# Division 21 – Dragon 21

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## 1.0 Interpretation

In this division, unless the contrary intention appears:

“**Blackjack**” means an ace and any card having a point value of 10 dealt as the initial 2 cards to the Tiger’s or Dragon’s Hand;

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

“**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**” 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 Dragon’s Hand;

“**Dragon’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 Dragon’s Hand by the word “Dragon”;

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

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

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

“**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 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 in accordance with section 11A;

“**Tie**” means that the Dragon’s Hand and the Tiger’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;

“**Tiger**” 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 Tiger’s Hand;

“**Tiger’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 Tiger’s Hand by the word “Tiger”;

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

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

“**Void Hand**” means a round of play which is conducted in accordance with the rules of Dragon 21, except that no wagers are permitted.

## 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 Dragon 21.

2.2 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 2.2(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 Dragon 21 shall be played at a table that has 7 sets of wagering areas for the players and on the opposite side a place for the dealer. Each Dragon 21 table shall have a drop box attached to it.

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

3.3 The wagering areas shall be designated:

1. for wagers on the Dragon’s Hand by the work “Dragon”;
2. for wagers on the Tiger’s Hand by the word “Tiger”;
3. for wagers on a Tie Bet by the work “Tie”.

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

1. at the option or the casino operator, either:
   1. 1. 1 set of 4 to 8 decks of playing cards; and
      2. a card shoe, with a non-transparent sliding cover, which is capable of holding all of the cards used in the game; or
   2. 1. 2 sets of 4 to 8 decks of playing cards each, the backs of each set being of different colour; and
      2. a Non-Continuous Shuffler which is capable of holding 8 decks of cards; and
      3. 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
   3. unless the game is being conducted in accordance with dealing style B as described in section 8:
      1. one set of 4 to 8 decks of playing cards, and
      2. a Continuous Shuffler which is capable of holding all of the cards used in the game; and
2. one or (at the option of the casino operator) 2 cutting cards; and
3. a discard rack or container capable of holding all of the cards used in the game; and
4. two indicator pucks marked “Dragon” and “Tiger” respectively, which shall be used to indicate the Dragon and Tiger 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 The point value of the playing cards used in the game shall be as follows:

1. a card from 2-9 inclusive shall have its face value; and
2. a 10, jack, queen or king shall have a point value of 10; and
3. an ace shall have a point value of 11 except where that would give a Dragon’s or Tiger’s Hand a point total of more than 21, in which case it shall have a value of 1.

4.2 No player (or his/her Nominee) or spectator shall handle, alter or withdraw any card 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 “Dragon’s Hand”, which shall :
   1. win if:
      1. the final point count of the Dragon’s Hand is higher than that of the Tiger’s Hand if both hands’ point counts are less than 22; or
      2. the Dragon’s Hand’s point count is less than the Tiger’s Hand’s point count if both hands’ point counts are 22 or more; or
      3. the Dragon’s Hand’s point count is 21 or less and the Tiger’s Hand’s point count exceeds 21; or
      4. the Dragon’s Hand has Blackjack and the Tiger’s Hand does not.

Winning wagers shall be paid at the odds contained in rule 5.1A.

* 1. constitute a standoff if the final point counts of the Dragon’s and Tiger’s Hands are equal, notwithstanding rules 5.1(a)(i)(D) and 5.1(b)(i)(D); and
  2. lose otherwise.

1. a wager on the “Tiger’s Hand’, which shall:
   1. win if:
      1. the final point count of the Tiger’s Hand is higher than that of the Dragon’s Hand if both hands’ point counts are less than 22; or
      2. the Tiger’s Hand’s point count is less than the Dragon’s Hand’s point count if both hands’ point counts are 22 or more; or
      3. the Tiger’s Hand’s point count is 21 or less and the Dragon’s Hand’s point count exceeds 21; or
      4. the Tiger’s Hand has Blackjack and the Dragon’s Hand does not.

Winning wagers shall be paid at the odds contained in rule 5.1A.

* 1. constitute a standoff if the final point counts of the Dragon and Tiger Hands are equal, notwithstanding rules 5.1(a)(i)(D) and 5.1(b)(i)(D); and
  2. lose otherwise.

