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**Proposed Amendments to the Rules of Casino Table Games**

The Secretary for Internal Affairs (the Secretary), subject to appropriate consultation, is able to make, amend or revoke rules under section 367 of the Gambling Act 2003 (the Act).

The Department of Internal Affairs (the Department) has received a request for amendments to the Rules of Casino Table Games. Explanations of the amendments are provided within this document, and full versions of the proposed amended rules are available on the Department’s website at www.dia.govt.nz.

We invite you to review the proposed amendments and submit your views and comments to the Department of Internal Affairs. Details of how to make your submission are at the end of this paper.

1. **New game: Racing Card Derby**

The Applicant seeks to introduce rules for a new table game – Racing Card Derby. This is a card game designed to simulate a horse race, with the horses represented by the four suits. Players wager on first, second and third place either individually or in combinations.

The Applicant states that the theoretical house advantage for this game is 6.35% across all wagering outcomes. The optimum betting strategy reduces that advantage to 4.73%.

The full rules for this game are attached to this paper as Appendix A.

1. **New game: Four Card Poker**

The Applicant also proposes rules for another new table game – Four Card Poker. The game is similar to Three Card Poker (which is an existing game offered at some New Zealand casinos), except players are dealt more cards (a total of six) from which they make their best four card hand. Players make an initial Ante Wager and after receiving their cards may make an additional Play Wager to stay in the game. Players would also have the option of making an additional wager known as 'Aces Up'.

The Applicant states that the theoretical house advantage for the Ante/Play Wager is approximately 3% while house advantage for the Aces Up Wager ranges from approximately 2% to 6%, depending on which pay scale is used.

The full rules for this game are attached to this paper as Appendix B.

1. **Amendments to Division 17: Three Card Poker**

The Applicant proposes to change some of the rules for Three Card Poker. These amendments are described below.

***Rule 5.2:*** The proposed amendment to rule 5.2 reads as follows (insertions are underlined; deletions are crossed out):

*"5.2 After the required number of cards has been dealt to the players and the Dealer, ~~and the remaining cards have been placed in the discard rack,~~ the players may pick up their cards and;*

*(a) fold; or*

*[…]"*

***Rules 5.5; 5.5.1 and 5.5.2:*** The proposed amendment to rule 5.5 and the addition of new rules 5.5.1 and 5.5.2 will change the rules for placing a wager on more than one betting area. These proposed amendments will give the casino operator discretion to direct that players may only view one hand of cards and the other hands must be played ‘blind’. The proposed amended and added rules read:

*"5.5 At the discretion of the Casino Operator, a player may place a wager~~s at two adjacent betting positions during the round of play~~ on more than one betting area in accordance with Rule 5.5.1 and 5.5.2.*

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

*5.5.2 Where a player places a wager on more than one betting area in accordance with Rule 5.5, the casino operator or their delegate may direct that players will only be permitted to view one hand and that hand will be the one dealt to the betting area at which the player was seated when the cards were dealt. In this event, any additional hands must be played ‘blind’, i.e. no person, including the player who placed the wager or the dealer, will be permitted to view the cards until the hand is settled in accordance with Rule 10."*

***Rule 5.10:*** Proposed new rule 5.10 introduces a maximum payout set by the Casino Operator. The proposed amended rule reads:

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

***Rule 7.1(f):*** Proposed new rule 7.1(f) will give the casino operator greater discretion as to when the cards may be shuffled and reads as follows:

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

[…]

*(f) . . . at the direction of a game supervisor or casino supervisor, at his or her discretion."*

***Rule 10A:*** The proposed addition of new rule 10A will add a new wagering option known as the 'Six Card Bonus Wager.' The full additional rule reads as follows:

*"10A Six Card Bonus Wager*

*10A.1 The casino operator may, at its discretion, offer the players the opportunity to place Six Card Bonus Wagers in accordance with this section.*

*10A.2 Where the Six Card 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 may elect to place a Six Card Bonus Wager at the time of placement of his/her initial wager as provided in rule 5.1. A player may not make a Six Card Bonus Wager unless he/she has made either an Ante Wager or a Pairs Plus Wager*

*10A.3 The Six Card Bonus Wager shall be placed before any cards in the round of play are dealt.*

*10A.4 The amount of a Six Card Bonus Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.*

*10A.5 A Six Card Bonus Wager shall win where a player’s 3 cards in combination with the dealer’s 3 cards are used to form a 5-card Poker hand and that hand contains:*

1. *Royal Flush ace, king, queen, jack and 10 of the same suit;*
2. *Straight Flush 5 cards of the same suit in sequence;*
3. *Four of a Kind 4 cards of the same value;*
4. *Full House 3 cards of the same value and a pair (two cards of the same value)*
5. *Flush 5 cards of the same suit not in sequence;*
6. *Straight 5 cards of any suit in sequence. An ace may be counted as high or low;*
7. *Three of a Kind 3 cards of the same value.*

*10A.6 At the completion of the deal and after announcing the result of the round in accordance with rule 10.1 or 10.4, the Dealer shall collect all losing Six Card Bonus Wagers and pay all winning Six Card Bonus Wagers.*

*10A.7 A Six Card Bonus payout is not dependent on the outcome of the player’s initial wager.*

