

Australian Capital Territory

# **Casino Control (Poker - Canberra Poker)**

## **Approval 2005 (No 2)**

**Notifiable instrument NI2005—199**

made under the

***Casino Control Act 1988, subsection 72(1) (Rules for authorised games)***

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I approve the rules for the authorised game of “Poker - Canberra Poker” as set out in the attached schedule.

These rules shall be effective starting from the commencement of the gaming day dated 3 June 2005.

The rules for Poker – Canberra Poker notified in Notifiable Instrument NI2005 –65 are revoked.

This revocation shall take effect from the end of the gaming day dated 2 June 2005.

Desmond Edward McKee  
Delegate  
ACT Gambling and Racing Commission  
27 May 2005

## **SCHEDULE**

This is the accompanying schedule to the instrument of approval made under subsection 72(1) of the *Casino Control Act 1988* on 27 May 2005 by Desmond Edward McKee, Delegate of the ACT Gambling and Racing Commission.

**CASINO CANBERRA LIMITED**

**RULES OF**

**POKER**

**CANBERRA POKER**

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## **A. DICTIONARY OF TERMS USED IN POKER - CANBERRA POKER**

(nb. terms defined in the dictionary are underlined throughout this document.)

### **Ante**

The initial wager required to participate in a round of play.

### **Approved**

Means approved in writing by the ACT Gambling and Racing Commission.

### **Bet**

A second wager placed by a player to indicate that the player wishes to continue in that round of play.

### **Box**

An area marked on the layout of the table for a player to place wagers.

### **Casino Operator**

The organisation or person responsible for the conduct of gaming in the casino.

### **Casino Supervisor**

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

### **Dealer**

A person responsible for the operation of the game.

### **Dead Man's Hand**

A poker hand as described in Rule 2.6 (h) consisting of A, A, 8, 8; and any other card that is not an Ace or Eight.

### **Fold**

Occurs if a player decides not to continue in the round of play by not making a bet and passes in his or her cards.

### **Round of Play**

That part of the game that commences when a card is first removed from the shoe and concludes when all the cards are collected and placed in the discard rack.

### **Session**

A session is the number of rounds of play determined by the structure of the tournament.

### **Shoe**

An approved container from which the dealer deals the cards.

**Starting Marker**

A marker used to denote which player is to make the first wager for a round of play. After a round of play the marker shall be moved to the next player in a clockwise direction.

**Tournament Chips**

Chips that cannot be exchanged for money, are distinguishable from all other casino chips, and are used exclusively for the playing of tournaments.

**Tournament Commission**

The amount the casino collects from a player or players as payment for conducting the game.

**Tournament Director/Assistant**

The person responsible for the conduct of the tournament.

**Void**

A round of play in which neither the player nor the dealer wins. Any chips wagered or paid shall be returned, as if the round of play had never occurred.

## **B. RULES OF POKER - CANBERRA POKER**

### **1. POKER - CANBERRA POKER TABLE**

- 1.1 A Poker – Canberra Poker table layout shall be approved prior to use.

### **2. CARDS**

- 2.1 Poker - Canberra Poker shall be played with one deck (52 cards), without jokers. One cutting card shall be used.
- 2.2 The cards shall be checked each day prior to the commencement of gaming and at or after the conclusion of gaming.
- 2.3 The casino operator may change any or all of the cards after a round of play. The casino supervisor and dealer shall check each replacement card prior to its introduction into play.
- 2.4 A casino supervisor may at any time instruct the dealer to check and verify the number of cards.
- 2.5 A player's completed hand shall consist of five cards. All cards shall count in determining the value of a hand.
- 2.6 The order of hands from highest to lowest shall be as follows:
- (a) Royal flush - the five top cards, ie. A; K; Q; J; 10, all of the same suit.
  - (b) Straight flush - five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, of Hearts. An Ace counts as 1 in a straight flush, e.g. 5; 4; 3; 2; A. (In the case of the dealer and a player both having a straight flush, the hand with the highest-ranking card shall prevail).
  - (c) Four of a kind - e.g. A; A; A; A; 4. A four of a kind takes its rank from the four cards of the same rank.
  - (d) Full house - three cards of the same rank plus another two cards of the same rank, e.g. K; K; K; J; J. A full house takes its rank from the three cards of the same rank.
  - (e) Flush - five cards of the same suit but not in sequence, e.g. K; J; 9; 7; 5, of Diamonds. (In the case of the dealer and a player both having a flush, the hand with the highest-ranking cards shall prevail).
  - (f) Straight - any five cards in sequence but not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). An Ace may count high or low in a straight, e.g. 5; 4; 3; 2; A. (In the

case of the dealer and a player both having a straight, the hand with the highest-ranking card shall prevail).

