# Division 19 - Racing Card Derby

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## 1.0 Interpretation

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

1.2 In this Division, unless the contrary intention appears:

“**Continuous Shuffler**” means a type of automatic shuffler (as defined in rule 15.4 of Division 1) which shuffles cards continually;

“**Dealer’s Monitor**” and "**Dealer Screen**" both mean a monitor that is flush mounted into the table top and automatically displays the first, second and third suits generated in each round of play;

“**Draw Card(s) to Determine Second Place**” means, in relation to a round, the card(s) dealt by the dealer and placed in the area of the table marked “Racing Cards 2nd Place” after a winner has been determined in respect of the area of the table marked “Racing Cards 1st Place” in accordance with rule 8.1(b);

“**Draw Card(s) to Determine Third Place**” means, in relation to a round, the card(s) dealt by the dealer and placed in the area of the table marked “Racing Cards 3rd Place” after a winner and second place have been determined in respect of the areas of the table marked “Racing Cards 1st Place” and “Racing Cards 2nd Place” respectively in accordance with rule 8.1(c);

“**Draw Cards to Determine Winner**” means, in relation to a round, the cards dealt by the dealer and placed in the area of the table marked “Racing Cards 1st Place” in accordance with rule 8.1(a);

“**Players’ Monitor**” means a monitor used to display animated graphics relating to the game and the game results;

“**Protested Race**” means a round of play where the two of spades is one of the “Draw Cards to Determine Winner” and which has the effect of reducing the payouts on winning Red, Black and Individual Card Suit Wagers in accordance with rule 5.8; and

“**Scanner**” means an automatic input entry device for reading and registering card values mounted on the table.

## 2.0 Application

The rules contained in this Division, together with the general rules contained in Division 1, shall apply to the game of Racing Game Derby.

## 3.0 Table Layout and Equipment

3.1 The game shall be played at a table having:

1. on one side, places for the players;
2. on the opposite side, a place for the dealer; and
3. 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 1.

3.3 The wagering areas of the table shall be designated as follows:

1. for Red Wagers, by an area marked “Red”;
2. for Black Wagers, by an area marked “Black”;
3. for Individual Card Suit Wagers, by a picture of each of the four suits;
4. for Exact Quinella Wagers, by pictures of set two combination card suits; and
5. for Exact Trifecta Wagers, by pictures of set three combination card suits,

as marked on the layout shown in Appendix 2.

3.4 The following equipment shall be used in the game:

1. one to eight decks of playing cards;
2. a cutting card;
3. a card shoe capable of holding all of the cards used in the game, which may form part of the automatic shuffler described in subparagraph (g)
4. a scanner;
5. a Players' Monitor;
6. Dealer’s Monitor; and
7. at the option of the casino operator, an automatic shuffler capable of holding one to eight decks of cards.

3.5 The table shall be fitted with electronic equipment which shall be programmed to light the winning combinations on the table at the conclusion of each round of play.

3.6 All electronic equipment and associated equipment shall be of a type approved by the Secretary and contain components necessary for the performance of their respective functions.

## 4.0 Playing Cards

4.1 With the exception of the two of spades, cards shall have no designated values in the game.

4.2 Where the two of spades is dealt and forms one of the Draw Cards to Determine Winner in any round, the payouts on winning Red, Black and Individual Card Suit Wagers shall be reduced in accordance with rule 5.8. Notwithstanding, the two of spades shall still count as one of the four cards of the same suit when determining the winning suit of Draw Cards to Determine Winner in that round.

4.3 No player 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 spectator to do so. The dealer shall at all times deal the cards.