*10A.7 Winning Six Card Bonus Wagers shall be paid in accordance with one of the four following options:*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *Hand* | *Option 1* | *Option 2* | *Option 3* | *Option 4* |
| *Royal Flush* | *1,000 to 1* | *1,000 to 1* | *1,000 to 1* | *1,000 to 1* |
| *Straight Flush* | *200 to 1* | *200 to 1* | *200 to 1* | *200 to 1* |
| *Four of a Kind* | *50 to 1* | *50 to 1* | *100 to 1* | *100 to 1* |
| *Full House* | *25 to 1* | *25 to 1* | *20 to 1* | *20 to 1* |
| *Flush* | *20 to 1* | *15 to 1* | *15 to 1* | *15 to 1* |
| *Straight* | *10 to 1* | *10 to 1* | *9 to 1* | *10 to 1* |
| *Three of a Kind* | *5 to 1* | *5 to 1* | *8 to 1* | *7 to 1* |

*10A.8 The Casino Operator shall display which pay scale under rule 10A.7 is in operation and that pay scale shall be used for all tables that offer the Six Card Bonus option"*

Additionally, the following definition of "Six Card Bonus Wager" will be inserted into Section 1.0 Interpretation:

***"Six Card Bonus Wager"*** *means an optional, additional wager which may be made by a player in accordance with section 10A*

***Section 11 - Irregularities:***The Applicant has proposed amendments and additions to Section 11 to take into account the proposed new rules and for consistency among the poker games. Section 11 will be deleted, and replaced with the following:

***"11.0 Irregularities***

*11.1 If a player fails to comply with rule 9.6, the Casino Operator may declare the player’s hand void, in which event any Ante Wager, Play Wager and Pair Plus Wager made by that player shall be void.*

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

*11.3 Subject to rule 11.4, if, before all cards are dealt, it is discovered that cards have been dealt to a wagering area without an ‘Ante’ or ‘Pairs Plus’ wager the round of play shall be declared a misdeal.*

*11.4 If it is discovered that a complete hand has been dealt to a wagering area without an ‘Ante’ or ‘Pairs Plus’ wager the cards dealt to that wagering area shall be counted and placed in the discard rack and the game shall then continue.*

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

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

*11.7 Subject to rules 11.8 and 11.9, if an exposed card is dealt this shall not constitute a misdeal. The Dealer shall turn the card over and continue dealing.*

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

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

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

*11.11 Subject to rule 11.8 and notwithstanding rule 11.9, if the Dealer exposes one or more cards in his/her hand in error before all of the players have made a decision in relation to their Play Wagers, the players will be given the option to make a Play Wager or to fold.*

*11.12 Subject to these rules, in the event of a misdeal, all wagers affected by the misdeal shall be void. In the event of the entire round being void the hands shall be re-dealt after the players have had an opportunity to change their Ante Wager and/or Pair Plus Wager.*

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

*11.14 Notwithstanding rule 10, when a player has laid his/her cards down on the table subsequent to the dealing of a complete hand, and those cards have been placed on the discard pile, that player’s hand may be reconstructed providing those cards are the top five on the discard pile. The player shall otherwise be deemed to have folded pursuant to rule 9.2.*

*11.15 Where a player has placed an additional wager(s) in accordance with Rule 5.5 and he/she contravenes the provisions of Rule 5.5.2 by viewing a hand other than, or in addition to, the hand dealt to the area at which he/she was seated, the dealer will immediately notify the Game Supervisor (or above), who may:*

*11.15.1 where the player has viewed one hand only, deem that particular hand to be the hand dealt to the area at which he/she was seated and continue the game; or*

*11.15.2 where the player has viewed more than one hand, deem all hands viewed by the player to be void."*

**4) Amendment to Division 16: Ultimate Texas Hold ‘Em**

The Applicant has proposed amendments to Ultimate Texas Hold’em to ensure consistency with other poker games. These amendments are described below:

***Rules 5.7, 5.71 and 5.72:*** The Applicant has proposed to amend and add rules 5.7; 5.7.1 and 5.72 which are very similar to the proposed rules 5.5; 5.5.1 and 5.5.2 described above in Three Card Poker.

***Rule 7.1(f):*** The Applicant has proposed to add rule 7.1(f) to give wider discretion as to when the cards may be shuffled, which is the same as proposed rule 7.1(f) described above in Three Card Poker.

***Section 11:*** Amendments have been proposed to Section 11: Irregularities, to take into account the new and amended rules as follows:

***"11.0 Irregularities***

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

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

*[…]*

*11.8 Subject to rule 11.9, if, before all cards are dealt, it is discovered that cards have been dealt to a wagering area without any wager, the ~~Dealer shall collect all the cards, count them, reshuffle and re-deal~~ round of play shall be declared a misdeal*

*11.9. If it is discovered that a complete hand has been dealt to a wagering area without any wager, the cards ~~that hand~~ dealt to that wagering area shall be counted and placed in the discard rack and the game shall then continue.*

*[…]*

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

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

*11.15 Where a player has placed an additional wager(s) in accordance with Rule 5.7 and he/she contravenes the provisions of Rule 5.7.2 by viewing a hand other than, or in addition to, the hand dealt to the area at which he/she was seated, the dealer will immediately notify the game supervisor (or above), who may;*

*a) Where the player has viewed one hand only, deem that particular hand to be the hand dealt to the area at which he/she was seated and continue the game; or*

*b) where the player has viewed more than one hand, deem all hands viewed by the player to be void."*

**5) Amendment to Division 6: Caribbean Stud Poker**

The Applicant has proposed amendments to Caribbean Stud Poker to ensure consistency with other poker games. This includes:

i) the proposed amendment and addition of rules 5.6; 5.6.1 and 5.6.2 which are very similar as proposed rules 5.5; 5.5.1 and 5.5.2 described above in Three Card Poker.

ii) The proposed addition of rule 7.1(f) to give wider discretion as to when the cards may be shuffled, which is the same as proposed rule 7.1(f) described above in Three Card Poker.