- (g) Three of a kind - e.g. Q; Q; Q; 8; 5. A three of a kind takes its rank from the three cards of the same rank.
- (h) Two pairs - e.g. Q; Q; 4; 4; J. (If the dealer and a player have two pairs each, the hand with the highest-ranking pair shall prevail. If the respective highest-ranking pairs of the dealer and the player are of equal rank, the hand with the next highest-ranking pair shall prevail. If the respective pairs of the dealer and the player are of equal rank, the hand with the highest-ranking card that is not part of a pair shall prevail).
- (i) One pair - e.g. 10; 10; K; 6; 2. (If the dealer and a player both have one pair, the hand with the highest-ranking pair shall prevail. If the respective pairs of the dealer and the player are of equal rank, the hand with the highest-ranking cards that are not part of a pair shall prevail).
- (j) In a situation of competing hands of five non-matching, non-sequential cards not of the same suit, the hand with the highest-ranking cards shall prevail.

2.7 The rank of cards from highest to lowest shall be as follows:

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

except as provided in Rules 2.6 (b) and (f) where the Ace may be counted low.

2.8 For the purposes of 2.6 (e), (i) and (j), *highest-ranking cards* are determined by:

- (a) the cards as ranked in Rule 2.7; or
- (b) if the highest-ranking card of the dealer and the player are of equal rank, the next highest-ranking card, and so on until a result is determined.

2.9 The suit of a card does not affect its rank.

### **3. MINIMUM AND MAXIMUM WAGERS**

3.1 The casino operator shall display the minimum and maximum wagers allowed per box on a sign at or near the table and may change these limits provided that prior notice of the change is given to the players.

3.2 The casino operator may allow a player to wager in excess of the stated box maximum provided that a marker denoting the new limit is placed adjacent to the box.



- 3.3 The multiples of wagers permitted shall be displayed at the table.
- 3.4 Initially, a wager made by a player that is below the minimum shall be paid or collected and that player shall be advised of the fact that further wagers under the minimum shall be returned.
- 3.5 Wagers above the displayed maximum shall be paid or collected to the maximum.

#### **4. WAGERS**

- 4.1 Prior to the first card being dealt by the dealer, each player shall be given the opportunity to place an ante and a Boomerang Prize wager.
- 4.2 All wagers shall be made by placing gaming chips on a box.
- 4.3 One player only may wager on a box and no player may wager on more than one box.
- 4.4 Once the first card has been dealt, no player shall handle, remove or alter his or her ante or place an additional wager until the dealer has received five cards.

#### **5. SHUFFLE AND CUT OF THE CARDS**

- 5.1 The dealer shall shuffle the cards in preparation for each round of play.
- 5.2 After shuffling, the dealer shall cut the cards once and place the cards in the shoe. The cut shall be made more than one card from either end of the deck.

#### **6. DEALING THE CARDS**

- 6.1 Cards shall be dealt from a shoe.
- 6.2 Cards shall be dealt face downwards, except for the dealer's last card, which shall be dealt face upwards.
- 6.3 The dealer shall deal the cards in a clockwise direction in the following manner:
- (a) one card to each box containing an ante;
  - (b) one card to the dealer; and
  - (c) continue dealing this sequence until the players and the dealer have each received five cards.

#### **7. BET OR FOLD**

- 7.1 After the dealer receives the last card each player may pick up his or her cards and decide whether to bet or fold.
- 7.2 If a player decides to bet, a wager that is exactly twice the ante must be placed on top of his or her cards, which shall be placed face downwards on the appropriate area of the layout on the box.
- 7.3 If a player decides to fold, the player loses his or her ante and any Boomerang Prize wager.
- 7.4 The dealer shall verify the number of cards of each player who has folded prior to placing them in the discard rack.

## 8. PAYOUT ODDS

- 8.1 Winning wagers shall be paid as follows:

### **ANTE**

All antes 1 to 1

### **BET**

One pair or less	1 to 1	(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)

- 8.2 The maximum payout on each table shall be displayed at the table.