## 5.0 Wagers

5.1 In any round, a player may place any one or more of the following types of wagers:

1. a “**Red Wager**”, which shall:
	1. win if the winning suit in respect of the Draw Cards to Determine Winner is either diamonds or hearts; or
	2. lose if the winning suit in respect of the Draw Cards to Determine Winner is either spades or clubs;
2. a “**Black Wager**”, which shall:
	1. win if the winning suit in respect of the Draw Cards to Determine Winner is either spades or clubs; or
	2. lose if the winning suit in respect of the Draw Cards to Determine Winner is either diamonds or hearts;
3. an “**Individual Card Suit Wager**” on any one of diamonds, hearts, spades or clubs, which shall:
	1. win if the selected suit is the winning suit in respect of the Draw Cards to Determine Winner; or
	2. otherwise lose;
4. an **Exact Quinella Wager**” on any one of the following two suit set combinations:

diamond, heart;

diamond, spade;

diamond, club;

heart, club;

heart, diamond;

heart, spade;

club, heart;

club, diamond;

club, spade;

spade, heart;

spade, club; or

spade, diamond,

which shall:

* 1. win if the first suit of the selected combination is the winning suit in respect of the Draw Cards to Determine Winner and the second suit of the selected combination is the winning suit in respect of the Draw Card(s) to Determine Second Place; or
	2. otherwise lose;
1. an “**Exact Trifecta Wager**” on any one of the following three suit set combinations:

diamond, heart, club;

diamond, heart, spade;

diamond, club, heart;

diamond, club, spade;

diamond, spade, heart;

diamond, spade, club;

heart, club, diamond;

heart, club, spade;

heart, diamond, club;

heart, diamond, spade;

heart, spade, club;

heart, spade, diamond;

club, heart, diamond;

club, heart, spade;

club, diamond, heart;

club, diamond, spade;

club, spade, heart;

club, spade, diamond;

spade, heart, club;

spade, heart, diamond;

spade, club, heart;

spade, club, diamond;

spade, diamond, heart; or

spade, diamond, club,

which shall,

* 1. win if the first suit of the selected combination is the winning suit in respect of the Draw Card(s) to Determine Winner;
	2. win if the first suit of the selected combination is the winning suit in respect of the Draw Card(s) to Determine Winner and the second suit of the selected combination is the winning suit in respect of the Draw Card(s) to Determine Second Place;
	3. win if the first suit of the selected combination is the winning suit in respect of the Draw Card(s) to Determine Winner, the second suit in the selected combination is the winning suit in respect of the Draw Card(s) to Determine Second Place and the third suit in the selected combination is the winning suit in respect of the Draw Card(s) to Determine Third Place; or
	4. otherwise lose.

5.2 Before the first card is dealt in a round, each player shall make a wager by placing chips, with the smaller denomination chips on top, in any one or more of the marked wagering areas.

5.3 Orally declared wagers shall only be accepted if accompanied by either value chips or non-value chips and the dealer has enough time to place the relevant wager in the relevant wagering area(s) before the dealer calls “No more bets”.

5.4 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 card shoe or automatic card shuffler (whichever is applicable), no player shall:

1. make any wager; or
2. handle, alter or withdraw any winning wager until all winning wagers (if any) in the relevant wagering area have been paid out by the dealer.

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

5.6 Each player shall be responsible for the correct placement of his/her wager whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of his/her wager are correctly carried out.

5.7 Subject to the proviso contained in this rule each wager shall be settled in accordance with its position on the layout when the result has been determined.

Proviso: the casino operator may modify the application of this rule if it is apparent that:

1. the wager has been accidentally moved or misplaced by the dealer (except in the case of orally declared bets placed incorrectly on the layout by the dealer); or
2. the wager has been accidentally moved by another patron,

in which event the wager shall be settled in accordance with its original placement.

5.8 Winning wagers (as contemplated by rule 5.1) shall be paid at the following odds:

1. a Red or Black Wager, at odds of 1-1, except in the event of a Protested Race in which case the odds shall be reduced to 1-2;
2. an Individual Card Suit Wager, at odds of 3-1, except in the event of a Protested Race in which case the odds shall be reduced to 2-1;
3. an Exact Quinella Wager, at odds of 10-1;
4. an Exact Trifecta Wager, at odds of:
	1. 1-1 if the winning suit in respect of the Draw Cards to Determine Winner only is correctly selected;
	2. 2-1 if the winning suits in respect of the Draw Cards to Determine Winner and Draw Card(s) to Determine Second Place are both correctly selected; or
	3. 10-1 if the winning suits in respect of the Draw Cards to Determine Winner, Draw Card(s) to Determine Second Place and Draw Card(s) to Determine Third Place are all correctly selected.