1. a “Tie Bet”, which shall:
   1. win if the Dragon’s and Tiger’s Hands’ point counts are equal unless exactly one of the two hands has Blackjack. The wager shall be paid at the following odds:

Tie <21 7 to 1

Tie>21 7 to 1

Tie = 21 9 to 1

Tie Blackjack 12 to 1

* 1. lose otherwise.

5.1A Winning Dragon and Tiger bets shall be paid at the following odds:

Win with 17 Push

Win with 18,19,20,21 1 to 1

Tie Push

Win with Blackjack 3 to 2

Win with >21 5 to 1

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

1. The Dragon’s Hand; or
2. The Dragon’s Hand and Tie; or
3. The Dragon’s Hand and Tiger’s Hand: or
4. The Dragon’s Hand and Tiger’s Hand and Tie; or
5. The Tiger’s Hand; or
6. The Tiger’s Hand and Tie; or
7. 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 Dragon 21 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 not participate in the cut of the cards or touch or handle the cards used in the game in any manner and shall not be appointed Dragon or Tiger.

5.7 The casino operator may;

1. permit up to three players (including their Nominees) to wager on any one wagering area;
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.

5.8 If a player (or his/her Nominee), being allowed by these rules to do so, wagers on the Dragon’s Hand, or on the Tiger’s Hand, or on a Tie bet, 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 5.7(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.

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

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

5.11 If there is a Tie, players (or their Nominees) may alter their wagers on the Dragon’s or Tiger’s Hands before the start of the next round, after a decision has been made and implemented with respect to all winning Tie Wagers in the wagering area.

5.12 The casino operator may stipulate a maximum Table Differential. The amount of any such Table Differential shall be displayed on the notice at the table indicating the minimum and maximum wager limits.

5.13 Where the total amount wagered on the Dragon’s Hand or the Tiger’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 the table for Gambling

Division 5, section 6 of the rules of Baccarat shall apply.

## 7.0 Shuffle and cut of Cards

Division 5, section 7 of the rules of Baccarat shall apply.

## 8.0 Initial Deal

Division 5, section 8 of the rules of Baccarat shall apply, where references to the “Player” and “Player’s Hand” shall refer to “Dragon” and “Dragon’s Hand” respectively, and references to “Banker” and “Banker’s’ Hand” shall refer to “Tiger” and “Tiger’s Hand” respectively.

## 9.0 Dealing of Additional Cards

9.1 If either the Dragon’s Hand or the Tiger’s Hand has a Blackjack, then no more cards shall be drawn.

9.2 Subject to rule 9.1, additional cards shall be drawn to the Dragon’s Hand until the point total of that Hand exceeds 16, then additional cards shall be drawn to the Tiger’s Hand until the point total of that Hand exceeds 16.

9.3 When dealing Style A and Style C, any additional cards dealt to a hand shall be dealt face up to that hand.

9.4 When dealing Style B, any additional cards 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 of the rules of Baccarat shall apply, with all necessary modifications, as if the additional cards were the 2 initial cards of the hand.

9.5 When dealing Style B, the casino operator may at their discretion deal any additional cards dealt to a hand face up.

## 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 totals of each hand, indicating which hand has won the round. If both hands have equal point totals, the dealer shall announce “Tie Hand” and the point total that the hands are tied on.

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

The rules of Division 5 Section 11 of Baccarat shall apply.

## 11A Perfect Pair Wagers

Division 5, section 11A of the rules of Baccarat shall apply, where references to the “Player” and “Player’s Hand” shall refer to “Dragon” and “Dragon’s Hand” respectively, and references to “Banker” and “Banker’s’ Hand” shall refer to “Tiger” and “Tiger’s Hand” respectively.

## 12.0 Irregularities

Division 5, section 12 of the rules of Baccarat shall apply, where references to the “Player” and “Player’s Hand” shall refer to “Dragon” and “Dragon’s Hand” respectively, and references to “Banker” and “Banker’s’ Hand” shall refer to “Tiger” and “Tiger’s Hand” respectively.

1. Dragon 21 layout