***Rule 1.1:*** The Applicant has proposed to insert rule 1.1 (a rule currently included in the rules for other games), as follows:

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

***Rule 3.2:***The Applicant proposes amending this rule to dispense with the appendix depicting the accepted table layout. The proposed amended rule reads as follows:

*"3.2 The layout cloth covering the table shall be marked in a manner suitable for the conduct of the game of Caribbean Stud Poker and shall bear an inscription to the effect that the “Dealer only plays with ace and king or higher ~~and~~*

*~~be marked in a manner substantially similar to that shown in the Appendix~~”*

***Section 12:*** Amendments have been proposed to Section 11: Irregularities, to take into account the new and amended rules as follows:

*"12.0 Irregularities*

*12.1 If a player fails to comply with rule 9.5 the casino operator may declare the player’s hand void, in which event any ante, bet and jackpot wagers made by that player shall be void.*

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

*12.3 Subject to rules 12.4 and 12.5, if an exposed card is dealt this shall not constitute a misdeal. The dealer shall turn the card over and continue dealing ~~subject to rule 12.4~~.*

*12.4 If a card is exposed in error to the dealer’s hand, the card shall be left exposed as the dealer’s face up card and the dealer’s fifth card shall be dealt face down, and, where the cards are dealt from an automatic shuffler, shall not be turned over as provided in rule 8.4.*

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

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

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

*12.8 Subject to rule 12.9, if, before all cards are dealt, it is discovered that cards have been dealt to a wagering area without an ante wager, the ~~dealer shall collect all the cards, count them, reshuffle and redeal~~ round of play shall be declared a misdeal.*

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

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

*12.11 Subject to these rules, in the event of a misdeal all wagers affected by the misdeal, shall be void. In the event of the entire round being void the hands shall be redealt after the players have had an opportunity to change their ante and progressive jackpot wagers.*

*~~12.12 If, contrary to rule 5.6, a player wagers on more than one hand of any round all hands and wagers belonging to that player shall be void.~~*

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

*12.13 If the dealer collects a player’s cards before the player has decided whether to make a bet wager or to fold, the player’s hand shall be reconstructed where possible but otherwise shall be void.*

*12~~.~~14 Notwithstanding rule 10~~.5~~, when a player has laid his/her cards down on the table subsequent to the dealing of a complete hand, and those cards have been placed on the discard pile, that player’s hand may be reconstructed providing those cards are the top five on the discard pile. The player shall otherwise be deemed to have folded pursuant to rule ~~10.5~~9.2.*

*12.15 Where a player has placed an additional wager(s) in accordance with Rule 5.6 and he/she contravenes the provisions of Rule 5.6.2 by viewing a hand other than, or in addition to, the hand dealt to the area at which he/she was seated, the Dealer will immediately notify the game supervisor (or above), who may:*

*a) where the player has viewed one hand only, deem that particular hand to be the hand dealt to the area at which he/she was seated and continue the game; or*

*b) where the player has viewed more than one hand, deem all hands viewed by the player to be void."*

**6) Amendments to Division 8: Roulette**

The Applicant proposes to change some of the rules for Roulette. These proposed changed are described below.

***Rules 2.6(g), 4.3 and 5.6:*** The Applicant proposes amending rule 2.6(g) to dispense with the requirement to use a bell to signal ‘no more bets’. The Applicant proposes amending rules 4.3 and 5.6 to allow an alternative hand signal to be used in place of a bell. The amended rules read as follows:

*"2.6 The following equipment shall be also used in the game:*

*(g) at the option of the casino operator, a bell.*

*[…]*

*4.3 While the ball is still rotating around the wheel the dealer shall call “No more bets”,at the same time ringing the bell or making a horizontal waving motion with their hand.*

*[…]*

*5.6 Subsequent to the dealer calling “no more bets” ~~and ringing the bell~~ and prior to the ball coming to rest in a compartment of the wheel, the dealer may seek clarification of misplaced wagers and position them correctly on the layout."*

***Rule 3.6:*** An amendment to rule 3.6 has been proposed to clarify the time when players can no longer place bets. The amended rule reads as follows:

*3.6 "Except as permitted by these rules, once the dealer has called “No more bets” or the ball has dropped no player shall:*

*(a)        make any wager; or*

*(b)        handle, alter or withdraw any wager until all winning wagers in or on that*

*wagering area have been paid by the dealer."*

**7) Amendments to Division 8A: Electronic Roulette**

Amendments have also been proposed to the rules for Electronic Roulette. These proposed changed are described below.