## 6.0 Opening of Table for Gambling

6.1 After receiving the designated 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, the cards shall be spread out face up on the table for visual inspection by the first player(s) to arrive at the table in the following manner:

1. the cards shall be spread out in horizontal fan-shaped rows by deck according to suit and sequence; and
2. the cards in each suit shall be laid out in sequence within the suit.

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

6.4 Notwithstanding rule 6.2, when an automatic card shuffler is used, each set of up to eight 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, pre-checked or pre-shuffled cards 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 either chemmy shuffled and/or riffle shuffled, but pre-checked cards shall be:

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

## 7.0 Shuffle and Cut of Cards

7.1 The cards shall be shuffled at each of the following times to ensure that they are randomly intermixed:

1. immediately before the start of a round of play;
2. at the end of a round when only one deck is being used;
3. at the discretion of the casino supervisor, following any period during which the table has been vacant;
4. at the direction of a game supervisor or casino supervisor, where there is reason to suspect that the randomness of the shuffle has been compromised; and
5. at any time if any card has been exposed prior to the cards entering the card shoe or automatic card shuffler (whichever is applicable).

7.2 Where a card shoe is used, a casino employee shall, after the cards have been shuffled, cut the cards once, place them on the cutting card and then place all of the cards in the card shoe for the commencement of play.

7.3 The casino operator may, at any time, check and verify that a deck of cards contains the correct number of cards.

7.4 The casino operator may, after a round, direct that the cards be replaced, in which event the new cards shall be checked, shuffled and cut in accordance with sections 6 and 7.

## 8.0 Dealing of Cards

8.1 In respect of a round, when all players have finished placing their respective wagers, the dealer shall call “No more bets” and then deal one card at a time from the card shoe or automatic card shuffler (whichever is applicable) face down over the scanner before being placed face up:

1. in the area of the table marked “Racing Cards 1st Place” from the dealer’s right to left until such time as four cards of the same suit appear in that area. The first suit to show on four individual cards shall be deemed the winning suit and no further cards shall be dealt to that area in that round;
2. in the area of the table marked “Racing Cards 2nd Place” from the dealer’s right to left until such time as a card of a different suit to the winning suit referred to in rule 8.1(a) appears. The first suit to show of a different suit to the winning suit referred to in rule 8.1(a) shall be deemed the winning suit and no further cards shall be dealt to that area in that round; and
3. in the area of the table marked “Racing Cards 3rd Place” from the dealer’s right to left until such time as a card of a different suit to the winning suits referred to in rules 8.1(a) and 8.1(b) appears. The first suit to show of a different suit to the winning suits referred to in rules 8.1(a) and 8.1(b) shall be deemed the winning suit and no further cards shall be dealt to that area in that round.

8.2 All cards shall be placed on the table in a stepped fashion so that the suits are clearly visible.

## 9.0 Final Settlement

9.1 After the final card(s) have been dealt to the area of the table marked “Racing Cards 3rd Place”, the dealer shall:

1. announce the results for the round by indicating which suits have finished first, second and third;
2. announce whether the round was a Protested Race; and
3. confirm that the correct results are displayed on the electronic equipment.

9.2 Once the results are confirmed, the dealer shall first collect all losing wagers and then pay out all winning wagers in accordance with rule 5.7.

## 10.0 Irregularities

10.1 If any electronic equipment fails to illuminate the winning areas on the table, or fails to illuminate the winning areas correctly, all wagers shall be taken and paid according to the cards drawn.

10.2 If an incorrect result is displayed, the result shall be corrected and all wagers taken and paid according to the cards drawn.

10.3 If the first card of a round of play is found face up in the card shoe or shuffler, the dealer will remove it from play and place the card face down in the discard rack.

10.4 Subject to rule 10.3, any card found face up in the card shoe or shuffler during a round of play will be used in that round.

10.5 A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

10.6 An exposed card dealt in error, shall be removed from play and placed face down in the discard rack.

10.7 Subject to these rules, 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.

10.8 Should it not be possible to reconstruct the round, the casino operator shall declare the round void and any wagers shall be returned to the player or players concerned.

 

