

No. S196, Tuesday 10 November 1992

AUSTRALIAN CAPITAL TERRITORY

CASINO CONTROL ACT 1988

APPROVAL

Under section 72(1) of the Casino Control Act 1988, I HEREBY APPROVE the rules set out in the accompanying Schedule as the Rules for the authorised games of BLACKJACK, AMERICAN ROULETTE, BACCARAT, MINI-BACCARAT, KENO, SIC-BO, MONEY WHEEL, RED DOG (ACE-DEUCE) AND POKER-CANBERRA POKER.

Dated this *3rd* day of *November* 1992



LINDA MAY WEBB
Delegate of the Minister

SCHEDULE

This and the following one hundred and twenty six (126) pages is the accompanying Schedule to the Instrument of Approval under section 72(1) of the Casino Control Act 1988 signed by me Linda May Webb the Delegate of the Minister on the 3rd day of November 1992.

RULES OF THE AUTHORISED GAMES OF BLACKJACK, AMERICAN ROULETTE, BACCARAT, MINI-BACCARAT, KENO, SIC-BO, MONEY WHEEL, RED DOG (ACE-DEUCE) AND POKER-CANBERRA POKER.

INTERPRETATION

In the interpretation and application of words, terms and expressions in the Rules which are not defined, regard is to be had to the practices and usages of casinos elsewhere in Australia AND in respect of the games of RED DOG (ACE-DEUCE) and POKER-CANBERRA POKER which are not played elsewhere in Australia, to the practices and usages of casinos in the United States of America where similar games are played whether under those names or under other names.

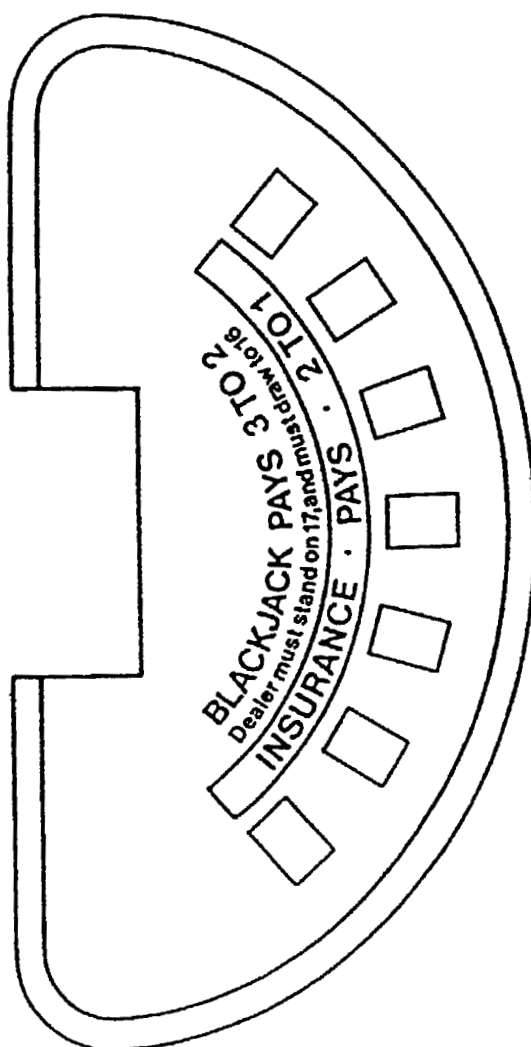
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RULES FOR BLACKJACK

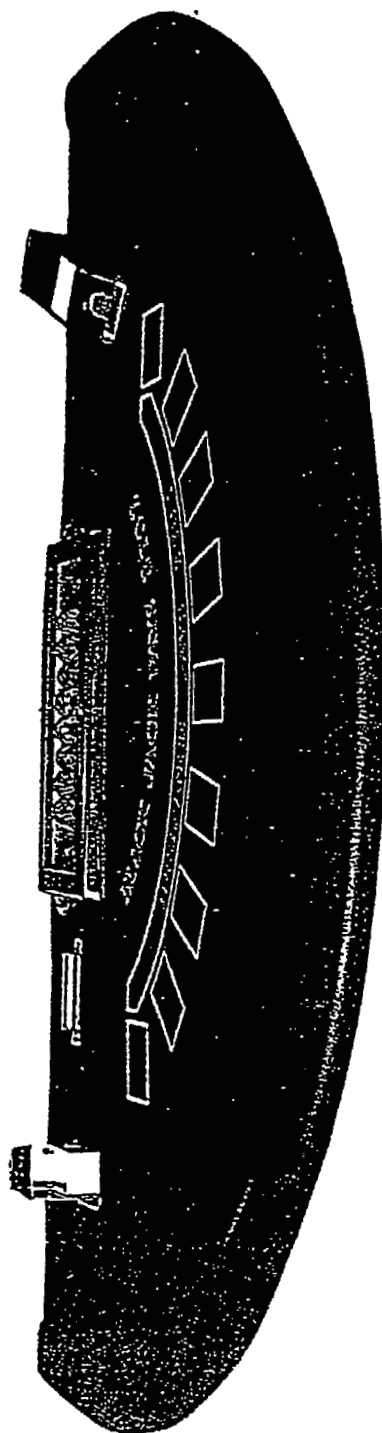
DIAGRAM "A"

BLACKJACK TABLECLOTH



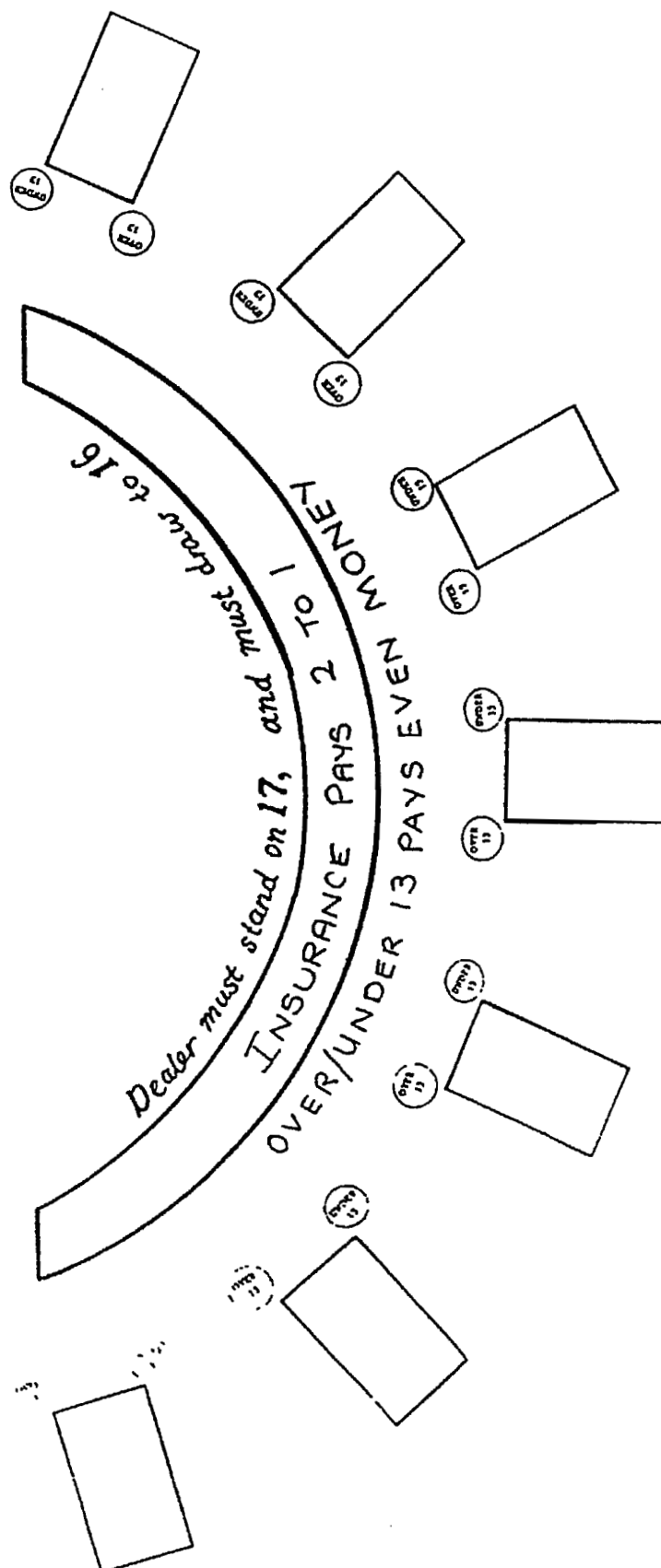
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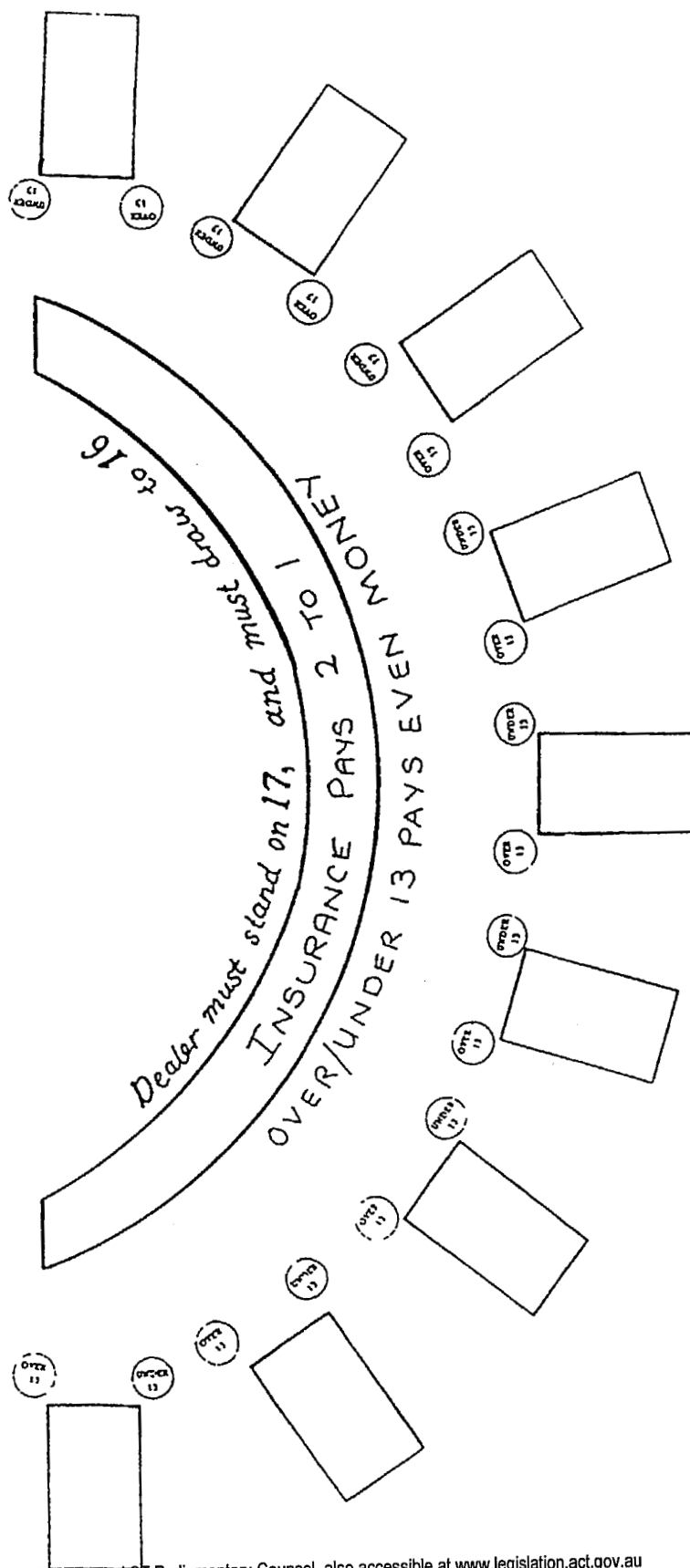
RULES FOR BLACKJACK

DIAGRAM "C"



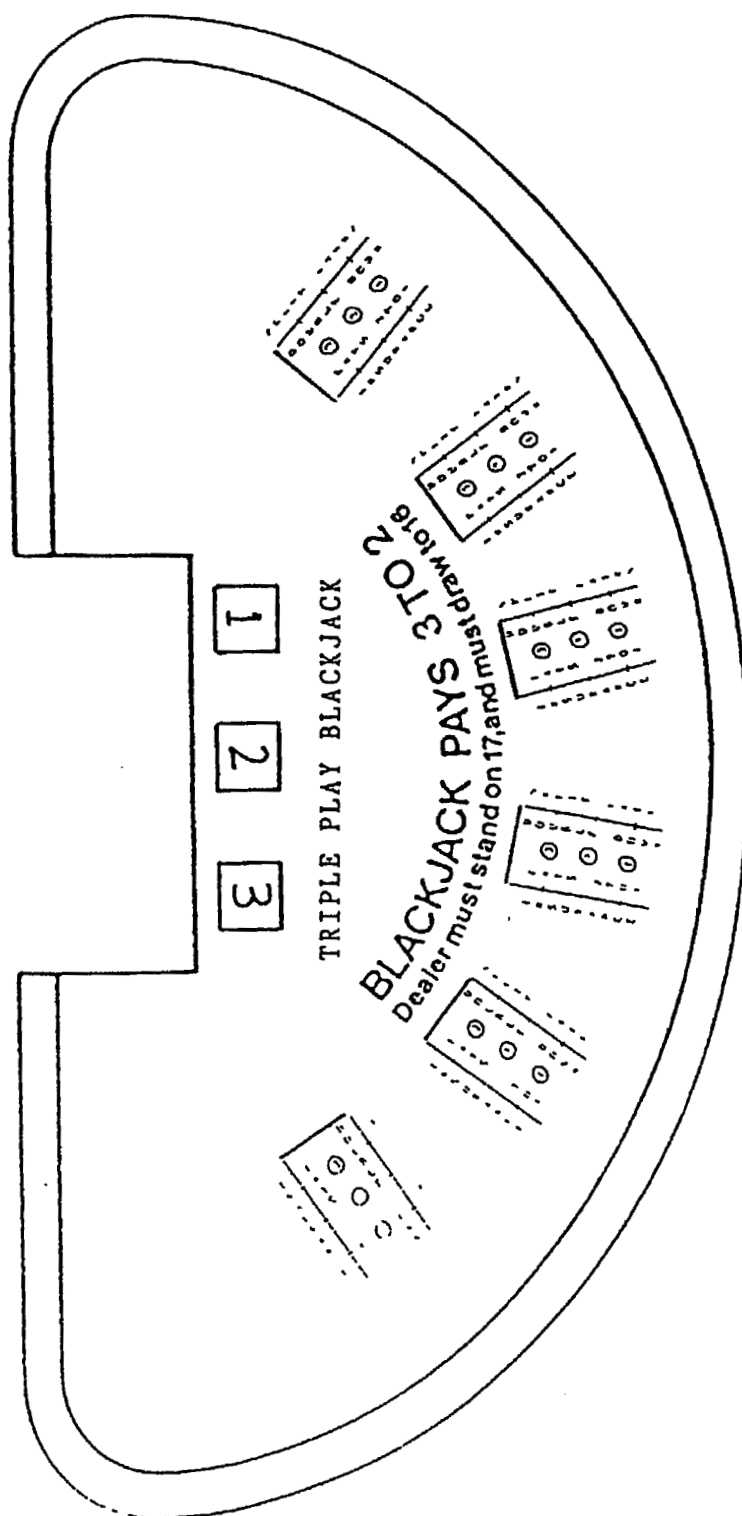
RULES FOR BLACKJACK

DIAGRAM "D"



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RULES FOR BLACKJACK
DIAGRAM "E"



TERMS USED IN BLACKJACK

The following words/terms when used in these rules shall have the following meanings unless the context clearly indicates otherwise.

Blackjack

Shall mean an ace and any card having a point value of ten (10) dealt as the initial two cards to a player or dealer. It shall not include an ace or a 10 point value card dealt to a player who has split pairs.

Burn

Shall mean to remove a card from play by placing it in the discard rack.

Round

Shall mean a period of play commencing when the first card is removed from the shoe, by the dealer, and concluding when all the cards are collected by the dealer and placed in the discard rack.

Soft Total

Shall mean the point count of a hand containing an ace or aces, one of which can be counted both as one (1) or eleven (11), whilst the other(s) must be counted as one (1), e.g. ace and six (6) = seven (7) or seventeen (17), or ace and ace and six (6) = eight (8) or eighteen (18).

Hard Total

Shall mean the total point count of a hand which contains no aces, or which contains aces that are all counted as (1) in value.

Dealer

A person responsible for the operation of the game

Void

("STAND OFF") shall mean that if the player's cards total equals the dealer's total the player neither wins nor loses

Casino Supervisor

A person responsible for the supervision of the operation of the game.

1. BLACKJACK TABLE

A Blackjack table shall, on one side, have places for players and, on the opposite side, a place for the dealer. The tablecloth shall be marked in a manner similar to that shown in Diagram "A" and "B":-

- (a) rectangular areas to indicate the boxes for wagers, the numbers of boxes being seven as per diagram "A" and nine as per diagram "B"; and
- (b) inscriptions to the effect that:-
 - (i) blackjack pays 3 to 2;
 - (ii) the dealer must stand on 17 and must draw to 16; and
 - (iii) insurance pays 2 to 1.

2. BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. CARDS

NUMBER OF DECKS

- 3.1 Blackjack shall be played with six or eight (52 card) decks, without jokers, with backs of the same colour and design, and one cutting card.

CHECKING OF CARDS

- 3.2 The cards shall be checked, card by card, by the dealer prior to the commencement of gaming and at the conclusion of gaming.

FURTHER CHECK/REMOVAL OF CARDS

- 3.3 Cards may be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced under this rule the new cards shall be checked, shuffled and cut in accordance with these rules

- 3.4 At the completion of the final round of play and prior to a shuffle, the cards may be removed from the table for checking and replaced by new cards, at the discretion of the Casino Operator.

VALUE OF CARDS

- 3.5 The value of the cards shall be as follows:-

- (a) the first ace dealt to any one player in a game shall have a value of 11 unless that would give the player a score of more than 21 at the end of the round and, subject to that, any ace shall have a value of 1. This rule shall not prevent the dealer from announcing the separate cumulative total of each hand as it progresses, counting the ace as 1 or 11 until such time as the player stands or has reached a total where to count the ace as 11 the hand would exceed a score of 21. The cumulative result of any further cards drawn to that hand shall then be announced in the normal manner (N.B. the first ace in a dealer's hand must count as 11, if this gives him/her a total between 17 and 21, inclusive, in which case he/she must stand);
- (b) any card from 2 to 10 shall have its face value;
- (c) a jack, queen or king shall have a value of 10; and
- (d) an ace together with a court card or 10 shall constitute a blackjack, i.e. a total count value of 21 with two cards, but a blackjack cannot be obtained in any hand which is derived from splitting (see rule 12.6).

4. MINIMUM AND MAXIMUM WAGERS

- 4.1 The following rules apply with regard to minimum and maximum wagers:-

- (a) the minimum and maximum wagers, per box per table, shall be displayed on a sign at the table;
- (b) unless specified otherwise, original wagers on a blackjack table shall be required to be in units of the minimum;
- (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result;
- (d) wagers above the maximum shall be paid or collected to the maximum.

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- 4.2 The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that prior notice of the change is given to the players.

5. WAGERS

- 5.1 Prior to the first card being dealt, for each round of play, each player at the game of Blackjack shall make a wager against the dealer.

- 5.2 Once the first card has been dealt by the dealer no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on the wager other than as provided for in rules 5.4, 9, 12 and 13.

- 5.3 All wagers at Blackjack shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas of the Blackjack layout. Wagers orally declared shall only be accepted if accompanied by chips, or cash which must be immediately converted to chips and placed on the layout before the dealer calls "NO MORE BETS".

- 5.4 Once a wager has been placed and confirmed by the dealer on the insurance line, to double down, or to split pairs, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager, except as explicitly permitted by these rules.

- 5.5 A player may be permitted by the Casino Operator to wager on more than one box at a blackjack table with the understanding that, when there are insufficient seats in the casino to accommodate patron demand, a player wagering on more than one box shall give up a box or boxes to accommodate other players.

- 5.6 Up to three players may wager on any one box, subject to the total of all wagers on that box not exceeding the stated table maximum per box as per rule 4.1.(a).

- 5.7 Where there is only one player at the table, that player may wager on one box.

- 5.8 The Casino Operator may allow a player to wager in excess of the stated maximum wager permitted on that table, provided that a marker denoting the new maximum for that box is placed adjacent to the box.

