number of players to advance to the next session shall be determined at the start of the tournament.

6.2 The winner or winners of each session shall be the player/s on each table with the highest value of chips at the end of the session.

6.3 Should players be eliminated in the same round, placings shall be awarded relative to the amount of tournament chips the eliminated players contributed to the final pot or pots.

6.4 Tournament chips in the possession of a player at the end of a session of play shall remain the property of the casino operator and be returned to the casino operator at the end of the session at the table at which they were used.