**Rules 3.7 and 3.8:** Additional rules have been proposed for Section 3: Table Layouts and Equipment. These proposed rules read:

*“3.7 No person shall tilt, rock, or in any way damage or interfere with the roulette terminals, nor shall any person seek to gain any undue advantage from any manipulation of any gaming equipment or any part thereof.*

*3.13 A player shall not be entitled to a prize on a roulette terminal unless that prize results from the legitimate attainment of the prize on the terminal.”*

**8) Amendments to Division 12: Pai Gow**

The Applicant also proposes to change some of the rules for Pai Gow as follows.

***Rules 3.1; 3.2; 10.3 and 10.2B*:** The Applicant proposes amendments to these rules to provide the casino operator with the discretion to downsize the Pai Gow game. The amended rules read as follows:

*"3.1 Pai Gow shall be played at a table having on 1 side places for up to 8 seated players and on the opposite side a place for the dealer. Each Pai Gow table shall have a drop box attached to it.*

*3.2 The layout cloth covering the table shall:*

1. *have up to 8 numbered boxes . . .*

[…]

*10.2B Where the layout contains fewer than 8 numbered boxes, all tiles not delivered by the dealer in accordance with Rules 10.1-10.2A will be placed undisclosed in the designated area for unused tiles.*

*10.3 When all of the tiles have been delivered to the boxes:*

*(a) the dealer shall retrieve the tiles dealt to boxes without wagers and place them undisclosed in the designated area for unused tiles as shown in Appendix 1; and*

1. *the players (other than the player/banker) shall, subject to subparagraph (a) of rule 10.4, set their own tiles and then place them face down in 2 stacks of 2, 1 stack being the low hand and the other the high hand, on the table between the box to which the tiles were dealt and the dealer."*

**9) Amendments to Division 2: Blackjack**

The Applicant proposes to amend some of the rules for Blackjack as follows.

***Rules 3.1 and 3.2:*** Amendments proposed by the applicant to rule 3.1 and 3.2 will allow the casino operator to use a layout with up to nine boxes rather than seven. If such an amendment is approved, the licence holder would still need to seek Gambling Commission approval and, if necessary, offset the increase in gambling opportunities with reductions elsewhere. Rules 3.1 and 3.2have also been amended to reflect The Applicant’s proposed amendment to remove the approved cloth layouts from the appendices. The amended rules read as follows:

*" 3.1 Blackjack shall be played at a table having on 1 side up to 9~~7~~ boxes for the players and on the opposite side a place for the dealer. Each blackjack table shall have a drop box attached to it.*

*3.2 The layout cloth covering the blackjack table shall:*

*(a) have areas designated for the placement of wagers; and*

*(b) bear inscriptions specifying: ~~to the following effect:~~*

*(i) the relevant blackjack payscale ~~3 to 2~~,*

*(ii) when the dealer is required to draw additional cards, ~~must stand on 17 and must draw to 16,~~ and*

*(iii) the insurance payscale. ~~2 to 1; and~~*

1. *~~be marked in a manner substantially similar to that shown in appendix 1 or appendix 2 or appendix 3 or appendix 4~~*

***Rules 5.4; 10.1; 10.3 and 10.1A:*** The Applicant proposes a new rule 10.1A to introduce three alternative payout odds. The Applicant also proposes amending rules 5.4, 10.1 and 10.3 to reflect this change. The proposed rules read:

*"5.4 All winning wagers made in accordance with rule 5.1 shall be paid at odds of 1 to 1 with the exception of blackjack, which (subject to rule 10.3) shall be paid at the odds inscribed in the layout. ~~of 3 to 2~~. Winning Super Sevens wagers shall be paid in accordance with rules 15.4 and 15.5. Madness 21 wagers shall be paid in accordance with rules 15A.4 and 15A.6. Winning Perfect Pairs wagers shall be paid in accordance with rule 15B.7.*

*10.1 If the dealer’s first card is a 2 to 9 inclusive and a player has blackjack, the dealer shall on completion of the initial deal pay the blackjack in accordance with the odds specified on the layout and ~~at odds of 3 to 2 and~~ remove the player’s cards to the discard rack before any further cards are dealt.*

*10.1A The blackjack odds specified on the layout shall be in accordance with one of the following options:*

*Blackjack pays 3:2*

*Blackjack pays 6:5*

*Blackjack pays 1:1*

*[…]*

*10.3 Only when the blackjack payscale of 3:2 is in place and if ~~If~~ the dealer’s first card is an ace and a player has a blackjack:*

*(a) the dealer shall at the player’s request pay the player immediately at odds of 1 to 1 in full settlement of the player's wager, and the player may remove the wager and winnings from the box before the end of the round; and*

*(b) the dealer shall then collect the player’s cards and place them in the discard rack before any further cards are dealt, unless more than 1 person has wagered on the box to which the blackjack was dealt and not all of the persons so wagering elect to be paid immediately under this rule, in which event the dealer shall not collect the cards until the end of the round.*

*Where a player elects to receive early settlement under this rule any insurance wager made by him/her in relation to the hand in respect of which the election was made shall be void and be returned to the player.*

***Rule 5.8:*** The amendment proposed by the Applicant to rule 5.8 will give casinos wider discretion to limit a person to wagering the table minimum. The amended rule reads:

*5.8 The casino operator may limit any person~~:~~*

*~~(a) who has not made a wager on the first round of a shoe; or~~*

*~~(b) who, after placing a wager on a round, declines to place a wager on any subsequent round.~~*

*to wagering on only one box and placing ~~the amount of~~ the minimum wager applicable to the table. ~~until the cards are reshuffled and a new shoe is begun.~~*

***Rule 6.5****:* The amendment proposed by the Applicant to rule 6.5 will remove the mandatory requirement for pre-shuffled cards to be chemmy or riffle shuffled at the table and would read:

*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 may ~~shall~~ be either chemmy shuffled and/or riffle shuffled, but pre-checked cards shall be:*

*(a) chemmy shuffled;*

*(b) stacked; and*

*(c) riffle shuffled.*

***Rule 17.0:*** The new rule 17 proposed by the Applicant introduces a variation to the standard blackjack game where the house would be obliged to take an extra card on soft 17. It would be necessary to use the appropriate layout when using this game. The new rules read:

*17.0**Blackjack (Style A)*

*17.1 Where Blackjack Style A is adopted the approved rules of Blackjack will apply except where the rules are inconsistent with Rule 17.2 in which case Rule 17.2 will prevail,*

*17.2 Additional cards shall be drawn to the dealer’s hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 is achieved, at which point no additional cards will be drawn.*

**10) Amendments to Division 5: Baccarat**

***Rules 5.14 and 5.14A:*** The new rule 5.14A proposed by the Applicant would provide a game supervisor or casino supervisor the discretion to allow a player to alter or withdraw their wager where cards have been drawn but not exposed. The proposed amendment reflects an identical provision in the Victorian game rules and similar provisions to those in New South Wales and Western Australia. The proposed amendment to rule 5.14 reflects the proposed addition of this rule. The rules read:

*5.14 Except as permitted by ~~these~~ rule~~s~~ 5.14A, once the dealer has called “No more bets” no player (or his/her nominee) shall:*

*(a) make any wager; or*

*(b) 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.*

*5.14A Where any one or more of the first four cards of the initial deal have been drawn from the card shoe or shuffler and none have been exposed, a game supervisor (or above) may permit players to:*

*(a) change the position of their wager; and/or*

*(b) alter the amount of their initial wager(s); or*

*(c) place a new wager(s); or*

*(d) withdraw their wager(s).*

*Where all players withdraw their wagers the hand may be completed without any wager being placed.*

***Rule 6.5:*** The amendment proposed by the Applicant to rule 6.5 will remove the mandatory requirement for pre-shuffled cards to be chemmy or riffle shuffled at the table. The proposed amendment reads the same as the amendment to rule6.5 in Blackjack described above.

**Your general comments sought**

The proposed amendments will need to be assessed to ensure they do not derogate from any purposes of the Gambling Act 2003.

Some of the purposes of the Gambling Act (relevant to this proposal in particular) are 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. You are invited to make submissions by 8 June 2012.

**Specific questions to address**

In addition to your general comments on these proposed rule changes, the Department seeks your consideration of the following matters:

***Removal of approved layouts from the game rules' appendices***

The Applicant proposes to remove the appendices depicting the approved game layouts from the game rules for Caribbean Stud Poker and Blackjack. There is also no appendix depicting an approved layout for the proposed new game Four Card Poker, or the existing games Three Card Poker and Ultimate Texas Hold’Em.

In making your submission, we seek your consideration of how this amendment relates to the Gambling Act's purposes in general, and in particular to the Act's purposes to *"facilitate responsible gambling"* and to *"ensure the integrity and fairness of games".*

***Removal of requirement to chemmy shuffle pre-shuffled cards at the table***

The Applicant proposes to remove the requirement to chemmy shuffle pre-shuffled cards at the game table before commencement of play from Three Card Poker, Ultimate Texas Hold‘Em, Caribbean Stud Poker, Blackjack and Baccarat. This requirement also does not appear in the rules for the proposed new game Racing Card Derby.

In making your submission, we seek your consideration of how this amendment relates to the Gambling Act's purposes in general, and in particular to the Act's purposes to *"ensure the integrity and fairness of games"* and *"to limit opportunities for crime and dishonesty"*

***Addition of new rule for placing of wagers on more than one wagering area***

The Applicant proposes to introduce a rule to three poker games (Three Card Poker, Ultimate Texas Hold ‘Em and Caribbean Stud Poker) to give the casino operator the option to direct that players who place a wager on more than one allotted area on the table will only be able to view one hand and the additional hands must be played blind. This rule also appears in the proposed new game Four Card Poker.

This rule will deny the player the chance to view any additional hand before placing their wager.

In making your submission, we seek your input on how you consider this amendment relates to the Gambling Act's purposes in general, and also in particular the Act's purposes to *"Prevent and minimise the harm caused by gambling, including problem gambling"*, to *Ensure the integrity and fairness of games",* to "*Limit opportunities for crime and dishonesty"* and to *"Facilitate responsible gambling".*

If the amendments are made, a notice will be published in the Gazette stating that the game rules have been amended, made or revoked and the date on which the changes will take effect.

**Your submissions**

Please address your submissions to:

Sue Clarke

Policy Advisor, Operational Policy

Department of Internal Affairs Te Tari Taiwhenua

PO Box 805

Wellington 6140

Alternatively, you can send your submission to sue.clarke@dia.govt.nz

Thank you for your attention in this matter.