- 5.9 In accordance with rule 5.8, where a new maximum limit is allocated to a player, he/she shall be the only player permitted to play on that box.

- 5.10 The Casino Operator may require any person:-

- (a) who has not made a wager on the first round of play, or
- (b) who, after placing a wager on a given round of play, declines to place a wager on any subsequent round of play,

to wager only the minimum wager displayed at the table and/or use only the first box for the purpose of play, until the cards are reshuffled and a new shoe is commenced.

6. SHUFFLE AND CUT OF THE CARDS

- 6.1 The dealer shall shuffle the cards face downwards on the table in preparation for each game. The dealer will then offer the cards, with backs facing away from him/her, to one of the players to cut.

When this occurs the player to cut the cards shall be:-

- (a) the first player to the table if the game is just beginning;
- (b) the player on whose box the cutting card appeared during the last round of play;
- (c) the player at the farthest point to the right of the dealer, if the cutting card appeared on the dealer's hand during the last round of play;
- (d) if the player designated in these rules refuses to cut the cards, they shall then be offered to each player moving clockwise around the table, until a player accepts the cut. If no player accepts, a casino supervisor will cut the cards.

- 6.2 The person designated in these rules or the casino supervisor shall cut the cards, by placing the cut card at least one deck in from either end. Once the cut card has been inserted by the player or the casino supervisor, the dealer shall take all cards in front of the cut card and place them at the back of the stack. The dealer shall then insert the cut card in a position no more than half way in from the back of the stack.

- (a) The cards will be shuffled when the cut card is exposed or drawn as the first card of a new round; or
- (b) whenever the cut card is reached during a round of play the dealer shall continue dealing until that round of play is completed.

7. PROCEDURE FOR DEALING CARDS

- 7.1 All cards used in the game of Blackjack shall be dealt from a dealing shoe specifically designed for such purpose and located, on the table, to the left of the dealer. All cards shall be dealt face upwards.
- 7.2 Prior to the commencement of play of each shoe or when a change of dealer occurs, the dealer shall remove the first card from the shoe and, without exposing it to the players, burn the card by placing it face downwards in the discard rack.

8. INITIAL DEAL

Immediately prior to the commencement of a round of play and after all wagers are on the table, the dealer shall announce "NO MORE BETS". The dealer shall then, starting from his/her left and continuing clockwise around the table, deal the cards in the following manner:-

- (a) one card, face up, to each box containing a wager;
- (b) one card, face up, to himself/herself; and
- (c) in a like manner deal a second card, face up, to each box containing a wager.

9. INSURANCE

Where the dealer's first card is an ace, a player may place a wager, equivalent to not more than half the amount placed as his/her initial wager, that the dealer's second card will have a value of ten. Winning wagers made under this rule shall be paid at odds of two to one. All insurance wagers shall be made before the commencement of the subsequent deal and are to be placed on the insurance line of the layout. The insurance wager shall be an amount to allow the dealer to effect payment.

10. INTERIM SETTLEMENT

Interim settlement shall be as follows:-

- (a) on completion of the initial deal and before the subsequent deal;
 - (i) where a player has a Blackjack and the dealer's card is neither a 10 nor an ace, the dealer shall pay the wager, or wagers, on that hand at odds of 3 to 2; or
 - (ii) where a player has a Blackjack and the dealer's first card is an ace, the dealer shall, at the player's request, pay the player in settlement an amount equal to the initial wager; and
- (b) during the subsequent deal, where the dealer's second card is not a 10 or a card with a count value of 10, any "INSURANCE" wagers which remain unsettled shall be lost and shall be collected by the dealer immediately upon the drawing of that card.

11. SUBSEQUENT DEAL TO PLAYER'S HAND

11.1 The subsequent deal to players' hands shall be as follows:-

- (a) starting with the player on the left of the dealer, and continuing clockwise around the table, the dealer shall act on each player's hand in turn by first announcing the point total of the initial two cards. As each player's point total is announced, the player shall be entitled, subject to rule 14, to be dealt additional cards to their clearly indicated decisions. The dealer shall announce the new point total of the hand after each additional card is dealt;
- (b) if the player's score exceeds 21, that hand shall lose and the dealer shall immediately collect all wagers on that box and collect the cards and place them in the discard rack.

11.2 A wager by a player (except "INSURANCE" under rule 9) shall be determined as follows:-

- (a) win, if the score of the player is 21 or less and the score of the dealer is in excess of 21,
- (b) win, if the score of the player exceeds that of the dealer, without either exceeding 21 and the dealer having to draw to rule 1(b)(ii),

- (c) win, if the player has achieved a blackjack and the dealer has not;
- (d) lose, if the score of the player is in excess of 21;
- (e) lose, if the score of the dealer exceeds that of the player, without either exceeding 21;
- (f) lose, if the dealer has achieved a Blackjack and the player has not;
- (g) void, if the player's and the dealer's score are the same, or if the player and the dealer both have achieved a Blackjack.

12. SPLITTING PAIRS

- 12.1 Any pair and any two 10 count valued cards dealt to a player in the initial deal may be split by the player concerned into two separate hands when his/her turn comes for the subsequent deal. The player must then place a wager on the second hand so formed, this wager being the same amount as the wager on the first hand. Any other player who has placed a wager in the relevant box shall have the right to make a wager on the second hand of the same amount as the first wager in that box, or shall have the wager placed on the first of the hands to be determined.
- 12.2 When a player splits pairs, the dealer shall deal a second card to the first of the hands so formed and shall complete that hand before continuing to the next hand. When a second card dealt to either initial card of a split pair is of the same count value as a card of that pair, the player may split again, by placing a wager of the same amount as the initial wager on the third hand so formed. A maximum of four hands may be formed from splitting and subsequent splitting of an initial pair.
- 12.3 Where aces have been split, one additional card shall be dealt to each of the hands so formed and no further cards shall be dealt to those hands, even if a further ace is dealt.
- 12.4 A player may double down on a split hand in accordance with rule 13.1.
- 12.5 Where a pair has been split in conformity with these rules, the hands so formed shall be completed under the terms of rule 14.
- 12.6 A court card or a 10 dealt to an ace after a split, or an ace dealt to a court card or a 10 after a split (count value of 21), shall not constitute a Blackjack.

- 12.7 A player who elects not to split the initial pair shall not elect to split after having received the third card.

13. DOUBLING DOWN

- 13.1 After the initial deal a player may elect to double down, i.e., to double his/her wager on the condition that only one additional card shall be dealt face upwards. Other players with a wager on the same box shall have the option to double their wagers on that hand before the additional card is dealt. If the other players do not double their wagers, the condition that only one additional card shall be dealt to that hand shall remain unchanged.
- 13.2 A player is not permitted to double down if the first two cards constitute a Blackjack.

14. DRAWING OF ADDITIONAL CARDS BY PLAYERS

A player may elect to draw additional cards whenever the point count total is less than 21 except that:-

- (a) a player who has a Blackjack or a hard or soft total of 21 shall not draw additional cards;
- (b) a player who has a point count total of less than 12 shall be required to draw cards until the point count total is not less than 12, excepting a total formed after a double down in terms of rule 13.
- (c) a player electing to double down shall draw one and only one additional card;
- (d) a player splitting aces, as permitted in these rules, shall only have one card dealt to each ace and may not elect to receive additional cards.

15. MORE THAN ONE PLAYER WAGERING ON A BOX

- 15.1 Up to three players may wager on a box. Where more than one player wagers on a box, the decisions with regard to the cards dealt to that box shall be called by:-
- (a) the player seated at that box; or

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- (b) where there is no seated player, the player with the highest wager on that box; or
 - (c) where all wagers are of equal value, the player whose wager is nearest to the dealer.
- 15.2 The dealer shall, prior to the commencement of a round of play, ascertain which player shall call the decisions with respect to any box, in accordance with these rules and ensure that:-
- (a) the player calling the decisions places the wager in the portion of the box nearest to the dealer; and
 - (b) any other players wagering on the box place their wagers in a vertical line behind the first wager.
- 15.3 Whenever more than one player wagers on a box:-
- (a) each player shall have the right to make an insurance wager in accordance with these rules regardless of whether or not the other players on that box make such a wager;
 - (b) each player shall have the right to elect to be paid in accordance with rule 10(a)(ii) regardless of whether other players on the box elect to be so paid. Any player who elects to be paid shall remove his/her original wager and winnings from the box until the completion of the round.

16. SUBSEQUENT DEAL TO DEALER'S HAND

The subsequent deal to the dealer's hand shall be as follows:-

- (a) Where the subsequent deal to all players' hands has been completed, a dealer shall deal additional cards as necessary to his/her hand. If the dealer's hand has a count value of not more than 16, additional cards must be dealt until a count value of not less than 17 is attained. When the count value of the dealer's hand is 17, 18, 19, 20 or 21, he/she must stand, i.e. no further cards shall be dealt to that hand.
- (b) A dealer shall draw no additional cards to his/her hand, regardless of the point total, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round of play.

17. FINAL SETTLEMENT

Settlement of wagers remaining on a table after the completion of the subsequent deal to the dealer's hand shall be as follows:-

- (a) winning wagers:
 - (i) a wager on a Blackjack shall be paid at odds of 3 to 2 if the dealer does not also have a Blackjack;
 - (ii) a wager on a hand other than a Blackjack shall be paid at odds of 1 to 1 if the dealer's hand has a count value of more than 21, or less than the count value of the hand on which the wager was made; and
- (b) losing wagers:
 - (i) a wager on a hand with a count value less than that of the dealer's hand (if 21 or less); and
 - (ii) a wager on a hand other than a Blackjack with a count value of 21, if the dealer has a Blackjack;
- (c) void wagers:
 - (i) a wager on a Blackjack if the dealer also has a Blackjack; and
 - (ii) a wager on a hand with the same count value (21 or less) as that of the dealer's hand, if neither hand is a Blackjack.

18. IRREGULARITIES

Irregularities shall be treated as follows:

- (a) a card found face upwards in the shoe shall be burnt;
- (b) a card drawn in error without its face being exposed shall be used as though it were the next card from the shoe, except where the card drawn is burnt in error, in which case it shall remain discarded and shall not be used;
- (c) if the dealer has 17 and draws further card(s), the card(s) shall be burnt;

- (d) if during the initial deal an error of card placement has occurred, the hand shall be reconstructed;
- (e) if during the subsequent deal an error of card placement has occurred, the hand shall be reconstructed to the initial deal;
- (f) if there are insufficient cards remaining in the shoe to complete a round, all the cards in the discard rack shall be shuffled and cut in accordance with these rules and dealt to complete that round;
- (g) where a player is not present to render a decision on his hand, the dealer shall deal cards to that hand until the point total of that hand exceeds 11;
- (h) a card drawn in error and exposed during play shall be used as if it were the next card from the shoe. If a player refuses to accept that card referred to in this rule, he shall not be dealt any further cards for that round. If all players refuse to accept the card referred to in this rule, it shall become the dealer's second card; and
- (i) if the dealer fails to burn a card in accordance with rule 7.2, the round shall continue.

19. TABLE CLOSURE

- 19.1 The hours of gaming shall be as determined by the Minister.
- 19.2 Subject to rule 19.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

20. GENERAL PROVISIONS

- 20.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the gaming table or location related to the playing of a game, a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used
- 20.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:-

- (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 20.3 The Casino Operator may invalidate the outcome of a game if:-
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
 - (b) any fraudulent act is perpetrated by a player or a dealer or both,
- that, in the sole opinion of the operator, affects the outcome of the game.
- 20.4 Where the outcome of a game is invalidated, all wagers made by players for that particular hand shall be refunded.
- 20.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.
- 20.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 20.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.
- 20.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 20.9 No onlooker or any player playing at any table may, unless requested by a player, influence another player's decisions of play.
- 20.10 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- 20.11 Players are not permitted to have side bets against each other.
- 20.12 A copy of these rules shall be made available, upon request.

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- 20.13 No player or spectator shall handle, remove or alter any cards used in the game of Blackjack, and no dealer or casino supervisor shall permit a person to do so.
- 20.14 Each player at a Blackjack table shall be responsible for correctly computing the point count of their hand and no player shall be entitled to rely on the point counts required to be announced by the dealer.
- 20.15 Partnerships with a view to exceeding the maximum wager, as displayed on the gaming table, shall not be allowed.

21. OVER/UNDER 13 WAGER

- 21.1 Where the game played includes the "OVER/UNDER 13" option, the approved rules of Blackjack shall apply and shall be read in conjunction with the rules for over/under 13.

The table cloth shall be marked in a manner similar to that shown in Diagram "C" or "D" with:-

- (a) rectangular areas to indicate the boxes for wagers, the numbers of boxes being seven as per Diagram "C" and nine as per Diagram "D";
- (b) inscriptions to the effect that:-
 - (i) blackjack pays 3 to 2;
 - (ii) the dealer must stand on 17 and must draw to 16;
 - (iii) insurance pays 2 to 1;
 - (iv) over/under 13 pays 1 to 1; and
- (c) circular areas to indicate the spaces where players may place an over/under 13 wager in addition to their normal Blackjack wager.

VALUE OF CARDS

- 21.2 The value of the cards shall be as follows:-

- (a) aces count as 1;
- (b) any card from 2 to 10 shall have its face value; and
- (c) a Jack, Queen or King shall have a value of 10.

WAGERS

- 21.3 Prior to the first card being dealt, for each round of play, each player at the game of Blackjack may place an over/under 13 wager in the designated spaces referred to in Rule 21.1.(c).

- 21.4 A player may only place a wager on the over/under 13 box if he/she has already placed a wager on the appropriate area of the Blackjack layout, in accordance with these rules. This wager must not exceed the original wager.
- 21.5 An "OVER 13" wager by a player shall:-
- (a) win, if the score of the first two cards dealt is over 13; and
 - (b) lose, if the score of the first two cards dealt is under 13 or a total of 13.
- 21.6 An "UNDER 13" wager by a player shall:-
- (a) win, if the score of the first two cards dealt is under 13; and
 - (b) lose, if the score of the first two cards dealt is over 13 or a total of 13.

SETTLEMENT

- 21.7 On completion of the initial deal and before the subsequent deal, the dealer shall settle all "OVER/UNDER 13" wagers according to the score of the first two cards dealt to the players hand, at odds of 1 to 1.

22. TRIPLE PLAY BLACKJACK

- 22.1 Where the game in play is "TRIPLE PLAY" the approved rules of Blackjack shall apply, except where the rules are inconsistent with the rules of Triple Play, in which case the rules of Triple Play shall prevail.
The table cloth shall be marked in a manner similar to that shown in Diagram "E" with:-
- (a) betting areas to indicate the boxes for wagers, the numbers of boxes being six as per Diagram "E";
 - (b) inscriptions to the effect that:-
 - (i) blackjack pays 3 to 2;
 - (ii) the dealer must stand on 17 and must draw to 16;
 - (iii) insurance pays 2 to 1;
 - (c) areas to indicate the number of the hand wagered on; and
 - (d) the number of the hand in play i.e: 1, 2, or 3

WAGERS

- 22.2 Prior to the first card being dealt, for the first round of play, each player at the game of Triple Play is given the option to make up the three separate wagers on the outcome of his/her original hand. The dealer plays the same first face up card against the players set of cards three times but draws three different sets of cards to complete three separate hands.
- 22.3 Each player must place a minimum of two wagers and may place a maximum of three wagers in the designated areas referred to in rules 21.1 (a) and 21.1 (c).
- 22.4 Wagers placed for hands 1 and 2, or hands 1, 2 and 3, do not have to be of equal value.
- 22.5 Only one player may wager on a box.

INSURANCE

- 22.6 Shall be settled in accordance with rule 9.

INTERIM SETTLEMENT

- 22.7 Shall be settled in accordance with rule 10.

SUBSEQUENT DEAL TO PLAYER'S HAND

- 22.8 If the player requests any additional cards and achieves a score in excess of 21, the dealer shall remove all three wagers for that player and shall collect that player's cards and place them in the discard holder.

SPLITTING PAIRS

- 22.9 Any pair and any two, 10 count valued cards dealt to a player in the initial deal may be split by the player concerned, into two separate hands when his/her turn comes for the subsequent deal. The player must then place wagers on the second hand so formed, these wagers being the same amount as the wager for each respective wager on that hand.
- 22.10 A player may not double down on a split hand.
- 22.11 A pair may be split once only to form a maximum of two hands.

DOUBLING DOWN

- 22.12 After the initial deal a player may elect to double down, i.e; to double his/her wager on the condition that only one additional card shall be dealt face upwards. A player who elects to double down may do so provided that the player wagers an amount equal to the amount of each and every one of his/her initial wagers.

SUBSEQUENT DEAL TO DEALER'S HAND

- 22.13 After the decisions of each player have been implemented and all additional cards have been dealt the dealer shall deal additional card(s) to his/her hand in accordance with rules 16 (a) and (b).
- (a) The dealer shall then collect all losing wagers and pay off all winning wagers on hand number "1" only;
 - (b) the dealer shall then remove from the table only those cards which were dealt to the dealer's hand, except for the original first card;
 - (c) the dealer shall then move this original first card to square number "2" and shall deal additional cards to his/her hand in accordance with rule 16 (a) and (b);
 - (d) the dealer shall then collect all losing wagers and pay off all winning wagers on hand number "2" only;
 - (e) the dealer shall then remove from the table only those cards which were dealt to the dealer's hand except for the original first card;
 - (f) the dealer shall then move the original first card to square number "3" and shall deal additional cards to his/her hand in accordance with rule 16 (a) and (b); and
 - (g) the dealer shall then collect all losing wagers and pay off all winning wagers on hand number "3" only.

FINAL SETTLEMENT

- 22.14 Settlement of wagers shall be in accordance with rules 17 (a), (b) and (c).
- 22.15 At the completion of the dealer's third hand all cards remaining on the table shall be collected and placed in the discard holder as provided for in these rules.

23. TOURNAMENT PLAY

- 23.1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.
- 23.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority.
- 23.3 Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.
- 23.4 An entry fee to enter the tournament may be charged. The Casino Operator shall be permitted to retain up to 10% of the total entrance fees for each competitor whether an entrant withdraws or not. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.

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RULES FOR AMERICAN ROULETTE

DIAGRAM "A"

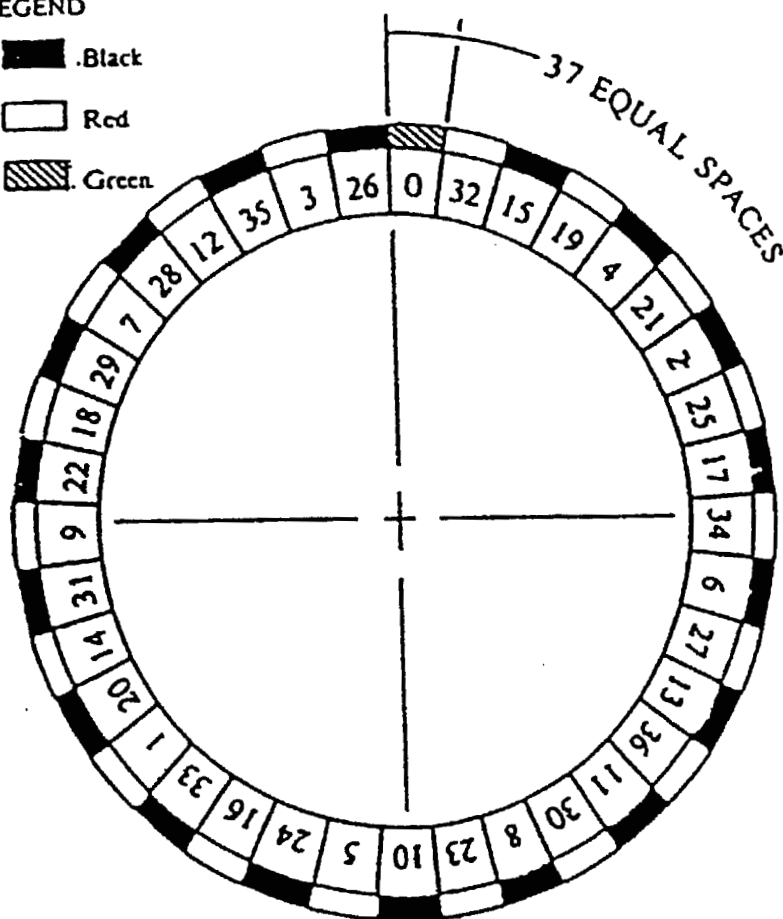
ROULETTE WHEEL

LEGEND

 Black



 Red

 Green



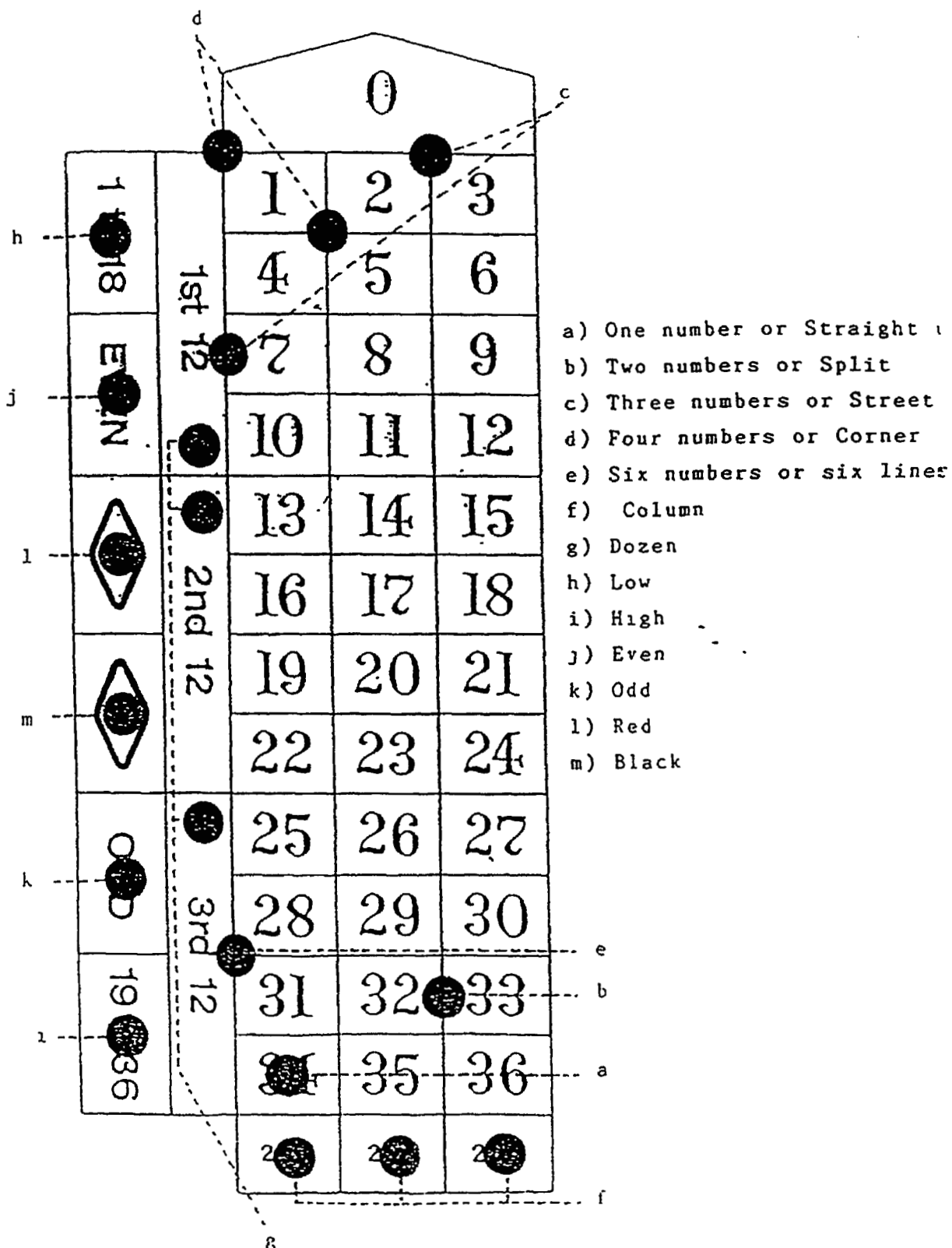
RULES FOR AMERICAN ROULETTE

DIAGRAM "B"

			0		
1 to 18	1st 12	1	2	3	
		4	5	6	
		7	8	9	
		10	11	12	
EVEN	2nd 12	13	14	15	
		16	17	18	
		19	20	21	
		22	23	24	
ODD	3rd 12	25	26	27	
		28	29	30	
		31	32	33	
		34	35	36	
19 to 36		2 to 1	2 to 1	2 to 1	

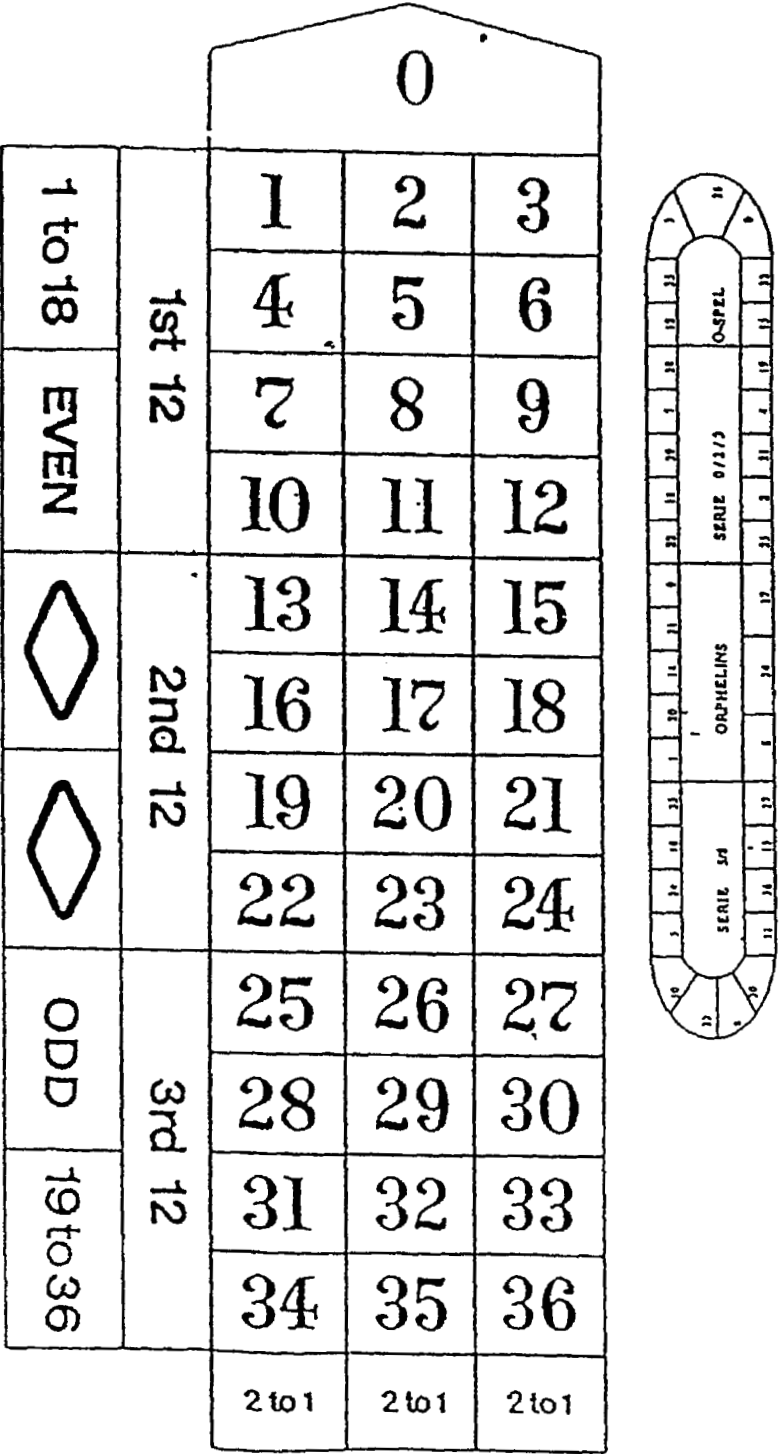
RULES FOR AMERICAN ROULETTEDIAGRAM "C"CORRECT MANNER OF PLACEMENT OF WAGERS

(See Sections 5.6 and 6.1)



RULES FOR AMERICAN ROULETTE

DIAGRAM "D"
ROULETTE TABLE LAYOUT



TERMS USED IN AMERICAN ROULETTE

Race Track

The race track shall have the numbers printed upon it in the same sequence as the American Roulette wheel to facilitate the placing of "NEIGHBOUR BETS". It shall also have divisions denoting the areas for the acceptance of the "FRENCH SECTION BETS".

Dolly

A marker used to indicate the winning number.

Marker Buttons

A round button used to denote a value.

Stake Buttons

A pair of round buttons of the same colour used to accept a cash wager on even chance, columns and dozens.

Maximum Marker

A marker denoting a maximum wager on every combination associated with any single number.

Dealer

A person responsible for the operation of the game.

Casino Supervisor

A person responsible for the supervision of the operation of the game.

RULES FOR AMERICAN ROULETTE

1. AMERICAN ROULETTE LAYOUT, WHEEL AND BALL

- 1.1 The American Roulette table shall be of the American type with the cloth marked in a manner similar to that in Diagram "B", "C" and "D".
- 1.2 The American Roulette wheel shall have 37 equal compartments with one marked zero (coloured green) and the others marked 1 to 36, coloured alternately red and black around the wheel. The numbers shall be in the same order as that shown in Diagram "A".
- 1.3 Each ball used in the game of American Roulette shall be made completely of a non-metallic substance, and shall not be less than 17mm nor more than 22mm in diameter.

2. BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. ROTATION OF WHEEL AND BALL

- 3.1 The American Roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least three revolutions around the track of the wheel to constitute a valid spin.
- 3.2 The dealer shall announce "NO MORE BETS" prior to the ball coming to rest in a compartment around the wheel, whereupon wagering shall cease.
- 3.3 After placing the dolly on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.
- 3.4 No person, other than a casino employee who is responsible for the operation and integrity of the game, shall, at any time, interfere with the wheel, the ball or the rotation of the wheel or the ball.

4. MINIMUM AND MAXIMUM WAGERS

4.1 The following rules apply with regard to minimum and maximum wagers:-

- (a) the minimum and maximum wagers shall be displayed on a sign at the table;
- (b) unless specified otherwise, wagers on a American Roulette table shall be required to be in units of the minimum;
- (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result;
- (d) wagers above the maximum shall be paid or collected to the maximum.

4.2 The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that prior notice of the change is given to the players.

5. WAGERS

5.1 Subject to rule 5.2, wagers shall be represented either by chips marked with denominations of value, or by non-value chips, i.e., chips without denomination markings. The non-value chips of a set shall each bear the same distinguishing emblem or mark to differentiate them from non-value chips of other sets in use at other tables. Each set shall be subdivided into various colours. A player wishing to use non-value chips shall play with chips of one colour only and shall be required, before play, to declare the value (one only), he/she wishes each of those non-value chips to represent. This value shall be clearly indicated by a corresponding marker at the table.

5.2 Stake Button

- (a) A stake button system may be used on the even chance, dozen, and column bets on the game of American Roulette.
- (b) When a player places cash on the layout for a wager on either the even chances, dozens, or columns before "NO MORE BETS" has been called, the dealer shall place one of two identical stake buttons on the cash calling "CASH PLAYS TABLE LIMITS". One button shall be placed next to the cash on the appropriate betting area and the cash and the other button shall be brought in by the dealer and placed on top of the non-value chip stacks.

5.3 Race-Track

- 5.3 Where a race-track system for accepting multiple piece place bets is used, this wager called by a player must be accompanied by chips, or cash which shall be immediately converted into chips, and placed on the layout, or on the appropriate area of the race-track before "NO MORE BETS" is called.

Wagers defined on the racetrack are:-

- (a) Series 5/8 - Tier (six piece wager);
5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.
- (b) Orphelins (five piece wager);
1, 6/9, 14/17, 17/20 and 31/34.
- (c) Serie 0/2/3 - Voisins de Zero (nine piece wager);
0/2/3, 4/7, 12/15, 18/21, 19/22, 25/26/28/29 and 32/35.
- (d) 0-Spel - Zero Game (four piece wager);
0/3, 12/15, 26 and 32/35.
- (e) Voisins - Neighbours (five piece wager);
a specific number with two neighbouring numbers either side,
e.g. 17 and the neighbours = 2, 25, 17, 34 and 6.

5.4 Maximum Marker

- (a) A maximum marker may be used if a player requires to place the maximum wager on a single number and the combinations of that number.
- (b) When a player requires to place the maximum wager on a single number and combinations of that number, the dealer shall place a marker on the single number and an identical marker with corresponding amount of chips representing that wager on the perimeter of the wheel.

- 5.5 The wagers defined in this rule shall be the permissible wagers by a player at the game of American Roulette:-

- (a) "ONE NUMBER OR STRAIGHT UP" shall win if that single number from 1 to 36 or "ZERO" is wagered and spun.

- (b) "TWO NUMBERS OR SPLIT" shall win if:-
 - (i) either of those two numbers wagered is spun; or
 - (ii) "ZERO" and either of 1, 2 or 3 is wagered and any one of them is spun.
- (c) "THREE NUMBERS OR STREET" shall win if:-
 - (i) any one of those three numbers in the row wagered is spun;
 - (ii) "ZERO" and 1 and 2 are wagered and any one of them is spun; or
 - (iii) "ZERO" and 2 and 3 are wagered and any one of them is spun.
- (d) "FOUR NUMBERS OR CORNER" shall win if:-
 - (i) any one of those four numbers wagered is spun; or
 - (ii) "ZERO" and 1, 2 and 3 are wagered and any one of them is spun.
- (e) "SIX NUMBERS OR SIX-LINE" shall win if any one of those six numbers in the two rows wagered is spun.
- (f) "COLUMN" shall win if any one of those twelve numbers in the column wagered is spun.
- (g) "DOZEN" shall win if any one of those twelve numbers in the dozen wagered (1-12, 13-24, or 25-36) is spun.
- (h) "LOW - (1-18)" shall win if any one of those 18 numbers wagered is spun.
- (i) "HIGH - (19-36)" shall win if any one of those 18 numbers wagered is spun.
- (j) "EVEN" shall win if that number wagered and spun is an even number.
- (k) "ODD" shall win if that number wagered and spun is an odd number.
- (l) "RED" shall win if that colour of the number wagered and spun is red.
- (m) "BLACK" shall win if that colour of the number wagered and spun is black.

- 5.6 An illustration of the correct manner of placement of wagers on a single number or combination of numbers on the American Roulette layout is indicated in Diagram "C".
- 5.7 No wagers shall be placed, changed or withdrawn after "NO MORE BETS" has been announced and indicated by a distinct signal by the dealer. A winning wager may be withdrawn before the next spin.
- 5.8 Any wagers at American Roulette shall be made by placing either gaming chips (value chips) with the smaller denomination chip on top (even chances, columns and dozens), non-value chips or stake buttons on the appropriate areas of the American Roulette layout. Wagers orally declared shall be accepted only if accompanied by chips, or cash which must be immediately converted to chips, and placed on the layout before the dealer calls "NO MORE BETS". Cash placed on the table, for any wager, must be immediately converted into chips, non-value chips or stake buttons of an equivalent value.
- 5.9 No person at a American Roulette table shall be issued or permitted to play with non-value chips that are identical in colour and design to non-value chips being used by any other person at the same table.
- 5.10 Non-value chips issued at a American Roulette table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.
- 5.11 Non-value chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino.
- 5.12 Each player shall be responsible for the correct positioning of his/her wager, or wagers, on a American Roulette table regardless of whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions given to the dealer, regarding the placement of wagers, are correctly carried out.
- 5.13 Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel, subject to wagers placed in accordance with rules 5.2, 5.3 and 5.4
- 5.14 The Casino Operator or its employees may require a player to use non-value chips in lieu of value chips at a American Roulette table.

6. AMERICAN ROULETTE - PAYOUT ODDS

- 6.1 Winning wagers at the game of American Roulette (see Diagram "C") shall be paid at the odds listed below:

WAGERS**PAYOUT ODDS**

a)	One number or Straight up	35 to 1
b)	Two numbers or Split	17 to 1
c)	Three numbers or Street	11 to 1
d)	Four numbers or Corner	8 to 1
e)	Six numbers or six lines	5 to 1
f)	Column	2 to 1
g)	Dozen	2 to 1
h)	Low	1 to 1
i)	High	1 to 1
j)	Even	1 to 1
k)	Odd	1 to 1
l)	Red	1 to 1
m)	Black	1 to 1

6.2 When the result is zero:-

- (a) wagers placed on zero or on a combination of zero with 1, 2 or 3 shall win at odds in accordance with rule 5.4; and
- (b) all other wagers shall lose.

7. TABLE CLOSURE

- 7.1 The hours of gaming shall be as determined by the Minister.
- 7.2 Subject to rule 7.1, the Casino Operator may close any table prior to the closing of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

8. IRREGULARITIES

- 8.1 If the ball is spun in the same direction as the wheel is rotating, the dealer shall announce "NO SPIN" and shall attempt to remove the American Roulette ball from the wheel prior to it coming to rest in one of the compartments.
- 8.2 If the dealer anticipates that the ball will not complete three revolutions around the track of the wheel, the dealer shall announce "NO SPIN" and shall attempt

to remove the ball from the wheel prior to its coming to rest in one of the compartments.

- 8.3 If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "NO SPIN" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- 8.4 If the ball fails to fall into one of the compartments, the dealer shall announce "NO SPIN".
- 8.5 If the ball is propelled or falls out of the wheel, the dealer shall announce "NO SPIN". Upon retrieval, the ball shall be examined by a casino supervisor.
- 8.6 Once the dealer has announced "NO SPIN" it shall be an invalid spin regardless of whether or not the ball comes to rest in one of the compartments prior to the dealer's attempt to remove the ball from the wheel.
- 8.7 The Casino Operator may, at his/her discretion, change the ball after any spin.

9. GENERAL PROVISIONS

- 9.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used.
- 9.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the Operator may:-
 - (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 9.3 The Casino Operator may invalidate the outcome of a game if:-
 - (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
 - (b) any fraudulent act is perpetrated by a player or a dealer or both,that, in the sole opinion of the operator, affects the outcome of the game.

- 9.4 Where the outcome of a game is invalidated, all wagers made by players for that particular spin shall be refunded.
- 9.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.
- 9.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 9.7 A player shall not be advised by an employee of the Casino on how to play, except to ensure compliance with these rules.
- 9.8 A seated player who abstains from wagering for three consecutive spins whilst all other seats at that table are in use may be required to vacate that seat.
- 9.9 No onlooker or any player playing at any table may, unless requested by a player, influence another player's decisions of play.
- 9.10 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- 9.11 Players are not permitted to have side bets against each other.
- 9.12 A copy of these rules shall be made available, upon request.
- 9.13 No wagers shall be touched by anyone other than the dealer until full payment of all winning wagers is made by the dealer except as outlined in Rule 9.14.
- 9.14 Rule 9.14 does not preclude a player from touching winning outside wagers (i.e. winning wagers on the even chances, column and dozen) after those wagers have been fully paid.
- 9.15 Partnerships with a view to exceeding the maximum wager, as displayed on the gaming table, shall not be allowed.

10. TOURNAMENT PLAY

- 10.1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.