Yours sincerely



Heather McShane

Manager

Operational Policy

Regulatory & Compliance Operations

**Appendix A - Racing Card Derby**

**RACING CARD DERBY**

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 Dealing of Cards

Section 9 Final Settlement

Section 10 Irregularities

Appendix 1 Racing Card Derby Table Layout

Appendix 2 Racing Card Derby Wagering Areas

**1.0 Interpretation**

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**” means 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.

1. **Table Layout and Equipment**
   1. The game shall be played at a table having:
2. on one side, places for the players;

1. on the opposite side, a place for the dealer; and
2. a drop box attached to it.
   1. The layout cloth covering the table shall be marked in a manner similar to that shown in Appendix 1.
   2. The wagering areas of the table shall be designated as follows:
3. for Red Wagers, by an area marked “Red”;
4. for Black Wagers, by an area marked “Black”;

(c) for Individual Card Suit Wagers, by a picture of each of the four suits;

(d) for Exact Quinella Wagers, by pictures of set two combination card suits; and

(e) for Exact Trifecta Wagers, by pictures of set three combination card suits,

as marked on the layout shown in Appendix 2.

* 1. The following equipment shall be used in the game:

(a) 1 to 8 decks of playing cards;

(b) a cutting card;

(c) 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)

(d) a scanner;

(e) a Player’s Monitor;

1. a Dealer’s Monitor; and
2. at the option of the casino operator, an automatic shuffler capable of holding 1 to 8 decks of cards.
   1. 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.
   2. 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.

1. **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:

(i) win if the winning suit in respect of the “Draw Cards to Determine Winner” is either diamonds or hearts; or

(ii) lose if the winning suit in respect of the “Draw Cards to Determine Winner” is either spades or clubs;

1. a “**Black** **Wager**”, which shall:

(i) win if the winning suit in respect of the “Draw Cards to Determine Winner” is either spades or clubs; or

(ii) lose if the winning suit in respect of the “Draw Cards to Determine Winner” is either diamonds or hearts;

1. an “**Individual Card Suit** **Wager**” on any one of diamonds, hearts, spades or clubs, which shall:

(i) win if the selected suit is the winning suit in respect of the “Draw Cards to Determine Winner”; or

(ii) otherwise lose;

1. an “**Exact Quinella** **Wage**r” 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:

(i) 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

(ii) 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,

(i) win if the first suit of the selected combination is the winning suit in respect of the “Draw Card(s) to Determine Winner”;

1. 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”;
2. 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

(iv) 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

* 1. 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”.
  2. 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;

(a) make any wager; or

(b) 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.

* 1. No player shall handle, alter or withdraw a losing wager.
  2. 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.
  3. 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:

(a) 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

(b) 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:

(i) 1-1 if the winning suit in respect of the Draw Cards to Determine Winner only is correctly selected;

* 1. 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

(iii) 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:

(a) the cards shall be spread out in horizontal fan-shaped rows by deck according to suit and sequence; and

(b) 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 may 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;

1. 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(i) appears. The first suit to show of a different suit to the winning suit referred to in rule 8.1(i) shall be deemed the winning suit and no further cards shall be dealt to that area in that round; and
2. 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(i) and 8.1(ii) appears. The first suit to show of a different suit to the winning suits referred to in rules 8.1(i) and 8.1(ii) 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;

1. announce whether the round was a Protested Race; and
2. 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.



**Appendix B - Four Card Poker**



**DIVISION 20 – FOUR CARD POKER**

Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Playing Cards and Ranking of Hands

Section 5 Wagers

Section 6 Opening of Table for Gambling

Section 7 Shuffle and Cut of Cards

Section 8 Dealing the Cards

Section 9 Betting Round

Section 10 Final Settlement

Section 11 Irregularities

1. **Interpretation**

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

1.2 In this division, unless the contrary intention appears:

**“Aces Up Wager”** means an alternative or optional additional wager which may be made by a player in accordance with rule 5.1, which shall win if the player’s hand contains a pair of aces or higher, regardless of the Dealer’s hand;

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

**“Ante Bonus”** means a payment made to Ante Wagers, which is paid if the player qualifies for a bonus in accordance with rule 5.7.1 regardless of whether he or she beats the Dealer;

**“Play Wager”** means an additional wager made by a player on his/her hand in order to continue in a round of play pursuant to subparagraph (b) of rule 5.2;

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

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

1. **Application**

The rules contained in this Division, together with the general rules contained in Division 1, shall apply to the game of Four Card Poker.

1. **Table Layout and Equipment**

3.1 Four Card Poker shall be played at a table having on one side up to seven sets of wagering areas for the players and on the opposite side a place for the Dealer. Each Four Card Poker table shall have a drop box attached to it.

3.2 The layout cloth covering the table shall be marked in a manner suitable for the conduct of the game of Four Card Poker and shall bear an inscription to the effect that the “Dealer always qualifies. Player wins ties”.

3.3 The wagering areas shall be designated as follows:

1. for Ante Wagers on the word “Ante”;
2. for Play Wagers on the word “Play”;
3. for Aces Up Wagers on the words “Aces Up”.