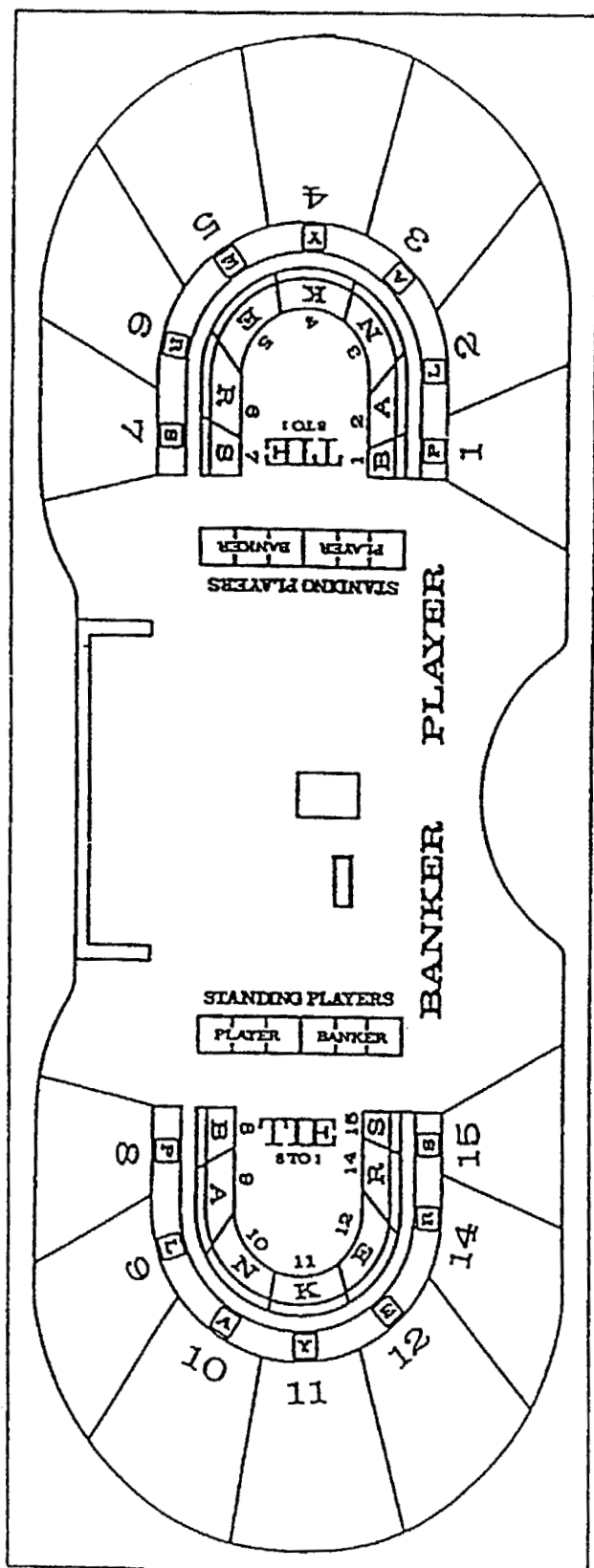
- 10.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority.
- 10.3 Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.
- 10.4 An entry fee to enter the tournament may be charged. The Casino Operator shall be permitted to retain up to 10% of the total entrance fees for each competitor whether an entrant withdraws or not. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.

BACCARAT INDEX

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RULES FOR BACCARAT

DIAGRAM A:



TERMS USED IN BACCARAT

Discard Bin/Holder

A container set in the centre of the table where all the cards are placed after use.

Banker (Banco)

Banker betting area, pays 1 - 1, less 5% commission.

Player (Punto)

Player betting area, pays 1 - 1.

Tie - Egalite, (DRAW)

Stand-off betting area - pays 8 - 1.

Table of Play - Tableau

A set of mandatory instructions which dictate whether the player and banker should stay or draw cards.

Indicator Puck

A marker positioned in front of the player who has the option of squeezing the cards.

Baccarat

Total of cards equalling nothing or "ZERO"

Naturals

A total of 8 or 9 by either the banker or player in the first two cards.

Palette

A flat wooden paddle used to move cards.

Coup

An alternative word for each round dealt.

Dealer

A person responsible for the operation of the game.

Casino Supervisor

A person responsible for the supervision of the operation of the game.

RULES FOR BACCARAT

1. BACCARAT TABLE

The Baccarat table shall have numbered places for up to 14 players. There shall be areas with the inscription "PLAYER" for wagers on the "PLAYER'S HAND". There shall be areas with the inscription "BANKER" for wagers on the "BANKER'S HAND" and there shall be areas with the inscription "TIE BET" for wagers on the "TIE HAND". These shall be marked on tables in a manner similar to that depicted in Diagram "A".

2. BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. CARDS

NUMBER OF DECKS

- 3.1 Baccarat shall be played with eight (52 card) decks, without jokers, with backs of the same colour and design, and two cutting cards.

CHECKING OF CARDS

- 3.2 The cards shall be checked, card by card, by the dealer prior to the commencement of gaming and at the conclusion of gaming.

FURTHER CHECK/REMOVAL OF CARDS

- 3.3 Cards may be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced under this rule the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.4 At the completion of the final round of play and prior to a shuffle, the cards may be removed from the table for checking and replaced by new cards, at the discretion of the Casino Operator.

VALUE OF CARDS

- 3.5 The value of the cards in each deck shall be as follows.-

(a) any card from 2 to 9 shall have its face value;

- (b) any 10, Jack, Queen or King shall have a value of zero; and
 - (c) any Ace shall have a value of 1.
- 3.6 The "POINT COUNT" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totalling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand.

4. MINIMUM AND MAXIMUM WAGERS

- 4.1 The following rules apply with regard to minimum and maximum wagers:-
- (a) the minimum and maximum wagers, per box per table, shall be displayed on a sign at the table;
 - (b) unless specified otherwise, wagers on a Baccarat table shall be required to be in units of the minimum;
 - (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result; and
 - (d) wagers above the maximum will be paid or collected to the maximum.
- 4.2 The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that prior notice of the change is given to the players.
- 4.3 The Casino Operator may include a maximum table differential. The table differential is the difference between the total amount wagered on the "BANKER" and the total amount wagered on the "PLAYER".

5. WAGERS

- 5.1 Prior to the first card being dealt, each player at the game of Baccarat shall place a wager on any of "THE BANKER, THE PLAYER or THE TIE BET".
- 5.2 A player shall not wager on more than one box.
- 5.3 Standing players must place a wager on the areas designated

- 5.4 Once the first card has been dealt, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on the wager.
- 5.5 All wagers at Baccarat shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas of the Baccarat layout. Wagers orally declared shall only be accepted if accompanied by chips, or cash which must be immediately converted to chips, and placed on the layout before the dealer calls "NO MORE BETS".
- 5.6 The Casino Operator may allow a player to wager in excess of the stated maximum wager permitted on that table, provided that a marker denoting the new maximum for that player is placed adjacent to his/her wagering area.
- 5.7 The wagers defined in this rule shall be the permissible wagers by a player at the game of Baccarat:-
- (a) A wager on the "BANKER'S HAND" shall:-
 - (i) win, if the "BANKER'S HAND" has a point count higher than that of the "PLAYER'S HAND";
 - (ii) lose, if the "BANKER'S HAND" has a point count lower than that of the "PLAYER'S HAND"; and
 - (iii) be void, if the point counts of the "BANKER'S HAND" and the "PLAYER'S HAND" are equal.
 - (b) A wager on the "PLAYER'S HAND" shall:-
 - (i) win, if the "PLAYER'S HAND" has a point count higher than that of the "BANKER'S HAND";
 - (ii) lose, if the "PLAYER'S HAND" has a point count lower than that of the "BANKER'S HAND"; and
 - (iii) be void, if the point counts of the "BANKER'S HAND" and the "PLAYER'S HAND" are equal.
 - (c) A "TIE BET" shall win, if the point counts of the "BANKER'S HAND" and the "PLAYER'S HAND" are equal, but shall lose if such point counts are not equal.

6. PAYOUT ODDS AND COMMISSION

- 6.1 A winning wager made on the "PLAYER'S HAND" shall be paid at odds of 1 to 1.
- 6.2 A winning wager made on a "BANKER'S HAND" shall be paid at odds of 1 to 1, less 5% "COMMISSION" on the amount won. The commission shall be collected from a player at the time the winning payment is made.
- 6.3 A winning "TIE BET" shall be paid at odds of 8 to 1.

7. SHUFFLE AND CUT OF THE CARDS

- 7.1 The dealer shall shuffle the cards face downwards on the table in preparation for each game. The dealer will then offer the cards, with backs facing away from him/her, to one of the players to cut.
- 7.2 If the player designated in these rules refuses to cut the cards, they shall then be offered to each player moving anti-clockwise around the table, until a player accepts the cut. If no player accepts, a casino supervisor will cut the cards.
- 7.3 Once the cutting card has been inserted, the dealer shall take the cards in front of the cutting card and the cutting card, and place them at the back of the stack. The dealer shall then insert another cutting card at least 14 cards in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for the commencement of play.
- 7.4 After the first shoe, and before each subsequent shoe the dealer shall again shuffle and cut the cards in accordance with rules 7.1, 7.2 and 7.3.
- 7.5 As soon as the cut card is dealt, that coup shall be declared "THE LAST COUP OF THE SHOE" and no further hands shall be dealt before a re-shuffle. A further hand shall be dealt if the coup is a tie.

8. THE INITIAL DEAL

- 8.1 All cards used in the game of Baccarat shall be dealt from a dealing shoe specifically designed for such purpose and located, on the table, in front of the dealer.

- 8.2 Prior to the commencement of play of each shoe, the dealer shall deal the first card and display it to the players. The point value of the exposed card will indicate the number of cards which shall be drawn face down and discarded. For the purpose of this rule any 10, Jack, Queen or King shall have a value of 10.
- 8.3 Immediately prior to the commencement of a round of play and after all wagers are on the table, the dealer shall announce "NO MORE BETS". There shall be two optional methods of dealing cards in the initial deal.
- (a) For each coup the dealer shall initially deal the four cards in sequence, all face upwards or face downwards: one to the area marked "PLAYER'S HAND", one to the area marked "BANKER'S HAND" and a further two cards in sequence to the "PLAYER'S and BANKER'S" hands. The dealer shall first announce the point count total of the "PLAYER'S HAND" and then the point count total of the "BANKER'S HAND"; or
 - (b) for each coup the dealer shall initially deal the four cards in sequence, face downwards: one to the area marked "PLAYER'S HAND", one to the area marked "BANKER'S HAND" and a further two cards in sequence to the "PLAYER'S and BANKER'S" hands.
 - (i) The dealer shall then pass the cards forming "THE PLAYER'S HAND" to the player who has the highest wager in that category. After the player has opened the cards, they shall be retrieved by the dealer and placed on the designated area.
 - (ii) The dealer shall then pass the cards forming "THE BANKER'S HAND" to the player who has the highest wager in that category. After the player has opened the cards, they shall be retrieved by the dealer and placed on the designated area.

9. TABLE OF PLAY (TABLEAU)

Banker's Point (Initial Deal)	Player's Point (Initial Deal)
0, 1 or 2 - draws	0, 1, 2, 3, 4 or 5 - draws
3, 4, 5 or 6 - (refer table of play below)	6 or 7 - stands
7 - stands	8 or 9 - no further draw
8 or 9 - no further draw	

		PLAYER GIVEN (POINT VALUE OF THIRD CARD)										
		0	1	2	3	4	5	6	7	8	9	
Banker's Point	3	D	D	D	D	D	D	D	D	S	D	D
	4	S	S	D	D	D	D	D	D	S	S	D
	5	S	S	S	S	D	D	D	D	S	S	D
	6	S	S	S	S	S	S	D	D	S	S	S
D = DRAW		S = STAND										

10. ADDITIONAL CARDS

10.1 Subject to the table of play in accordance with rule 9, further cards may be dealt as follows:-

(a) Under dealing method rule 8.3.(a):

- (i) one card face upwards, if required, to the "PLAYER'S HAND". The dealer shall then announce the point count total; and
- (ii) one card face upwards, if required, to the "BANKER'S HAND". The dealer shall then announce the point count total.

(b) Under dealing method rule 8.3.(b):

- (i) one card face downwards, if required, to the "PLAYER'S HAND". After the player has opened the card, it shall be retrieved by the dealer and placed on the designated area. The dealer shall then announce the point count total; and

- (ii) one card face downwards, if required, to the "BANKER'S HAND". After the player has opened the card, it shall be retrieved by the dealer and placed on the designated area. The dealer shall then announce the point count total.

10.2 Order of merit of hands shall be:-

- a point count of 9
- a point count of 8
- a point count of 7

and so on down to a point count of zero (BACCARAT).

- 10.3 If the two hands are of equal value, the dealer shall announce "EGALITE - TIE BETS WIN". The wagers on "PLAYER" and "BANKER" shall be void, wagers on "TIE BET" shall win and be paid accordingly.

11. IRREGULARITIES

- 11.1 A card dealt to the "PLAYER'S" hand in error, shall become the next card to the "BANKER'S" hand in the event of the "BANKER'S" hand being obliged to draw according to the table of play.
- 11.2 A card drawn in excess from the shoe, and exposed, shall be used as the first card of the next coup. This coup shall be a non-betting round played to a conclusion. Prior to the commencement of a non-betting round all wagers are to be removed from the betting areas on the table.
- 11.3 A card drawn in excess from the shoe, and not exposed, shall be used as the first card of the next coup.
- 11.4 Cards drawn out of sequence to either the "BANKER'S or PLAYER'S HAND" shall be reconstructed in accordance with the table of play.
- 11.5 In the case of a misdeal and the coup cannot be reconstructed, it shall be void.
- 11.6 If there are found to be insufficient cards in the shoe to complete a coup, that coup shall be void.

12. TABLE CLOSURE

- 12.1 The hours of gaming shall be as determined by the Minister.
- 12.2 Subject to rule 12.1, the Casino Operator may close any table prior to the close of gaming, provided that, prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Operator.

13. GENERAL PROVISIONS

- 13.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the gaming table or location related to the playing of a game, a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used.
- 13.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:-
- (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 13.3 The Casino Operator may invalidate the outcome of a game if:-
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
 - (b) any fraudulent act is perpetrated by a player or a dealer or both,
- that, in the sole opinion of the operator, affects the outcome of the game.
- 13.4 Where the outcome of a game is invalidated, all wagers made by players for that particular hand shall be refunded.
- 13.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.
- 13.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.

- 13.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.
- 13.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 13.9 No onlooker or any player playing at any table may, unless requested by a player, influence another players decisions of play.
- 13.10 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- 13.11 Players are not permitted to have side bets against each other.
- 13.12 A copy of these rules shall be made available, upon request.
- 13.13 No player or spectator shall handle, remove or alter any cards used in the game of Baccarat, and no dealer or casino supervisor shall permit a person to do so, unless specified in accordance with these rules.
- 13.14 Partnerships with a view to exceeding the maximum wager, as displayed on the gaming table, shall not be allowed.

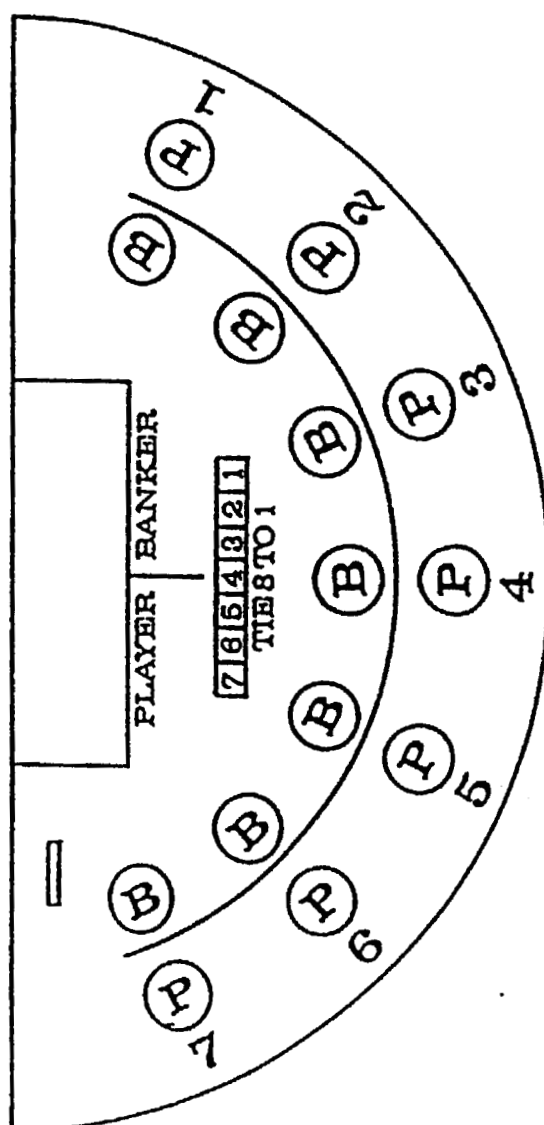
14. TOURNAMENT PLAY

- 14.1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.
- 14.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority.
- 14.3 Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.
- 14.4 An entry fee to enter the tournament may be charged. The Casino Operator shall be permitted to retain up to 10% of the total entrance fees for each competitor whether an entrant withdraws or not. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.

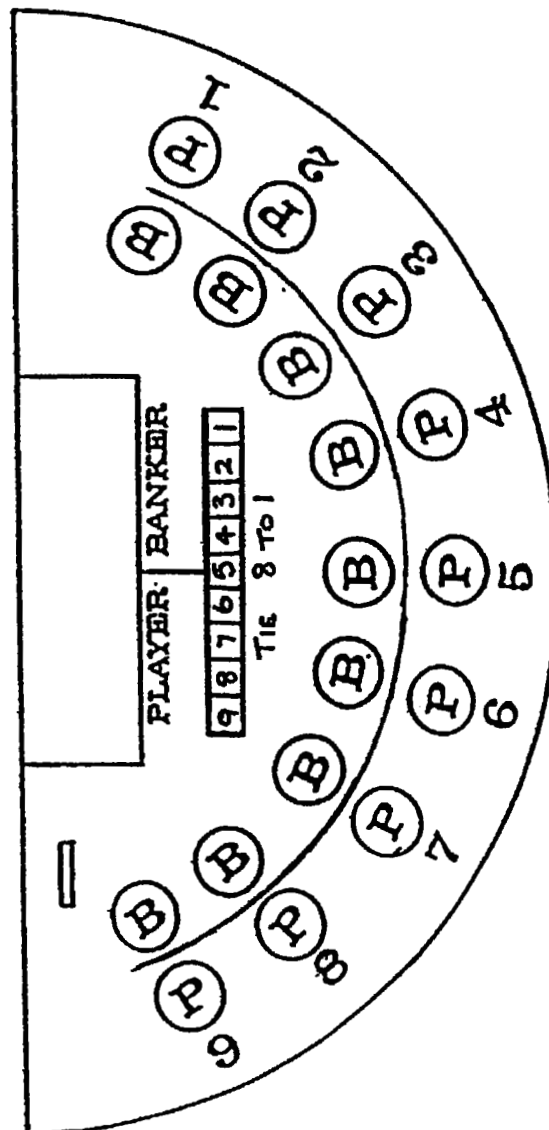
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RULES FOR MINI-BACCARAT
DIAGRAM "A"



RULES FOR MINI-BACCARAT
DIAGRAM "B"



TERMS USED IN MINI-BACCARAT

Banker (Banco)

Banker betting area, pays 1 - 1, less 5% commission.

Player (Punto)

Player betting area, pays 1 - 1.

Tie - Egalite, (DRAW)

Stand-off betting area - pays 8 - 1.

Table of Play - Tableau

A set of mandatory instructions which dictate whether the player and banker should stay or draw cards.

Baccarat

Total of cards equalling nothing or "ZERO".

Naturals

A total of 8 or 9 by either the banker or player in the first two cards.

Coup

An alternative word for each round dealt.

Dealer

A person responsible for the operation of the game.

Casino Supervisor

A person responsible for the supervision of the operation of the game.

RULES FOR MINI-BACCARAT

1. MINI-BACCARAT TABLE

The Mini-Baccarat table shall have numbered places for up to 7 players as per Diagram "A" and 9 players as per Diagram "B". There will be areas with the inscription "PLAYER" for wagers on the "PLAYER'S HAND". There will be areas with the inscription "BANKER" for wagers on the "BANKER'S HAND" and there will be areas with the inscription "TIE BET" for wagers on the "TIE HAND". These shall be marked on tables in a manner similar to that depicted in Diagram "A" and "B".

2. BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. CARDS

NUMBER OF DECKS

- 3.1 Mini-Baccarat shall be played with eight (52 card) decks, without jokers, with backs of the same colour and design, and two cutting cards.

CHECKING OF CARDS

- 3.2 The cards shall be checked, card by card, by the dealer prior to the commencement of gaming and at the conclusion of gaming.

FURTHER CHECK/REMOVAL OF CARDS

- 3.3 Cards may be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced under this rule the new cards shall be checked, shuffled and cut in accordance with these rules.

- 3.4 At the completion of the final round of play and prior to a shuffle, the cards may be removed from the table for checking and replaced by new cards, at the discretion of the Casino Operator.

VALUE OF CARDS

- 3.5 The value of the cards in each deck shall be as follows:-

- (a) any card from 2 to 9 shall have its face value;
- (b) any 10, Jack, Queen or King shall have a value of zero; and
- (c) any Ace shall have a value of 1.

- 3.6 The "POINT COUNT" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totalling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand.

4. MINIMUM AND MAXIMUM WAGERS

- 4.1 The following rules apply with regard to minimum and maximum wagers

- (a) the minimum and maximum wagers, per box per table, shall be displayed on a sign at the table;
- (b) unless specified otherwise, wagers on a Mini-Baccarat table shall be required to be in units of the minimum;
- (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result;
- (d) wagers above the maximum will be paid or collected to the maximum.

- 4.2 The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that prior notice of the change is given to the players.
- 4.3 The Casino Operator may include a maximum table differential. The table differential is the difference between the total amount wagered on the "BANKER" and the total amount wagered on the "PLAYER".

5. WAGERS

- 5.1 Prior to the first card being dealt, each player at the game of Mini-Baccarat shall place a wager on any of "THE BANKER, THE PLAYER or THE TIE BET".
- 5.2 Only one player may place a wager on a box.
- 5.3 Once the first card has been dealt, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on the wager.
- 5.4 All wagers at Mini-Baccarat shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas of the Mini-Baccarat layout. Wagers orally declared shall only be accepted if accompanied by chips, or cash which must be immediately converted to chips, and placed on the layout before the dealer calls "NO MORE BETS".
- 5.5 The Casino Operator may allow a player to wager in excess of the stated maximum wager permitted on that table, provided that a marker denoting the new maximum for that player is placed adjacent to his/her wagering area.
- 5.6 The wagers defined in this rule shall be the permissible wagers by a player at the game of Mini-Baccarat:-
 - (a) A wager on the "BANKER'S HAND" shall:-
 - (i) win, if the "BANKER'S HAND" has a point count higher than that of the "PLAYER'S HAND";

- (ii) lose, if the "BANKER'S HAND" has a point count lower than that of the "PLAYER'S HAND"; and
 - (iii) be void, if the point counts of the "BANKER'S HAND" and the "PLAYER'S HAND" are equal.
- (b) A wager on the "PLAYER'S HAND" shall:-
 - (i) win, if the "PLAYER'S HAND" has a point count higher than that of the "BANKER'S HAND";
 - (ii) lose, if the "PLAYER'S HAND" has a point count lower than that of the "BANKER'S HAND"; and
 - (iii) be void, if the point counts of the "BANKER'S HAND" and the "PLAYER'S HAND" are equal.
- (c) A "TIE BET" shall win, if the point counts of the "BANKER'S HAND" and the "PLAYER'S HAND" are equal, but shall lose if such point counts are not equal.

5.7 A player shall not wager on more than one box.

6. PAYOUT ODDS AND COMMISSION

- 6.1 A winning wager made on the "PLAYER'S HAND" shall be paid at odds of 1 to 1.
- 6.2 A winning wager made on a "BANKER'S HAND" shall be paid at odds of 1 to 1, less 5% 'COMMISSION' on the amount won. The commission shall be collected from a player at the time the winning payment is made.
- 6.3 A winning "TIE BET" shall be paid at odds of 8 to 1.

7. SHUFFLE AND CUT OF THE CARDS

- 7.1 The dealer shall shuffle the cards face downwards on the table in preparation for each game. The dealer will then offer the cards, with backs facing away from him/her, to one of the players to cut.

- 7.2 If the player designated in these rules refuses to cut the cards, they shall then be offered to each player moving clockwise around the table, until a player accepts the cut. If no player accepts, a casino supervisor will cut the cards.
- 7.3 Once the cutting card has been inserted, the dealer shall take the cards in front of the cutting card and the cutting card, and place them at the back of the stack. The dealer shall then insert another cutting card at least fourteen cards in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for the commencement of play.
- 7.4 After the first shoe, and before each subsequent shoe the dealer shall again shuffle and cut the cards in accordance with rules 7.1, 7.2 and 7.3.
- 7.5 As soon as the cut card is dealt, that coup shall be declared "THE LAST COUP OF THE SHOE" and no further hands shall be dealt before a re-shuffle. A further hand shall be dealt if the coup is a tie.

8. THE INITIAL DEAL

- 8.1 All cards used in the game of Mini-Baccarat shall be dealt from a dealing shoe specifically designed for such purpose and located, on the table, to the left of the dealer. All cards shall be dealt face upwards.
- 8.2 Prior to the commencement of play of each shoe, the dealer shall deal the first card and display it to the players. The point value of the exposed card will indicate the number of cards which shall be drawn face down and discarded. For the purpose of this rule any 10, Jack, Queen or King shall have a value of 10.
- 8.3 Immediately prior to the commencement of a round of play and after all wagers are on the table, the dealer shall announce "NO MORE BETS". For each coup the dealer shall initially deal the four cards in sequence, face upwards: one to the area marked "PLAYER'S HAND", one to the area marked "BANKER'S HAND" and a further two cards in sequence to the "PLAYER'S" and "BANKER'S" hands. The dealer shall first announce the point count total of the "PLAYER'S HAND" and then the point count total of the "BANKER'S HAND".

9. TABLE OF PLAY (TABLEAU)

Banker's Point (Initial Deal)	Player's Point (Initial Deal)
0, 1 or 2 - draws	0, 1, 2, 3, 4 or 5 - draws
3, 4, 5 or 6 - (refer table of play below)	6 or 7 - stands
7 - stands	8 or 9 - no further draw
8 or 9 - no further draw	

		PLAYER GIVEN (POINT VALUE OF THIRD CARD)										
		0	1	2	3	4	5	6	7	8	9	No Card
Banker's Point	3	D	D	D	D	D	D	D	D	S	D	D
	4	S	S	D	D	D	D	D	D	S	S	D
	5	S	S	S	S	D	D	D	D	S	S	D
	6	S	S	S	S	S	S	D	D	S	S	S
D = DRAW		S = S T A N D										

10. ADDITIONAL CARDS

10.1 Subject to the table of play in accordance with rule 9, further cards may be dealt as follows:-

- (a) One card face upward, if required, to the "PLAYER'S HAND".
The dealer shall then announce the point count total.
- (b) One card face upward, if required, to the "BANKER'S HAND".
The dealer shall then announce the point count total.

10.2 Order of merit of hands shall be:-

a point count of 9
a point count of 8
a point count of 7

and so on down to a point count of zero (BACCARAT).

- 10.3** If the two hands are of equal value, the dealer shall announce, "EGALITE - TIE BETS WIN". The wagers on "PLAYER" and "BANKER" shall be void, wagers on "TIE BET" shall win and be paid accordingly.

11. IRREGULARITIES

- 11.1** A card dealt to the "PLAYER'S" hand in error shall become the next card to the "BANKER'S" hand in the event of the "BANKER'S" hand being obliged to draw according to the table of play.
- 11.2** A card drawn in excess from the shoe, and exposed, shall be used as the first card of the next coup. This coup shall be a non-betting round played to a conclusion. Prior to the commencement of a non-betting round, all wagers are to be removed from the betting areas on the table.
- 11.3** A card drawn in excess from the shoe, and not exposed, shall be used as the first card of the next coup.
- 11.4** Cards drawn out of sequence to either the "BANKER'S HAND" or the "PLAYER'S HAND" shall be reconstructed in accordance with the table of play.
- 11.5** In the case of a misdeal, and the coup cannot be reconstructed, it shall be void.

- 11.6 If there are found to be insufficient cards in the shoe to complete a coup, that coup shall be void.

12. TABLE CLOSURE

- 12.1 The hours of gaming shall be as determined by the Minister.
- 12.2 Subject to rule 12.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

13. GENERAL PROVISIONS

- 13.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the gaming table or location related to the playing of a game, a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used.
- 13.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:-
- (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 13.3 The Casino Operator may invalidate the outcome of a game if:-
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
 - (b) any fraudulent act is perpetrated by a player or a dealer or both,
- that, in the sole opinion of the operator, affects the outcome of the game.

- 13.4 Where the outcome of a game is invalidated, all wagers made by players for that particular hand shall be refunded.
- 13.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.
- 13.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 13.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.
- 13.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use, may be required to vacate that seat.
- 13.9 No onlooker or any player playing at any table may, unless requested by a player, influence another player's decisions of play.
- 13.10 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- 13.11 Players are not permitted to have side bets against each other.
- 13.12 A copy of these rules shall be made available, upon request.
- 13.13 No player or spectator shall handle, remove or alter any cards used in the game of Mini-Baccarat, and no dealer or casino supervisor shall permit a person to do so.
- 13.14 Partnerships with a view to exceeding the maximum wager, as displayed on the gaming table, shall not be allowed.

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DIAGRAM "A"




										ENTRY FORM									
1	2	3	4	5	6	7	8	9	10										
11	12	13	14	15	16	17	18	19	20										
21	22	23	24	25	26	27	28	29	30										
31	32	33	34	35	36	37	38	39	40										
41	42	43	44	45	46	47	48	49	50										
51	52	53	54	55	56	57	58	59	60										
61	62	63	64	65	66	67	68	69	70										
71	72	73	74	75	76	77	78	79	80										
Number of Games																			
1	2	3	4	5	10	20	30	50	100										
Price per Game																			
\$1	\$2	\$3	\$4	\$5	\$10	\$20	\$30	\$50	\$100										
Special																			
1	2	3																	
MAKE YOUR SELECTIONS USING AN  IN PENCIL OR BLACK PEN																			
PLEASE ENSURE YOUR TICKET IS CORRECT BEFORE EACH GAME IS CLOSED.																			
WINNINGS ARE PAID ON THE PRINTED RECEIPT TICKET ONLY																			
WAGERS MUST BE PLACED WITH A KENO WRITER BEFORE EACH GAME IS CLOSED.																			

DIAGRAM "B"

 WAY TICKET ENTRY FORM									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80

MARK YOUR SELECTIONS WITH A CROSS.
PLEASE ENSURE YOUR TICKET IS CORRECT BEFORE EACH GAME IS CLOSED.
WINNINGS ARE PAID ON THE PRINTED RECEIPT TICKET ONLY.
WAGERS MUST BE PLACED WITH A KENO WRITER BEFORE EACH GAME IS CLOSED.

PRIZE PER GAME

NO OF GAMES

SPECIAL

DIAGRAM "C"

CASINO KENO										RECEIPT TICKET									
PLAY YOUR GAME										BET-STANDARD									
CASINO										DATE: 20/10/92 TIME: 14:03									
OPERATOR NAME: JULIE										No. 024589, TERMINAL 03, SITE 735624									
1	2	3	4	5	6	7	8	9	10										
11	12	13	14	15	16	17	18	19	20										
21	22	23	24	25	26	27	28	29	30										
31	32	33	34	35	36	37	38	39	40										
41	42	43	44	45	46	47	48	49	50										
51	52	53	54	55	56	57	58	59	60										
61	62	63	64	65	66	67	68	69	70										
71	72	73	74	75	76	77	78	79	80										
SELECTION(S): 06 45-36 80																			
AMOUNT/WAY \$3.00										FIRST GAME 200									
SERIAL No. 586925748331589										LAST GAME 200									
										GAMES 001									
										GAME COST \$3.00									
										TICKET TOTAL \$3.00									
WAYS SPOTS AMOUNT										WAYS SPOTS AMOUNT									
1/04 \$3																			

[illegible]

DIAGRAM "E"**KENO****UNCLAIMED PRIZE CLAIM FORM**

This form must be filled-out by the player when making a claim for an old ticket (more than twelve months old) or when claiming a prize on a lost or mutilated ticket. The details provided on this form will be scrutinised by a Government Casino Inspector and payment of any prize will be solely at the discretion of the Government Inspector. Any payment due will be forwarded to the address indicated on this form.

Please forward the completed form to

CASINO SURVEILLANCE AUTHORITY
20 ALLARA ST
CIVIC
A.C.T.

CUSTOMER DETAILS:

Name:

Postal

Address:.....

.....

..... Phone:.....

.....

TICKET DETAILS:

Where did you purchase the ticket(s) you are claiming?

.....
.....

Date on which you purchased the ticket(s)

Approximate time you purchased the ticket(s)

Any other information that may assist your claim.

.....
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.....

(This information should include the approximate game number at purchase, how many games were purchased, etc. The more information you are able to provide will aid the verification of your claim and payment of any prize.)

CLAIMANTS SIGNATURE:

DATE:

1. DEFINITIONS

In these rules unless inconsistent with the context:

- (a) "Device" means a machine or computer capable of containing 80 numbers, 20 of which are necessary to establish a result.
- (b) "Draw" means the random selection from a device of the 20 winning numbers for any game of Keno.
- (c) "Entry Form" means a form that may be completed by a player wishing to wager on Keno.
- (d) "Keno Day" means the period from the commencement of Keno gaming and concluding at the end of Keno gaming, identified by the calendar day on which that period commenced.
- (e) "Keno Runner" means a staff member duly authorised to transfer receipt tickets and wagers, on behalf of a player to a writer terminal.
- (f) "Keno To Go" means a receipt ticket issued to play 50 or more consecutive games.
- (g) "Keno Writer" means a staff member duly authorised to operate a writer terminal.
- (h) "Major Prize" means a win of \$200 or more on a single way in any game of Keno.
- (i) "Match" means conforming to the requirements of the schedule of prizes.
- (j) "Receipt Ticket" means the ticket issued by the writer terminal.
- (k) "Special Entry" means a form of entry where the player has nominated to enter an alternative schedule of prizes and which attracts prizes paid in accordance with rules 18.2, 18.3 and 18.4.
- (l) "Standard Entry" means a wager made on the choice of 1 to 15 numbers from the 80 numbers provided in the device and may include entry into a jackpot.
- (m) "Wager" means the amount charged to enter a Keno game.

- (n) "Voucher" means a document issued by a writer terminal as evidence of;
 - i) a deposit lodged by a player for future gaming; or
 - ii) a receipt for winning receipt ticket(s).
- (o) "Way" means an individual selection of numbers that are to be played on a receipt ticket.
- (p) "Writer Terminal" means the machine used for processing of entries, issuing receipt tickets and processing claims.

2. THE BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. EQUIPMENT

- 3.1 The game of Keno shall be played with the use of a computer system which shall contain hardware and software components, necessary for the conduct of the game of Keno, and be of a type approved by the Casino Surveillance Authority.
- 3.2 Eighty balls or numbers, numbered 1 to 80, shall be secured in a device designed to select at random 20 winning numbers necessary to establish the results of each game of Keno. The device shall be of a type approved by the Casino Surveillance Authority.

4. ELIGIBILITY FOR INCLUSION IN A GAME OF KENO

For a player to be eligible for inclusion in a game of Keno a receipt ticket must be issued to the player and the details of that ticket recorded and stored on the Keno computer.

5. ENTRY AND ENTRY FORMS

- 5.1 An entry into the game of Keno may only be made through a writer terminal.
- 5.2 It is the responsibility of the player to ensure that the particulars recorded on a receipt ticket are those required by the player.
- 5.3 Particulars recorded on the receipt ticket that are inconsistent with the particulars stored on the Keno computer, shall be determined in accordance with the information recorded on the Keno computer.
- 5.4 The entry form shall be retained by the Keno writer but shall be returned to the player on request.
- 5.5 Two Entry Forms shall be provided for player use:

- (a) **Mark Sense Entry Form**

This form shall be printed with squares containing the numbers 1 through 80, and squares for the selection of predetermined values, amounts or ticket type (similar to that shown in diagram "A"). Selections shall be made by placing a cross (X) in the desired box. Choices shall be offered on;

- i) bet value per game;
- ii) number of games;
- iii) special prize tables; and
- iv) numbers selected.

(b) Way Bet Entry Form

This form shall be printed with squares containing the numbers 1 through 80, choices shall be offered on;

- i) bet value per game;
- ii) number of games;
- iii) special prize tables;
- iv) numbers selected; and
- v) ways to be played.

This form shall be similar to that shown in diagram "B".

- .6 Upon acceptance of the entry form a receipt ticket (similar to that shown in diagram "C") shall be issued to a player.

. WAGERS

- .1 Wagers shall be accepted by the tender of cash, the transfer of a voucher (similar to that shown in diagram "D"), the tender of chips or the entry of a winning receipt ticket.

- .2 The minimum wager for a game shall be \$1.00 and increments shall be in multiples of \$1.00 per game to a maximum of \$9,999 for a single receipt ticket issued, unless;

- (a) a multi-game receipt ticket is played involving 50 to 99 games, whereby the player shall be charged for one game fewer than the number of games requested;
- (b) a multi-game receipt ticket is played involving 100 or more games, whereby the player shall be charged for two games fewer than the number of games requested;
- (c) a jackpot is entered, whereby the player shall be charged a minimum of \$2.00; or

- (d) a way ticket is played in which case the following minimum wagers shall apply;
- i) 50 cents per way for 4 or more ways;
 - ii) 20 cents per way for 20 or more ways; or
 - iii) 10 cents per way for 50 or more ways.

Increases over these minimum wager values may only be made in units of 10 cents up to \$1.00 after which increases may only be made in units of \$1.00.

5.3 Wagers may be made on the following receipt ticket types:

(a) Jackpot Ticket

A ticket whereby the player participates in a select ticket type in a progressive prize schedule and pays a premium to do so.

(b) Quick Pick Ticket

A ticket whereby the writer terminal randomly selects a set of numbers after the player has specified how many numbers are required.

(c) Mystery Quick Pick Ticket

A ticket whereby the writer terminal randomly selects a set of numbers and the amount of numbers to be played.

(d) Special Entry Ticket

A ticket whereby the player may elect to play in one of three alternative prize schedules in accordance with rules 18.2, 18.3 and 18.4.

(e) Bonus Ticket

A bonus prize shall be offered at chosen intervals by the Casino Operator depicting a set prize for a specifically chosen ticket type and/or value in addition to the normal amount payable for that entry. Prior approval of bonus prizes must be obtained from the Casino Surveillance Authority.

(f) **Standard Entry Ticket**

A ticket whereby the player wagers on the choice of 1 to 15 numbers from the 80 numbers provided in the device and may include entry into the jackpot.

(g) **Way Ticket**

Refer rule 5.5(b)

(h) **Set Bet Ticket**

An entry whereby a player chooses a way ticket from a catalogue of pre-selected ticket types. These entries may either be "Fixed", that is the numbers illustrated must be played, or "Random", in which case the numbers illustrated are changed for a selection chosen by the writer terminal.

. **JACKPOTS**

- .1 If an entry qualifies for a jackpot, the minimum entry shall be \$2.00 per way. Increments shall be in \$1 units over the minimum wager (refer also rules 6.2(c) and 6.3(a)).
- .2 A guaranteed jackpot minimum shall be available on each jackpot ticket type.
- .3 A total of 20% of all amounts wagered by players on a jackpot shall be added to the guaranteed minimum prize for each respective jackpot ticket type.

. **CANCELLED TICKETS**

- .1 Subject to rule 7.2 and 7.3, entries may be cancelled at any time during the game for which the receipt ticket is issued up to the time the first number is drawn by a device.

- 8.2 Cancellations on multi-play receipt tickets are allowed for games in which the receipt ticket is issued but not played except where a Keno To Go receipt ticket is played. A Keno To Go receipt ticket may only be cancelled before the first number has been drawn on the first game for which the receipt ticket was issued.
- 8.3 Where the games nominated on the receipt ticket are not run on the Keno day on which the wager was accepted, no cancellation of the remaining games shall be permitted the following Keno Day or any Keno Day thereafter.

9. THE DRAW

- 9.1 Twenty winning numbers shall be drawn from the device.
- 9.2 The draw shall be carried out after each game of Keno has closed.
- 9.3 Drawing of all winning numbers for each game shall take place in such a manner that players may view each draw and these numbers shall be displayed at various outlets throughout the casino.
- 9.4 At the close of each game and before each draw, the players shall be notified on the displays that a particular game is closed.

10. IRREGULARITIES

- 10.1 In the event of an equipment malfunction or an error in the transfer of winning numbers, the numbers on the 20 drawn balls shall be the official record, unless those numbers were drawn by a random number generator in which case the numbers recorded by the Keno computer shall be the official record.
- 10.2 If fewer than 80 numbers are in the device at the commencement of the draw, that draw shall be void and a new draw commenced.
- 10.3 Any numbers drawn prior to the malfunction shall be deemed to be valid and the draw shall continue from the last valid number prior to the malfunction.

10.4 Under a system using a mechanical operating ball drawing device.

- (a) In the event of a ball breaking and a portion thereof being drawn as a winning number, that number is to be declared void and not counted as a winning number. A further ball is to be drawn to complete the 20 winning numbers and this draw shall otherwise be declared a valid draw. Prior to any further draws being conducted on the device, the broken ball shall be removed and replaced in the presence of a Government Casino Inspector.
- (b) In the event of a malfunction in which the balls drawn as winning numbers fall back into the ball drawing device prior to the completion of the draw, further balls shall be drawn by manually rotating the ball drawing device until 20 balls have been selected.
- (c) In the event of a malfunction causing a ball or balls to spill from the ball drawing device that draw shall be declared void. In such circumstances further use of that ball drawing device will be subject to rectification of the malfunction and approval of a Government Casino Inspector.
- (d) In the event of a stoppage of the ball drawing device during the drawing of the game, the device shall be operated manually until such time as the draw for that game has been completed. In the event of no alternative functional device being available, further games may be drawn manually until such time as the malfunction has been rectified.