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

1. one deck of playing cards;
2. one cutting card;
3. either:
4. a card shoe capable of holding all of the cards used in the game, or

(ii) an automatic shuffler capable of holding two separate decks of cards, from which the cards will be dealt; and

1. a discard rack or container capable of holding all of the cards used in the game.

**4.0 Playing Cards and Ranking of Hands**

* 1. All suits of cards shall have the same rank.

4.2 Subject to rule 4.3, cards shall rank, from lowest to highest, as follows:

2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

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

1. **No Pair** four unmatched cards which do not constitute any other hand.
2. **1 Pair** two cards of the same value, combined with two unmatched cards. A higher pair beating a lower pair. Aces shall be high.
3. **2 Pair** two different sets of pairs. The higher pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared;
4. **Straight** four cards of any suit in sequence. An ace may be counted as high or low.
5. **Flush** four cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between two flushes; where the highest cards in both hands are the same value, the next highest card shall decide the ranking, and so on.
6. **3 of a Kind** three cards of the same value, with one unmatched card.
7. **Straight Flush** four cards of the same suit in sequence.
8. **4 of a Kind** four cards of the same value.

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

1. in the case of No Pair, the respective card values of the highest card in each hand shall determine the ranking, if these are the same the values of the next highest cards, and so on;
2. where two hands hold 1 Pair of the same card value, the respective value of the next highest card in each hand shall determine the outcome, and so on;
3. a Straight consisting of king, queen, jack, 10, beats one consisting of 10, 9, 8, 7.

**5.0 Wagers**

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

1. shall make:
2. an Ante Wager; or
3. an Aces Up Wager pursuant to paragraph (c) of this rule; or
4. both an Ante Wager and an Aces Up Wager;
5. subject to these rules, where the Casino Operator allows a blind betting option, may make a Play Wager;
6. at the discretion of the Casino Operator, may place an Aces Up Wager without having placed an Ante Wager, provided that a player who has only placed an Aces Up Wager shall not be permitted to place a Play Wager.

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

1. fold; or
2. where they have made an Ante Wager, place a Play Wager of one, two or three times that of their Ante Wager by placing their cards in the area marked “Play” and putting their Play Wager on top of the cards; or
3. where they have only placed an Aces Up Wager and the hand contains at least a pair of aces, place their cards in the area marked “Play” without a wager placed on top.

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

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

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

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

5.5.2 Where a player places a wager on more than one betting area in accordance with rule 5.5, the Casino Operator or their delegate may direct that players will only be permitted to view one hand and that hand will be the one dealt to the betting area at which the player was seated when the cards were dealt. In this event, any additional hands must be played ‘blind’, i.e. no person, including the player who placed the wager or the Dealer, will be permitted to view the cards until the hand is settled in accordance with Rule 10.

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

5.7 Winning Ante Wagers and Play Wagers shall be paid at 1 to 1. Subject to rule 5.7.1 the player’s Ante and Play Wager shall win if the player’s hand is better than or equal to the Dealer’s hand, and otherwise lose.

5.7.1 Ante Wagers will qualify for an Ante Bonus payment in accordance with the following pay-table if the hand contains 3 of a Kind or higher, regardless of the Dealer’s hand:

**Ante Bonus Payout Odds**

4 of a Kind 25 to 1

Straight Flush 20 to 1

3 of a Kind 2 to 1

5.7.2 Winning Aces Up Wagers shall, subject to rule 5.10, be paid in accordance with one of the following pay-table options:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Hand** | **Option 1** | **Option 2** | **Option 3** | **Option 4** | **Option 5** | **Option 6** | **Option 7** |
| **4 of a Kind** | 50 to 1 | 50 to 1 | 50 to 1 | 50 to 1 | 50 to 1 | 50 to 1 | 50 to 1 |
| **Straight Flush** | 40 to 1 | 40 to 1 | 30 to 1 | 30 to 1 | 40 to 1 | 40 to 1 | 40 to 1 |
| **3 of a Kind** | 9 to 1 | 7 to 1 | 9 to 1 | 7 to 1 | 8 to 1 | 8 to 1 | 7 to 1 |
| **Flush** | 6 to 1 | 6 to 1 | 6 to 1 | 6 to 1 | 5 to 1 | 6 to 1 | 5 to 1 |
| **Straight** | 4 to 1 | 5 to 1 | 4 to 1 | 5 to 1 | 4 to 1 | 4 to 1 | 4 to 1 |
| **2 Pair** | 2 to 1 | 2 to 1 | 2 to 1 | 2 to 1 | 3 to 1 | 2 to 1 | 3 to 1 |
| **Pair of Aces** | 1 to 1 | 1 to 1 | 1 to 1 | 1 to 1 | 1 to 1 | 1 to 1 | 1 to 1 |

5.7.3 The Casino Operator shall display which pay scale under 5.7.2 is in operation at each Four Card Poker table.

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

1. make any Ante Wager or Aces Up Wager; or
2. handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager except that where the Casino Operator allows a blind betting option pursuant to rule 5.1, the Play Wager may be withdrawn if the player folds.