11. WINNING WAGERS

- 1.1 A winning wager shall be one where the numbers chosen by a player for a particular game are drawn and confirmed as winning numbers for that game.
- 1.2 All prizes shall be paid in accordance with the schedule of prizes contained in these rules.
- 1.3 The player may only win a prize in respect of an entry on the game which corresponds with the game details that appear on the receipt ticket.
- 1.4 Subject to rules 11.1, 11.2, 11.3 and 17.5, a prize shall only be paid on a winning receipt ticket, provided that the information printed on the receipt ticket corresponds with the information stored on the Keno computer.

- 11.5 Winning receipt tickets presented for payment shall be retained by the Casino Operator after payment.

12. PAYMENT OF PRIZES

- 12.1 The maximum payout on any individual way played on a single receipt ticket in a game (excluding jackpot receipt tickets) shall be \$50,000, regardless of the amount wagered on that receipt ticket.
- 12.2 All winning wagers shall be paid out in cash except that a major prize may be paid by cheque.
- 2.3 The maximum aggregate liability for all major prizes in a single game, excluding jackpot prizes, shall be \$50,000. Where necessary, this liability shall be accomplished by pro-rating.
- 2.4 If pro-rating is required in accordance with rule 12.2, no major prize shall be reduced below \$200.
- 2.5 For the purpose of pro-rating, a winning receipt ticket share in the aggregate payout shall be directly proportionate to the amount which, but for the process of pro-rating, would have been won.
- 2.6 If there is more than one jackpot winner in a game, the prize pool for that jackpot shall be shared in proportion to the number of winning receipt tickets and the amount wagered on each of those receipt tickets.
- 2.7 All jackpot entries up to but not including 100% matches shall be paid in accordance with rule 18.1 and shall also be subject to pro-rating.
- 2.8 For the purposes of a way receipt ticket, each way entered shall be treated as an individual receipt ticket and the win amount be paid accordingly.

13. UNCLAIMED PRIZES

- 13.1 Details of prizes and vouchers shall remain accessible from the Keno computer for up to twelve (12) months after the Keno Day to which they relate. After this period, prizes and vouchers may be paid only after submission of the Unclaimed Prize Claim Form forwarded by the player to the Casino Operator.
- 13.2 After a period of twelve (12) months from a win being recorded but remaining unclaimed, that unclaimed prize shall be available for payment as a bonus prize, addition to a jackpot prize, or any other such return to player initiative approved by the Casino Surveillance Authority.
- 13.3 Unclaimed vouchers shall not be subject to rule 13.2.
- 13.4 Rule 13.2 shall not affect the recovery of any legitimate prize which may be claimed by the submission of an Unclaimed Prize Claim Form similar to that shown in diagram "E".
- 13.5 Prizes resulting from an Unclaimed Prize Claim Form shall be paid by cheque.

14. LOST OR MUTILATED RECEIPT TICKETS

If a receipt ticket is submitted by a player for processing and is unable to be read by the writer terminal or the Keno writer, or the receipt ticket has been lost, a claim for payment may be made by the submission of the Unclaimed Prize Claim Form. Payment shall be made subject to the approval of the Government Casino Inspector.

15. KENO RUNNERS

Acceptance of wagers does not constitute an official entry until such time as a receipt ticket has been issued. If wagers are not placed prior to the drawing of that particular game, a Keno runner shall endeavour to place the wagers taken from players prior to the next available game.

16. GAME CLOSURE

- 16.1 The hours of gaming will be determined by the Minister.
- 16.2 Subject to rule 16.1, the Casino Operator may close Keno prior to the closing of gaming, provided that prior notice of closure of Keno is given to the players, subject to prior notification to a Government Casino Inspector.

7. GENERAL PROVISIONS

- 7.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the game or location related to playing of a game, a calculator, computer, or other electrical, electronic or mechanical apparatus or device that is capable, with respect to a game or part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used.
- 7.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:-
- (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 7.3 The Casino Operator may invalidate the outcome of a game if:-
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
 - (b) any fraudulent act is perpetrated by a player or a Keno writer or both, that, in the sole opinion of the operator, affects the outcome of the game.
- 7.4 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.
- 7.5 In any dispute arising from the rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 17.6 Players are not permitted to have side bets against each other.

17.7 A copy of these rules shall be made available, upon request.

18. SCHEDULE OF PRIZES

18.1 Standard Schedule of Prizes.

The following Schedule of Prizes is based on a minimum wager of \$1 except for Jackpots which are based on a minimum wager of \$2 Increments over the minimum wager shall be in units of \$1.

Numbers Selected	1	2	3	4	5
	\$	\$	\$	\$	\$
Match 1	3	0	0	0	0
Match 2		12	1	1	0
Match 3			42	4	2
Match 4				112	14
Match 5					600

Numbers Selected	6	7	8	9	10
	\$	\$	\$	\$	\$
Match 3	2	1	0	0	0
Match 4	8	3	4	2	1
Match 5	100	15	14	5	3
Match 6	*2,000	200	100	20	12
Match 7		5,000	1,000	200	80
Match 8			*20,000	2,800	800
Match 9				20,000	8,300
Match 10					25,000

Numbers Selected	11	12	13	14	15
	\$	\$	\$	\$	\$
Match 0	4	6	8	10	12
Match 1	1	1	1	1	2
Match 4	0	0	0	0	0
Match 5	2	1	1	0	0
Match 6	5	4	3	1	2
Match 7	25	14	5	10	4
Match 8	150	70	35	30	14
Match 9	1,500	600	200	150	50
Match 10	10,000	4,000	2,100	700	300
Match 11	30,000	12,000	9,000	5,500	1,600
Match 12		35,000	20,000	15,000	8,000
Match 13			40,000	25,000	15,000
Match 14				45,000	30,000
Match 15					50,000

* denotes the minimum guaranteed jackpot prize.

18.2 Special Schedule of Prizes: One

For tickets marking "Special 1" on the entry form as an alternative to the jackpot selection based of a \$1 wager.

Increments over the minimum wager shall be in units of \$1.

All other prizes for numbers selected other than 6 and 8 number entries shall be identical to those listed under rule 17.1

Numbers Selected	6	8
	\$	\$
Match 3	1	
Match 4	5	2
Match 5	85	9
Match 6	1,500	50
Match 7		1,350
Match 8		15,000

18.3 Special Schedule of Prizes: Two

For tickets marking "Special 2" on the entry form based on a \$1 wager.

Increments over the minimum wager shall be in units of \$1

Numbers Selected	3	4	5	6
	\$	\$	\$	\$
Match 3	53			
Match 4		238		
Match 5			1,130	
Match 6				5,660

4 Special Schedule of Prizes: Three

This schedule of prizes is reserved for promotional events to be notified, subject to the approval of the Casino Surveillance Authority.

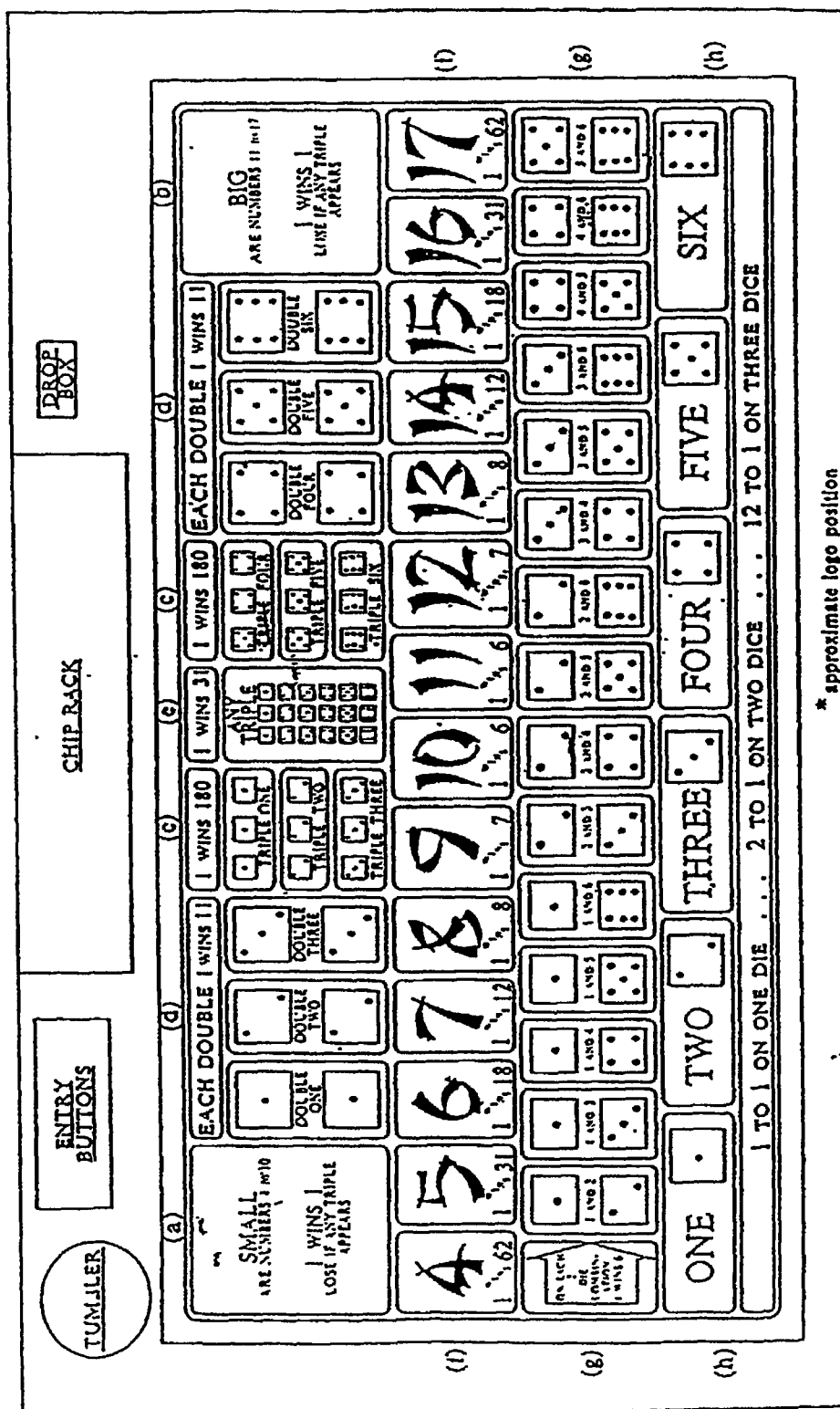
SIC-BO INDEX

(Big & Small)

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RULES FOR SIC-BO

DIAGRAM A:



RULES FOR SIC-BO

1. TABLE

- 1.1 The table for Sic-Bo shall, on one side, have places for players and, on the opposite side, a place for the dealer.

The table layout (glass top) shall be marked in a manner similar to that shown in Diagram "A".

There shall also be a tumbler device, with cover, containing three (3) identical dice and an entry terminal. The tumbler device and the entry terminal shall be affixed to the table.

The tumbler device shall be either manually or electrically activated.

The entry terminal (control panel) shall have switches or buttons numbered 1, 2, 3, 4, 5 and 6.

The table shall be fitted with electronic equipment to illuminate the winning areas on the layout. The entry of a declared result of the game, by the activation of the relevant numbered switches or buttons, shall cause all the winning areas of the layout to be illuminated. The equipment shall be approved by the Casino Surveillance Authority.

The three dice shall remain sealed in the dice tumbler under the control of the Casino Surveillance Authority.

BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The following rules apply with regard to minimum and maximum wagers:-

- (a) the minimum and maximum wagers, per segment, shall be displayed on a sign at the table;
- (b) unless specified otherwise, wagers on a Sic-Bo table shall be required to be in units of the minimum;
- (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result; and
- (d) wagers above the maximum will be paid or collected to the maximum.

The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that prior notice of the change is given to the players.

WAGERS

The wagers defined in this rule shall be the permissible wagers by a player at the game of Sic-Bo. The decision on the win or loss of the wagers shall be determined by the numbers appearing on the high or uppermost sides of the dice. Only one face on each die shall be considered skyward. The term "total/s" shall mean the total of the high or uppermost sides of the three (3) dice in any given spin of the dice in the dice tumbler.

(a) "Small"

If the 3 dice total between 4 and 10 inclusive, the wager wins (with the exception of a triple).

(b) "Big"

If the 3 dice total between 11 and 17 inclusive, the wager wins (with the exception of a triple).

(c) "Specific Triples"

When all 3 dice show the same specified numbers, the wager shall win.

(d) "Specific Doubles"

When 2 or all of the 3 dice show the same specific number, the wager shall win.

(e) "Any Triple"

When all 3 dice show the same number, the wager shall win.

(f) "Single Die Bet"

Any single die wager which corresponds with the numbers on the 3 dice drawn shall win.

(g) "Domino Combination"

When two of the 3 dice show the specific numbers on the betting position, the wager shall win.

(h) "Three Dice Total Bet"

When the total of the 3 dice corresponds to the appropriate number on the layout, the wager shall win.

All wagers at Sic-Bo may be represented either by chips marked with denominations of value, in which case they shall be made by placing the smaller denomination chips on top, or by non-value chips, i.e., chips without denomination markings. The non-value chips of a set shall each bear the same distinguishing emblem or mark to differentiate them from non-value chips of other sets in use at other tables. Each set shall be sub-divided into various colours. A player wishing to use non-value chips shall be required before play to declare the denomination of value (one only) he/she wishes each of those non-value chips to represent. This value shall be clearly indicated by a corresponding marker at the table.

Non-value chips issued at a Sic-Bo table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino. They shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino.

Wagers orally declared shall only be accepted if accompanied by chips, or cash which must be immediately converted to chips, and placed on the layout before the dealer announces "NO MORE BETS".

Each player shall be responsible for the correct positioning of his/her wagers on the Sic-Bo layout, regardless of 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 wagers is correctly carried out.

4.6 No wagers shall be placed, changed or withdrawn after "NO MORE BETS" has been announced and indicated by a distinct signal by the dealer.

4.7 Each wager shall be settled strictly in accordance with its position on the layout.

- 4.8 No wager shall be touched by anyone other than the dealer until full payment of all winning wagers within a winning area is made by the dealer.
- 4.9 All wagers must be placed completely within the wagering segments.

5. PAYOUT ODDS

Winning wagers at the game of Sic-Bo shall be paid at the odds listed hereunder:-

WAGER		PAYOUT ODDS			
(a)	Small	1 to 1			
(b)	Big	1 to 1			
(c)	Specific Triples (6, 5, 4, 3, 2, 1)	180 to 1			
(d)	Specific Doubles (6, 5, 4, 3, 2, 1)	11 to 1			
(e)	Any Triple	31 to 1			
(f)	Three Dice Totals				
	4 or 17	62 to 1			
	5 or 16	31 to 1			
	6 or 15	18 to 1			
	7 or 14	12 to 1			
	8 or 13	8 to 1			
	9 or 12	7 to 1			
	10 or 11	6 to 1			
(g)	Domino Combinations				
	1 and 2, 3, 4, 5 or 6	6 to 1			
	2 and 3, 4, 5 or 6	6 to 1			
	3 and 4, 5 or 6	6 to 1			
	4 and 5 or 6	6 to 1			
	5 and 6	6 to 1			
(h)	Individual Dice	If number	If number	If number	
	Face Values	appears on 1 die	appears on 2 dice	appears on 3 dice	
	1, 2, 3, 4, 5 or 6	1 to 1	2 to 1	12 to 1	

THE SPIN OF THE DICE TUMBLER AND TABLE OPERATION

- 6.1 At the commencement of each game the dealer shall activate the tumbler, which is under cover, at least three times. The dealer shall announce "NO MORE BETS" and remove the cover from the tumbler.

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- 6.2 After removing the tumbler cover the dealer shall, providing the dice are lying flat, announce the result by calling the high or uppermost face of each die in order from the lowest to the highest and the total of the three dice, e.g; 2, 5, 6, total 13.
- 6.3 At the same time as announcing the winning result, the dealer shall enter the result by activating the three switches (buttons) which correspond with the three declared numbers.
- 6.4 When the sequence referred to in rule 6.3 is completed and all the winning combinations are displayed on the table, the wagers shall be taken and paid accordingly.

The dealer shall first collect all losing wagers and then pay the winning wagers.

Wagers shall not be placed until all winning wagers are paid.

IRREGULARITIES

If any of the three dice fail to come to rest with one surface flat to the base of the tumbler, the dealer shall announce "NO RESULT".

If one or more dice are broken whilst the game is in progress, the dealer shall announce "NO RESULT".

If the concealed dice are exposed prior to the announcement of "NO MORE BETS" the dealer shall announce "NO RESULT".

If the dealer announces "NO RESULT" all wagers shall be void on that tumble.

If the dice tumbler after being activated does not operate correctly, the dealer shall announce "NO RESULT".

If the electronic equipment fails to illuminate the winning areas, all losing and/or all winning wagers shall be collected and/or paid as per rule 6.5.

If the electronic equipment fails to activate the tumbler device, the table shall be closed.

TABLE CLOSURE

- 8.1 The hours of gaming shall be as determined by the Minister.
- 8.2 Subject to rule 8.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

9. GENERAL PROVISIONS

9.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the gaming table or location related to the playing of a game, a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used.

9.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:-

- (a) declare that any wager made by the player shall be void; and
- (b) direct that the player shall be excluded from further participation in the game.

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

- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
- (b) any fraudulent act is perpetrated by a player or a dealer or both,

that, in the sole opinion of the operator, affects the outcome of the game.

Where the outcome of a game is invalidated, all wagers made by players for that particular result shall be refunded.

Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.

In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.

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

No onlooker or any player playing at any table may, unless requested by a player, influence another players decisions of play.

9.9 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.

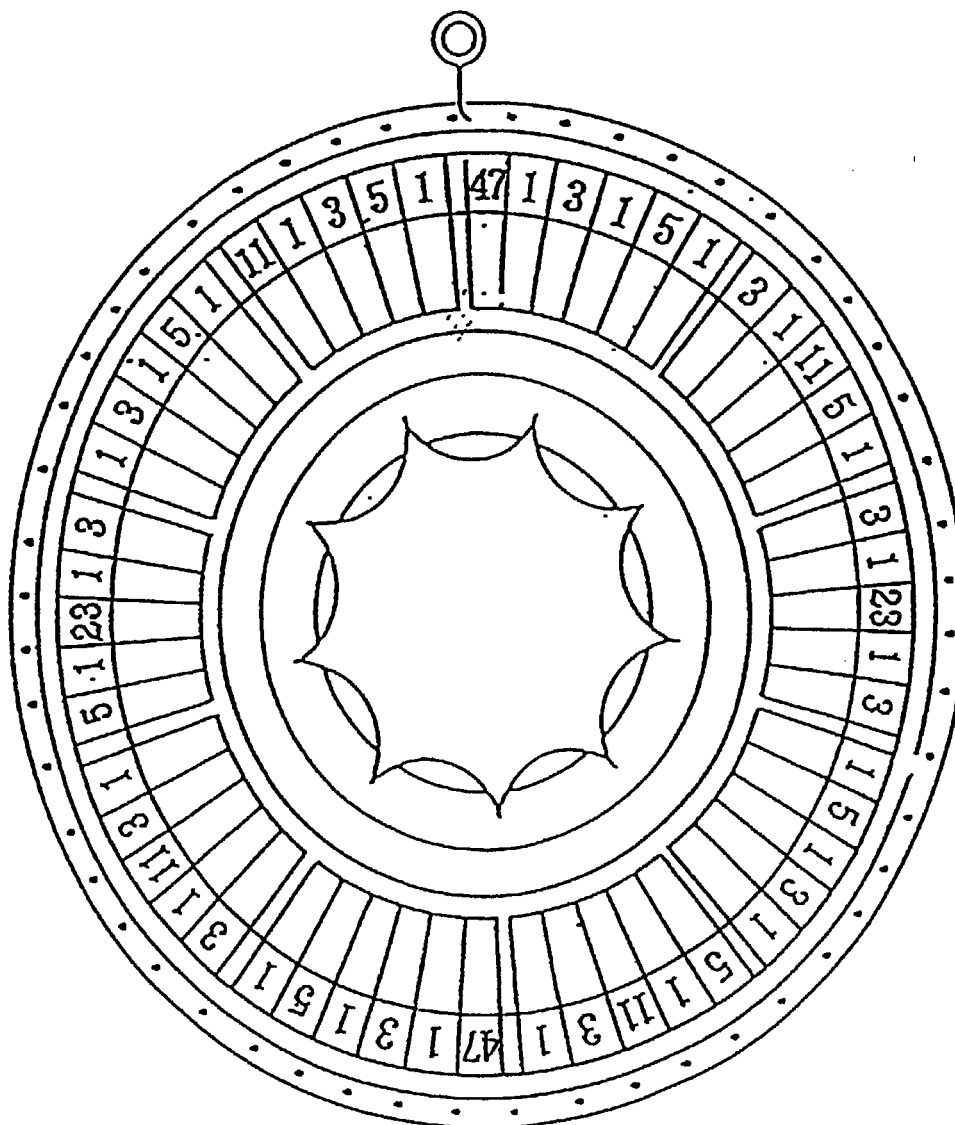
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- 9.10 Players are not permitted to have side bets against each other.
- 9.11 A copy of these rules shall be made available, upon request.
- 9.12 Partnerships with a view to exceeding the maximum wager, as displayed on the gaming table, shall not be allowed.

MONEY WHEEL INDEX

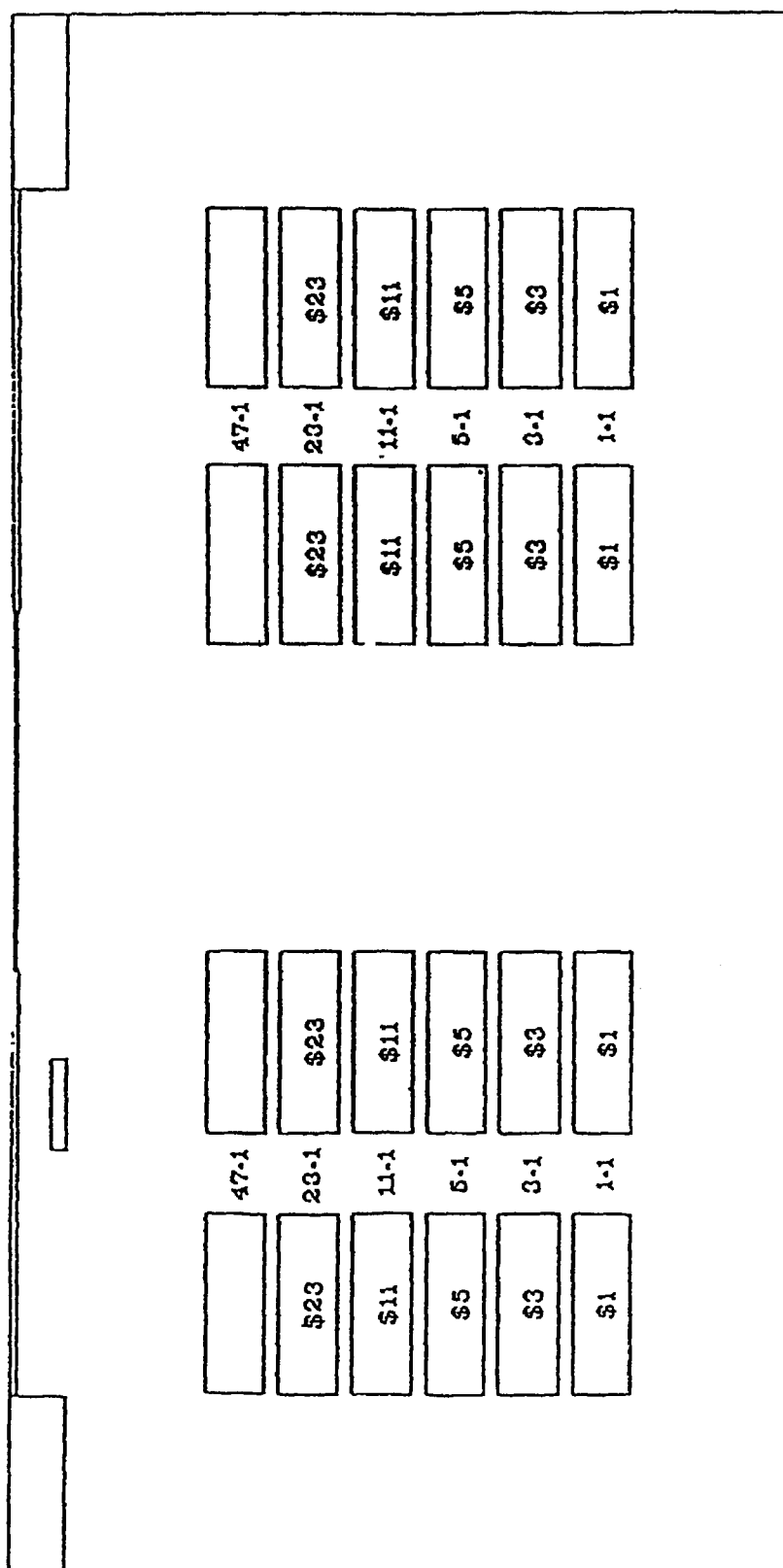
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DIAGRAM A:



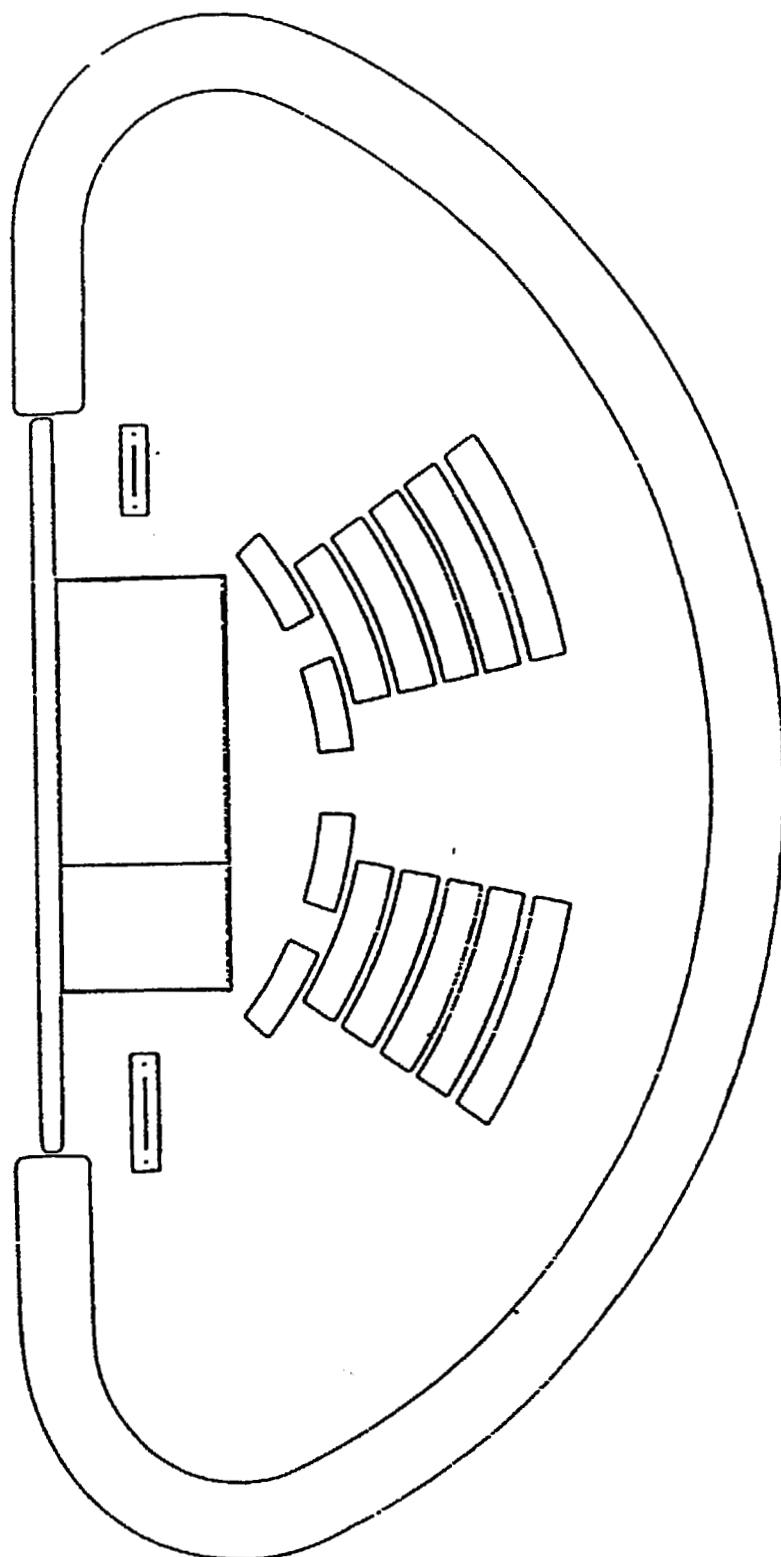
RULES FOR MONEY WHEEL

DIAGRAM B:



RULES FOR MONEY WHEEL

DIAGRAM C:



RULES FOR MONEY WHEEL

1. TABLE AND WHEEL

- 1.1 The game shall be played on a table with a layout marked in a manner similar to that in Diagram "B" or "C".
- 1.2 The Money Wheel table shall, on one side, have places for players and, on the opposite side, a place for the dealer (a person responsible for the operation of the game).
- 1.3 The cloth of the table shall be marked to indicate the spaces on which wagers may be made and the odds which shall be paid in the event of a winning wager, as specified in Rule 5.1.
- 1.4 The wheel shall not be less than 1.5 metres in diameter and shall have 52 equal compartments. These compartments shall be marked as in Diagram "A" and shall be segmented as follows:

(a)	24 segments	depicting	\$ 1
(b)	12 segments	depicting	\$ 3
(c)	8 segments	depicting	\$ 5
(d)	4 segments	depicting	\$11
(e)	2 segments	depicting	\$23
(f)	1 segment	depicting	Canberra
(g)	1 segment	depicting	Flag

2. THE BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. ROTATION OF WHEEL

- 3.1 The direction of each spin of the wheel may be alternated.
- 3.2 The wheel must make a minimum of two complete revolutions.
- 3.3 Prior to spinning the wheel the dealer shall announce "NO MORE BETS".
- 3.4 Upon the indicator coming to rest in a compartment, the dealer shall announce the winning symbol of such compartment whereupon the dealer shall first collect all losing wagers and then pay all winning wagers.

- 3.5 No person, other than a casino employee who is responsible for the operation and integrity of the game, shall, at any time, interfere with the wheel, or the rotation of the wheel.

4. MINIMUM AND MAXIMUM WAGERS

- 4.1 The following rules apply with regard to minimum and maximum wagers:-

- (a) the minimum and maximum wagers, per segment, shall be displayed on a sign at the table;
- (b) unless specified otherwise, wagers on a Money Wheel table shall be required to be in units of the minimum;
- (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result; and
- (d) wagers above the maximum will be paid or collected to the maximum.

- 4.2 The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that, prior notice of the change is given to the players.

5. WAGERS

- 5.1 The permissible wagers by a player at the game of Money Wheel, shall be represented by value chips, or non-value chips and shall be a wager on a particular symbol which shall win if that symbol is spun and shall lose if any other symbol is spun. Winning wagers shall be paid out at the odds listed below:

- | | | | |
|-----|-------------|--------------------|-------------------------|
| (a) | 24 segments | depicting \$ 1 | paid at odds of 1 to 1 |
| (b) | 12 segments | depicting \$ 3 | paid at odds of 3 to 1 |
| (c) | 8 segments | depicting \$ 5 | paid at odds of 5 to 1 |
| (d) | 4 segments | depicting \$11 | paid at odds of 11 to 1 |
| (e) | 2 segments | depicting \$23 | paid at odds of 23 to 1 |
| (f) | 1 segment | depicting Canberra | paid at odds of 47 to 1 |
| (g) | 1 segment | depicting Flag | paid at odds of 47 to 1 |

- 5.2 No wagers shall be placed, changed or withdrawn after "NO MORE BETS" has been announced and indicated by a distinct signal by the dealer. A winning wager may be withdrawn before the next spin.

- 5.3 All wagers at the game of Money Wheel shall be made by placing gaming chips with the smaller denomination chips on top, on the appropriate segments of the layout.
- 5.4 All wagers at Money Wheel may be represented either by chips marked with denominations of value, in which case they will be made by placing the smaller denomination chips on top, or by non-value chips, i.e., chips without denomination markings. The non-value chips of a set shall each bear the same distinguishing emblem or mark to differentiate them from non-value chips of other sets in use at other tables. Each set shall be sub-divided into various colours. A player wishing to use non-value chips shall be required before play to declare the denomination of value (one only) he/she wishes each of those non-value chips to represent. This value shall be clearly indicated by a corresponding marker at the table.
- 5.5 Non-value chips issued at a Money Wheel table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino. They shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino.
- 5.6 Wagers orally declared shall be accepted only if accompanied by chips, or cash which must be immediately converted to chips, and placed on the layout before the dealer announces "NO MORE BETS".
- 5.7 Each player shall be responsible for the correct positioning of his/her wager, inside the segments marked on the table, whether assisted by the dealer or not.
- 5.8 Each wager shall be settled strictly in accordance with its position on the layout when the indicator falls to rest in a compartment of the wheel.

6. IRREGULARITIES

- 6.1 If the wheel fails to make two complete revolutions, a no-spin shall be declared and the wheel spun again.
- 6.2 If the dealer announces "NO SPIN" all wagers shall be void on that spin.
- 6.3 If there is a physical interference or a mechanical malfunction with the spin of the wheel, the dealer shall announce "NO SPIN" and the spin shall be an invalid spin regardless of whether or not the indicator comes to rest in one of the compartments on the wheel.
- 6.4 If the indicator stops on the divider between two segments, all wagers shall be void on that spin and the dealer shall announce a "NO SPIN".

7. TABLE CLOSURE

- 7.1 The hours of gaming shall be as determined by the Minister.
- 7.2 Subject to rule 7.1, the Casino Operator may close any table prior to the close of gaming, provided that, prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

8. GENERAL PROVISIONS

- 8.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the gaming table or location related to the playing of a game, a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used.
- 8.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:-
- (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 8.3 The Casino Operator may invalidate the outcome of a game if:-
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
 - (b) any fraudulent act is perpetrated by a player or a dealer or both,
- that, in the sole opinion of the operator, affects the outcome of the game.
- 8.4 Where the outcome of a game is invalidated, all wagers made by players for that particular hand shall be refunded.
- 8.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.
- 8.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.

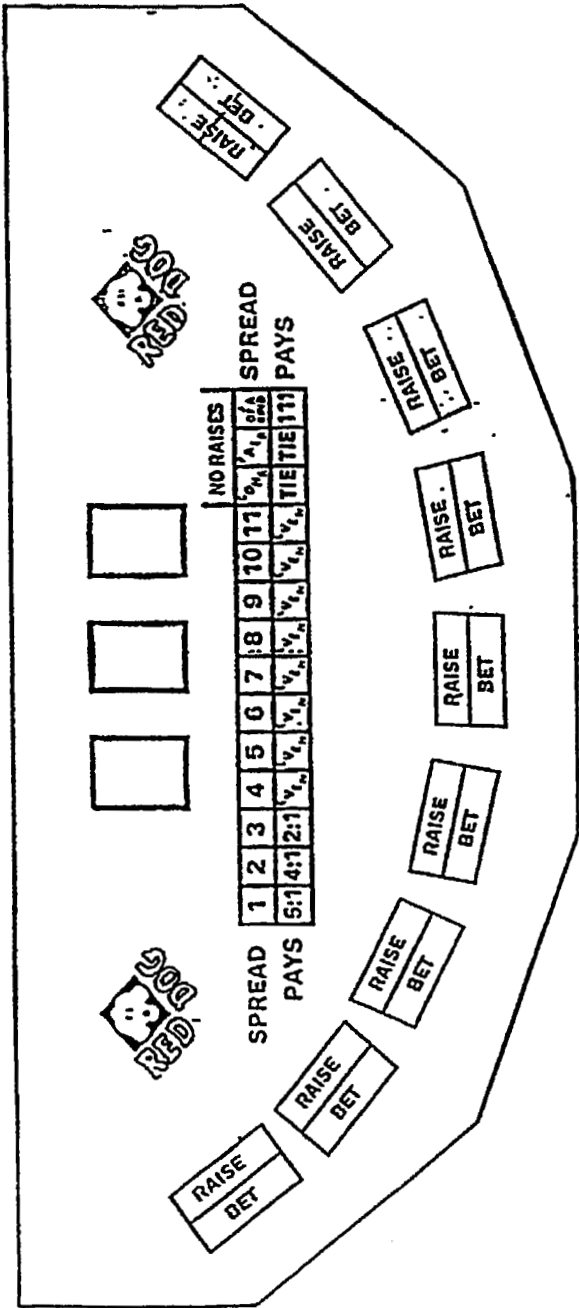
- 8.7 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 8.8 No onlooker or any player playing at any table may, unless requested by a player, influence another player's decisions of play.
- 8.9 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- 8.10 Players are not permitted to have side bets against each other.
- 8.11 A copy of these rules shall be made available, upon request.
- 8.12 Partnerships with a view to exceeding the maximum wager, as displayed on the gaming table, shall not be allowed.

RED DOG (ACE-DEUCE)
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The diagram illustrates a roulette table layout. The table is oval-shaped with a central betting area and a wheel area. The betting area is divided into sections for 'SPREAD' and 'PAYS'. The 'SPREAD' section includes numbers 1 through 36, with 'NO RAISES' above them. The 'PAYS' section includes 'SPREAD' and 'PAYS' labels. The wheel area is labeled 'RED' and 'BLACK'. The table is surrounded by a fence.

RULES FOR RED DOG (ACE-DEUCE)
DIAGRAM "B"



TERMS USED IN RED DOG (ACE-DEUCE)

Casino Supervisor

A person responsible for the supervision of the operation of the game.

Dealer

A person responsible for the operation of the game.

Burn

Shall mean to remove a card from play by placing it in the discard rack.

RULES FOR RED DOG (ACE-DEUCE)

1. RED DOG (ACE-DEUCE) TABLE

A Red Dog (Ace-Deuce) table shall, on one side, have places for players and, on the opposite side, a place for the dealer. The tablecloth shall be marked in a manner similar to that shown in Diagram "A" and "B":-

- (a) rectangular areas to indicate the boxes for wagers, the numbers of boxes being seven as per diagram "A" and nine as per diagram "B";
- (b) three rectangular areas to indicate the boxes for placement of the cards; and
- (c) inscriptions indicating the spread and the respective payout odds.

2. BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. CARDS

NUMBER OF DECKS

- 3.1 Red Dog (Ace-Deuce) shall be played with eight (52 cards) decks, without jokers, with backs of the same colour and design, and one cutting card.

CHECKING OF CARDS

- 3.2 The cards shall be checked, card by card, by the dealer prior to the commencement of gaming and at the conclusion of gaming.

FURTHER CHECK/REMOVAL OF CARDS

- 3.3 Cards may be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced under this rule the new cards shall be checked, shuffled and cut in accordance with these rules.

3.4 At the completion of the final round of play and prior to a shuffle, the cards may be removed from the table for checking and replaced by new cards, at the discretion of the Casino Operator.

3.5 The rank of cards, from highest to lowest, shall be as follows:-

Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2

4. MINIMUM AND MAXIMUM WAGERS

4.1 The following rules apply with regard to minimum and maximum wagers:-

- (a) the minimum and maximum wager of each table shall be displayed on a sign at the table;
- (b) unless specified otherwise, original wagers on a Red Dog (Ace-Deuce) table shall be required to be in units of the minimum;
- (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result;
- (d) wagers above the maximum shall be paid or collected to the maximum.

4.2 The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that prior notice of the change is given to the players.

5. WAGERS

5.1 Prior to the first card being drawn, for each round of play, each player at the game of Red Dog (Ace-Deuce) shall place a wager.

5.2 The Casino Operator may permit up to three players to wager on any one box of the Red Dog (Ace-Deuce) layout. The total of all wagers on any one box shall not exceed the stated table maximum wager.

5.3 A wager by a player shall be that the value of the third card drawn is between the values of the first and second cards drawn.

5.4 After the dealer has announced the spread, the player may place a second wager up to the amount of the original wager.