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

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

**6.0 Opening of Table for Gambling**

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

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

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

6.4 When an automatic shuffler is used:

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

**7.0 Shuffle and Cut of Cards**

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

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

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

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

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

**8.0 Dealing the Cards**

8.1 Immediately before the start of each round of play and after all Ante Wagers and/or Aces Up Wagers have been made, the Dealer shall:

1. call “No more bets”; then
2. starting on his/her left and continuing clockwise around the table, deal the cards.

8.2 All cards shall be dealt face down, except for the Dealer’s sixth card.

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

1. one card to each wagering area containing an Ante Wager and/or Aces Up Wager and then one card to the Dealer; followed by
2. a further card to each such wagering area and the Dealer; and
3. so on until each player and the Dealer have five cards each; and then
4. a sixth card to the Dealer, which shall be dealt face-up.

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

1. five cards at a time to each wagering area containing an Ante Wager and/or Aces Up Wager; followed by
2. six cards to the Dealer, with the sixth card dealt face-up.

**9.0 Betting Round**

9.1 After the cards have been dealt, the players may pick up their cards and decide whether to fold, make a Play Wager, or where they have only placed an Aces Up Wager indicate their intention to play by placing their cards in the Play Wager area.

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

1. collect the Ante Wager and/or Aces Up Wager and the player’s cards;
2. individually spread out the cards, face down, and count them; and
3. place the cards in the discard rack.

9.3 Where a player has placed both an Ante Wager and an Aces Up Wager pursuant to rule 5.1, they may elect to fold in respect to the Ante Wager but elect to play their Aces Up Wager. In this case, the Dealer will remove the Ante Wager and the player will place their cards in accordance with rule 9.1.

9.4 When the players remaining in the game have made their Play Wagers or indicated their intention to play their Aces Up Wager, the Dealer shall turn all the cards in his/her hand face up and declare the highest possible four card poker value of the hand.

9.5 When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

9.6 Except as expressly permitted by these rules, players may not exchange cards, nor exchange, communicate, nor cause to be exchanged or communicated any information regarding their respective hands.

9.7 At any time while a game is in progress the Casino Operator may direct that:

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

**10.0 Final Settlement**

10.1 The Dealer shall arrange his/her hand from highest to lowest and announce his/her best four-card hand. The two remaining cards shall be positioned separate to the four-card hand.

10.2 Starting with the player on the Dealer’s right, the Dealer shall reveal each player’s hand and declare and arrange the highest possible four-card hand; and:

1. comparing his/her hand to each player’s individual hand shall then:

(i) pay the Ante Bonus regardless of the Dealer’s hand to those hands containing 3 of a Kind or higher;

(ii) collect the Ante and the Play Wagers for those hands containing a lower poker value than the Dealer’s hand;

(iii) collect the Aces Up Wager for those hands of a lower value than a pair of aces;

(iv) pay the Ante and the Play Wagers for those hands containing an equal or higher poker value than the Dealer’s;

(v) pay the Aces Up Wager on any hand containing at least a pair of aces or higher, regardless of the value of the Dealer’s hand;

1. after the Dealer has compared individual hands and has paid or collected the wagers, he/she shall collect and count the cards and place them in the discard rack.

**11.0 Irregularities**

11.1 If a player fails to comply with rule 9.6, the Casino Operator may declare the player’s hand void, in which event any Ante Wager, Play Wager, and Aces Up Wager made by that player shall be void.

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

11.3 Subject to rule 11.4, if, before all cards are dealt, it is discovered that cards have been dealt to a wagering area without either an ‘Ante’ or ‘Aces Up’ Wager the round of play shall be declared a misdeal.

11.4 If it is discovered that a complete hand has been dealt to a wagering area without either an ‘Ante’ or ‘Aces Up’ Wager the cards dealt to that wagering area shall be counted and placed in the discard rack and the game shall then continue.

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

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

11.7 Subject to rules 11.8 and 11.9, if an exposed card is dealt this shall not constitute a misdeal. The Dealer shall turn the card over and continue dealing.

11.8 If a card is exposed in error to the Dealer’s hand, the card shall be left exposed as the Dealer’s face up card and the Dealer’s sixth card shall be dealt face down.

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

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

11.11 Subject to rule 11.8 and notwithstanding rule 11.9, if the Dealer exposes one or more cards in his/her hand in error before all of the players have made a decision in relation to their Play Wagers, the players will be given the option to make a Play Wager or to fold.

11.12 Subject to these rules, in the event of a misdeal, all wagers affected by the misdeal shall be void. In the event of the entire round being void the hands shall be re-dealt after the players have had an opportunity to change their Ante Wager and/or Aces Up Wager.

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

11.14 Notwithstanding rule 10.2, when a player has laid his/her cards down on the table subsequent to the dealing of a complete hand, and those cards have been placed on the discard pile, that player’s hand may be reconstructed providing those cards are the top five on the discard pile. The player shall otherwise be deemed to have folded pursuant to rule 9.2.

11.15 Where a player has placed an additional wager(s) in accordance with Rule 5.5 and he/she contravenes the provisions of Rule 5.5.2 by viewing a hand other than, or in addition to, the hand dealt to the area at which he/she was seated, the Dealer will immediately notify the game supervisor (or above), who may:

(a) where the player has viewed one hand only, deem that particular hand to be the hand dealt to the area at which he/she was seated and continue the game; or

(b) where the player has viewed more than one hand, deem all hands viewed by the player to be void.