5.5 A wager by a player shall:-

- (a) if the cards drawn are non-consecutive:-
 - (i) win, if the value of the third card drawn is between the values of the first and second cards drawn and be paid in accordance with rule 9; or
 - (ii) lose, if the value of the third card drawn is not between the values of the first and second cards drawn.
 - (b) if the cards drawn are a pair:-
 - (i) win, if the third card drawn makes three-of-a-kind and be paid in accordance with rule 9;
 - (ii) shall be void (does not win or lose) if the third card drawn does not make three-of-a-kind; and
 - (c) if the cards drawn are consecutive, be void (does not win or lose) if there is no spread and the cards are not a pair.
- 5.6 Once a wager has been placed and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager, except as explicitly permitted by these rules.
- 5.7 All wagers at Red Dog (Ace-Deuce) shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas on the Red Dog (Ace-Deuce) layout. Wagers orally declared shall only be accepted if accompanied by chips, or cash which must be immediately converted to chips, and placed on the layout before the dealer announces "NO MORE BETS".
- 5.8 A player shall not wager on more than one box.

6. SHUFFLE AND CUT OF THE CARDS

- 6.1 The dealer shall shuffle the cards face downwards on the table in preparation for each game. The dealer shall then offer the cards, with backs facing away from him/her, to one of the players to cut. If no player accepts, a casino supervisor shall cut the cards.
- 6.2 The person designated in these rules or the casino supervisor shall cut the cards by placing the cut card at least one deck in from either end. Once the cut card has been inserted by the player or the casino supervisor, the dealer shall take all cards in front of the cut card and place them at the back of the stack. The dealer shall then insert the cut card in a position no more than half way in from the back of the stack.
- (a) The cards will be shuffled when the cut card is exposed or drawn as the first card of a new round; or
- (b) whenever the cut card is reached during a round of play the dealer shall continue dealing until that round of play is completed.

7. PROCEDURE FOR DEALING CARDS

- 7.1 All cards in the game of Red Dog (Ace-Deuce) shall be dealt from a dealing shoe specifically designed for such purpose and located, on the table, to the left of the dealer.
- 7.2 Prior to the commencement of play of each shoe or, when a change of dealer occurs, the dealer shall remove the first card from the shoe and, without exposing it to the players, burn the card by placing it face downwards in the discard rack.

8. THE DEAL

8.1 Immediately prior to the commencement of a round of play and after all wagers are on the table, the dealer shall announce "NO MORE BETS". The dealer shall then deal the cards in the following manner:-

- (a) the first card, face up, to the left box facing the dealer; and
- (b) the second card, face up, to the right box facing the dealer.

8.2 If the cards are:-

(a) Non-consecutive

The dealer shall announce the spread, (the number of cards between the initial two cards dealt that shall constitute a winning hand). At this time, players may raise their wager up to the amount of their original wager. After all players have been afforded an opportunity to raise their wager, the dealer shall announce "NO MORE BETS". The dealer shall then draw a third card and place it, face up, on the centre box and pay or take all wagers as appropriate.

(b) Consecutive

If there is no spread and the cards are not a pair, the dealer shall announce "NO SPREAD". The dealer shall not draw a third card and that hand shall be void.

(c) Pair

If the first and second cards drawn are a pair, the players shall not be allowed to raise their wagers. A third card is then drawn by the dealer and placed, face up, on the centre box. If that card makes three-of-a-kind, the players win and are paid out at odds of 11 to 1. If the third card drawn does not make three-of-a-kind all wagers shall be void.

9. SETTLEMENT OF WAGERS

Settlement of wagers shall be as follows:-

Three-of-a-kind	11 to 1
1 card spread	5 to 1
2 card spread	4 to 1
3 card spread	2 to 1
4 card spread or more	1 to 1

Up to three players may wager on any one box, subject to the total of all wagers on that box not exceeding the stated table maximum per box as per rule 4.1.(a).

10. IRREGULARITIES

Irregularities shall be treated as follows:-

- (a) a card found face upwards in the shoe shall be burnt;
- (b) a card drawn in error, without its face being exposed shall be used as though it were the next card from the shoe, except where the card drawn is burnt in error, in which case it shall remain discarded and shall not be used;
- (c) if there are insufficient cards remaining in the shoe to complete a round all the cards in the discard rack shall be shuffled and cut in accordance with these rules and dealt to complete that round; and
- (d) a card drawn in error and exposed shall be burnt, unless the card constitutes one of the first two cards of the next hand.

11. TABLE CLOSURE

- 11.1 The hours of gaming shall be as determined by the Minister.
- 11.2 Subject to rule 11.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

12. GENERAL PROVISIONS

- 12.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the gaming table or location related to the playing of a game, a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used.
- 12.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:-
- (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 12.3 The Casino Operator may invalidate the outcome of a game if:-
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
 - (b) any fraudulent act is perpetrated by a player or a dealer or both,
- that, in the sole opinion of the operator, affects the outcome of the game.
- 12.4 Where the outcome of a game is invalidated, all wagers made by players for that particular hand shall be refunded.
- 12.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.
- 12.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 12.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.
- 12.8 A seated player who abstains from wagering for three consecutive hands whilst all other seats at that table are in use may be required to vacate that seat.
- 12.9 No onlooker or any player playing at any table may, unless requested by a player, influence another player's decisions of play.

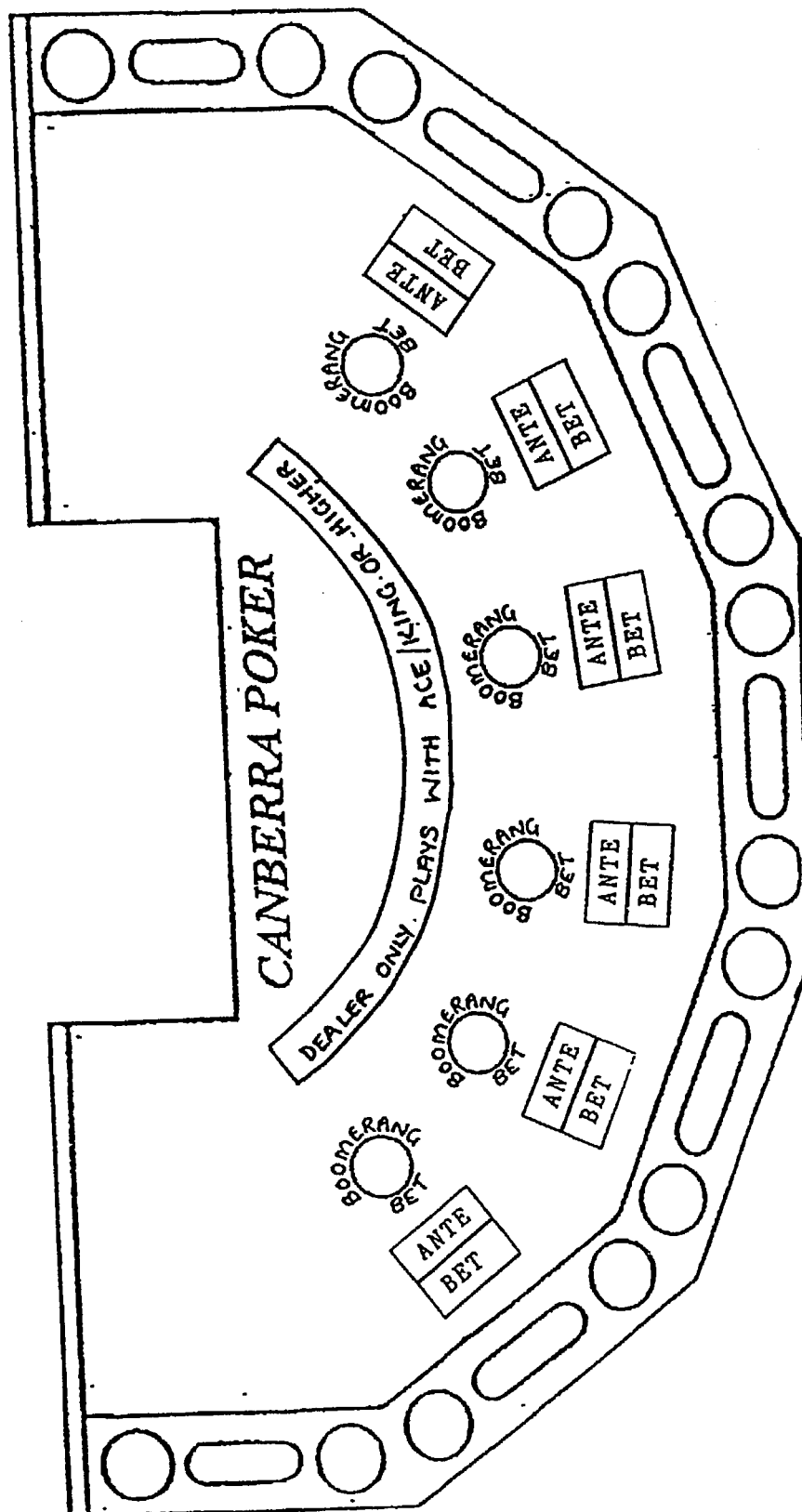
- 12.10 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- 12.11 Players are not permitted to have side bets against each other.
- 12.12 A copy of these rules shall be made available, upon request.
- 12.13 No player or spectator shall handle, remove or alter any cards used in the game of Red Dog (Ace-Deuce), and no dealer or casino supervisor shall permit a person to do so.
- 12.14 Partnerships with a view to exceeding the maximum wager, as displayed on the gaming table, shall not be allowed.

POKER - CANBERRA POKER INDEX

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RULES FOR POKER - CANBERRA POKER

DIAGRAM "A"



TERMS USED IN POKER - CANBERRA POKER

Dealer

A person responsible for the operation of the game.

Casino Supervisor

A person responsible for the supervision of the operation of the game.

Ante

The initial wager placed.

Void

Shall mean that if the player's hand equals the dealer's hand they neither win nor lose.

Fold

Shall mean the cards are placed face downwards on the table and collected by the dealer.

Dead Man's Hand

A poker hand as described in rule 13.1(c) comprising of A;A;8;8.

RULES FOR POKER - CANBERRA POKER

1. POKER - CANBERRA POKER TABLE

A Poker - Canberra Poker table, shall, on one side, have places for players and, on the opposite side, a place for the dealer. The tablecloth shall be marked in a manner similar to that shown in Diagram "A" with:-

- (a) areas to indicate the boxes for wagers on the "ANTE", the "BET" and the "PROGRESSIVE BOOMERANG JACKPOT";
- (b) inscriptions to the effect that the "DEALER ONLY PLAYS WITH ACE/KING OR HIGHER", in accordance with the order of hands as per rule 13.1.
- (c) the table may be fitted with electronic equipment connected to the progressive meter. The equipment shall be approved by the Casino Surveillance Authority.

2. BANK

No person other than the Casino Operator shall have any share or interest in the bank.

3. CARDS

- 3.1 Poker - Canberra Poker shall be played with one (52 card) deck, without Jokers and with backs of the same colour and design and one cutting card.
- 3.2 The cards shall be checked, card by card, by the dealer prior to the commencement of gaming and at the conclusion of gaming.
- 3.3 Cards may, at the discretion of the Casino Operator, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.4 A casino supervisor may, at any time, instruct the dealer to check and verify the proper amount of cards (52 cards).
- 3.5 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:-

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Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2
except as provided in rule 13.1.(e) where the Ace may be counted low.

4. MINIMUM AND MAXIMUM WAGERS

4.1 The following rules apply with regard to minimum and maximum wagers:-

- (a) the minimum/maximum wager and maximum payouts on each table shall be displayed on a sign at the table (in accordance with rule 10);
- (b) unless specified otherwise, wagers on a Poker - Canberra Poker table shall be required to be in units of the minimum;
- (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result;
- (d) wagers above the maximum shall be paid or collected to the permitted maximum.

4.2 The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that prior notice of the change is given to the players.

5. WAGERS

5.1 Prior to the first card being dealt, for each round of play, each player at the game of Poker - Canberra Poker shall:-

- (a) make a wager (place an "ANTE"); and
- (b) be given the opportunity to play the "PROGRESSIVE BOOMERANG JACKPOT", by placing a chip on the appropriate area of the layout.

5.2 Players may, after the cards have been dealt and the remaining cards have been placed in the discard rack, pick up their cards and decide if they wish to "FOLD" or "BET".

- (a) If a player decides to "BET" a wager must be placed, which is exactly twice the "ANTE" (i.e. \$5 "ANTE" = \$10 "BET"), on the appropriate area of the layout, and retain his/her cards; or
- (b) if a player decides to "FOLD", the cards must be placed downwards on the table and the dealer shall then collect the player's "ANTE", any chip

placed on the "PROGRESSIVE BOOMERANG JACKPOT" area and cards.

- 5.3 Once the first card has been dealt, no player shall handle, remove or alter the original wager (on the "ANTE") until a decision has been rendered and implemented on that wager, unless explicitly permitted by these rules.
- 5.4 All wagers at Poker - Canberra Poker shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas of the layout.
- 5.5 Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips, and placed on the layout before the dealer announces "NO MORE BETS".
- 5.6 A player shall not wager on more than one hand of any round.
- 5.7 Only one wager shall be accepted on any one box.

6. SHUFFLE AND CUT OF THE CARDS

- 6.1 The cards shall be shuffled in preparation for each round of play.
- 6.2 After the cards have been shuffled, the dealer shall cut the cards (once only) and place them on the cutting card.
- 6.3 The player never cuts the cards.

7. THE DEAL

- 7.1 All cards used in the game of Poker - Canberra Poker shall be dealt from a card shoe specifically designed for such purpose.
- 7.2 All cards shall be dealt face downwards, except for the dealer's last card which shall be dealt face upwards.
- 7.3 Immediately prior to the commencement of a round of play and after all wagers are on the table the dealer shall announce "NO MORE BETS". The dealer shall then, starting from his/her left and continuing clockwise around the table, deal the cards in the following manner:-
 - (a) one card, face down, to each "ANTE" box, containing a wager;
 - (b) one card, face down, to himself/herself; and

- (c) then in sequence deal a second, third, fourth and fifth card, face down, to each "ANTE" box containing a wager and to himself/herself (subject to rule 7.2).

8. BETTING ROUND

- 8.1 After the cards have been dealt, the players may pick up their cards and decide if they wish to "FOLD" or "BET".
- 8.2 A player who decides to "FOLD" must place his/her cards, face downwards, on the table.
- 8.3 The dealer shall collect the "ANTE" and the cards from each player who decides to "FOLD". Before the cards are removed from a player's box, the cards shall be individually spread out, face down, counted and then placed in the discard rack.
- 8.4 The dealer shall then turn all his/her cards face up and declare the best possible poker hand.

9. FINAL SETTLEMENT

- 9.1 The dealer's hand, in order to qualify, must have a poker value of Ace and King, or higher.
- 9.2 If the dealer's hand does not have a poker value of Ace and King or higher, the dealer shall announce "NO HAND". "BET" wagers shall be void and shall not be paid out.
- 9.3 Players must then place all their cards, face up, on the table and the dealer shall then:-
 - (a) pay all the "ANTE" bets;
 - (b) collect all non qualifying "PROGRESSIVE BOOMERANG JACKPOT" wagers;
 - (c) count and collect the cards; and
 - (d) for any player having a qualifying "PROGRESSIVE BOOMERANG JACKPOT" and who has deposited a chip on the appropriate area, leave the player's cards, face up, on the table.
- 9.4 If the dealer's hand does have a poker value of Ace and King or higher, the players must then place all their cards, face up, on the table and the dealer will then (starting from the right):-

- (a) compare his/her hand to each player's hand individually and:
 - (i) pay the "ANTE" and the "BET" for those hands with a higher poker hand than the dealer's, in accordance with rule 10;
 - (ii) collect the "ANTE" and the "BET" for those hands with a lower poker hand than the dealer's; or
 - (iii) void the "ANTE" and the "BET" for hands with an equal poker hand value and equal card value to that of the dealer;
- (b) as he/she compares hands and pays or collects wagers, the dealer shall collect the cards, face up, as per rule 8.3; and
- (c) for any player qualifying for a "PROGRESSIVE BOOMERANG JACKPOT" and who has placed a chip on the appropriate area, leave that player's cards, face up, on the table.

10. PAYOUT ODDS

"ANTE"

All "ANTE" bets 1 to 1 (even money)

"BET"

One pair or less	1 to 1 (even money)	(up to maximum payout)
Two pairs	2 to 1	(up to maximum payout)
Three of a Kind	3 to 1	(up to maximum payout)
Straight	4 to 1	(up to maximum payout)
Flush	5 to 1	(up to maximum payout)
Full House	7 to 1	(up to maximum payout)
Four of a Kind	20 to 1	(up to maximum payout)
Straight Flush	50 to 1	(up to maximum payout)
Royal Flush	250 to 1	(up to maximum payout)

"MAXIMUM PAYOUTS" are subject to rule 4.1.(a).

11. BOOMERANG JACKPOT

- 11.1 A player may wager on the "PROGRESSIVE BOOMERANG JACKPOT" but must also have a wager on the "ANTE".

- 11.2 A player who has placed a chip onto the "PROGRESSIVE BOOMERANG JACKPOT" area and has a hand which qualifies for a jackpot prize wins whether the dealer has an Ace and a King, or higher, or not. After settlement of the jackpot prizes all "PROGRESSIVE BOOMERANG JACKPOT" wagers, shall be collected.
- 11.3 Wagers to the "PROGRESSIVE BOOMERANG JACKPOT" shall form part of either a jackpot prize pool or a reserve pool. The rate of increments to the prize pools shall be approved by the Casino Surveillance Authority.

12. BOOMERANG JACKPOT PAYOUTS

Royal Flush	\$10,000 or 100%	of jackpot displayed whichever is the greater
Straight Flush	\$1,000 or 10%	of jackpot displayed whichever is the greater
Four of a Kind	\$500	bonus payout
Full House	\$150	bonus payout
Flush	\$100	bonus payout
Dead Man's Hand	\$50	bonus payout

13. ORDER OF POKER HAND VALUES

- 13.1 The order of hands, lowest to highest is as follows:-

- (a) Five odd cards, eg; Q; 10; 6; 4; 2.
- (b) One pair, eg; 10; 10; K; 6; 3.
- (c) Two pairs, eg, 7; 7; 4; 4; J.
- (d) Three of a kind, eg; Q; Q; Q; 8; 3.
- (e) Straight - any five cards in sequence. An ace may count high or low in a straight, e.g., 5, 4, 3, 2, Ace or Ace, King, Queen, Jack, 10.
- (f) Flush - five cards of the same suit, not in sequence, eg; K; J; 9; 5; 2; all diamonds.
- (g) Full House - three cards of one kind plus two of another, e.g., King, King, King, Jack, Jack. All hands take their rank from the threesome.
- (h) Four of a kind - e.g. Ace, Ace, Ace, Ace, 7.

- (i) Straight Flush - five cards of the same suit in sequence. For example King, Queen, Jack, 10, 9 all clubs.
- (j) Royal Flush - the five top cards, all from the same suit, eg; Ace, King, Queen, Jack, 10, all spades.

13.2 Hands of the same poker hand value but consisting of different card values are ranked according to the card values prescribed in rule 3.5, eg; a K; Q; J; 10; 9 straight; beats a J; 10; 9; 8; 7 straight.

14. TABLE CLOSURE

14.1 The hours of gaming shall be as determined by the Minister.

14.2 Subject to rule 14.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

15. IRREGULARITIES

15.1 A player is responsible for declaring his/her whole poker hand.

15.2 An incorrect number of cards dealt to any player or the dealer, shall constitute a misdeal.

15.3 An exposed card dealt, shall not constitute a misdeal; the dealer shall turn the card over and continue to deal the game.

15.4 Subject to rule 15.3, three or more cards incorrectly exposed shall constitute a misdeal.

16. GENERAL PROVISIONS

16.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the gaming table or location related to the playing of a game, a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome of the changing probabilities or the playing strategies to be used.

16.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, he may:-

- (a) declare that any wager made by the player shall be void; and
- (b) direct that the player shall be excluded from further participation in the game.

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

- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
- (b) any fraudulent act is perpetrated by a player or a dealer or both,

that in the sole opinion of the operator, affects the outcome of the game.

16.4 Where the outcome of a game is invalidated, all wagers made by players for that particular hand shall be refunded.

16.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.

16.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.

16.7 A player shall not be advised by an employee of the Casino on how to play his/her hand except to ensure compliance with these rules.

16.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.

16.9 No onlooker or any player playing at any table may, unless requested by a player, influence any other players decisions of play.

16.10 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.

16.11 Players are not permitted to have side bets against each other.

16.12 A copy of these rules shall be made available, upon request.

- 16.13 Players may not exchange cards or exchange or communicate or cause to exchange or communicate information regarding their hand. Any violation may result in the hand being declared a "DEAD" hand, i.e., the player forfeits his/her "ANTE" wager and the right to participate in the jackpot prize.