## 9. SETTLEMENT OF WAGERS

- 9.1 The dealer shall set his or her cards in accordance with Rules 2.6 and 2.7.
- 9.2 For the dealer to participate in a round of play, the dealer's hand must have an Ace and King or higher.
- 9.3 If the dealer's hand does not have an Ace and King or higher, the antes of each player shall win.
- 9.4 If the dealer's hand does have an Ace and King or higher the bets of each player with a hand higher than the dealer's hand and the associated antes shall win in accordance with Rules 2.6 and 2.7.

- 9.5 If the dealer's hand does have an Ace and King or higher, the antes and bets of a player shall lose if he or she has a lower hand than the dealer's in accordance with Rules 2.6 and 2.7.
- 9.6 If the dealer's hand and any player's hand are of equal value in accordance with Rules 2.6 and 2.7, the ante and bet wagers shall be void.
- 9.7 The dealer shall verify the number of cards in each hand prior to placing them in the discard rack.

## **10. BOOMERANG PRIZE**

- 10.1 A player may wager on a Boomerang Prize only if that player has placed an ante.
- 10.2 The casino operator shall display the Boomerang Prize wager on a sign at or near the table.
- 10.3 A player is responsible for declaring his or her hand as a qualifying Boomerang Prize hand prior to the collection of the cards by the dealer.
- 10.4 A player who has wagered on a Boomerang Prize and has a hand which has been declared by the dealer as qualifying for a Boomerang Prize shall win the Boomerang Prize whether the dealer's hand has an Ace and a King or higher, or not.

## **11. BOOMERANG PRIZE PAYOUTS**

- 11.1 Boomerang Prize winning hands shall be paid as follows:

Royal Flush	\$100,000
Straight Flush	\$10,000
Four of a Kind	\$500
Full House	\$150
Flush	\$100
<u>Dead Man's Hand</u>	\$50

## **12. AUTOMATED SHUFFLING SHOE**

- 12.1 Where an automated shuffling shoe is in use, Rule 12 shall replace Rules 2.1, 5 and 6.

- 12.2 Poker - Canberra Poker shall be played with two (52 card) decks. The two decks shall be of different colours. Each deck shall be without Jokers, with backs of the same colour and design. Only one deck shall be used for each round of play.
- 12.3 The dealer shall shuffle the cards and place them into the automated shuffling shoe in preparation for the first round of play.
- 12.4 The dealer shall deal five cards to each box containing an ante and five cards to the dealer. The dealer shall turn the top card of their hand face up.
- 12.5 Once the dealer announces bet or fold, each player may then pick up and view his or her cards.
- 12.6 In the event that the automated shuffling shoe malfunctions the round of play shall be void.
- 12.7 At the completion of the round of play, the automated shuffling shoe may, if necessary, be replaced and new cards shall be used in accordance with these rules. If the replacement shoe is not an automated shuffling shoe, Rule 12 does not apply.
- 12.8 For the purposes of Rule 12.6, malfunction means any mechanical or electrical fault that either prevents or impedes the automated shuffling process or renders the cards unfit for use

### **13. COLLUSION**

- 13.1 A player shall protect the identity of his or her cards, and these cards shall remain within the playing area in view of both the dealer and the casino supervisor.
- 13.2 A player may not:
- (a) exchange cards; or
  - (b) exchange or communicate or cause to exchange or communicate information regarding his or her hand.

Any violation of this rule may result in a player being excluded from that round of play or cause that round of play to be void.

### **14. IRREGULARITIES**

- 14.1 Two or less exposed cards being dealt in a round of play shall not constitute a misdeal. In such a case the dealer shall turn the exposed cards over and continue to deal the game. However, three or more cards

incorrectly exposed in a round of play shall result in that round of play being declared void.

- 14.2 If the dealer exposes one of his or her first four cards, that card shall be used as the face up card and the fifth card shall be dealt face down.
- 14.3 In the event of a round of play being dealt not in accordance with Rule 6.3 or 12.4, that round of play shall be deemed void.
- 14.4 If a player's hand or part thereof enters the discard rack before that player has acted on his or her hand or the hand requires verification, the player's hand shall be reconstructed if possible.

## **15. TABLE CLOSURE**

- 15.1 The hours of gaming shall be determined under the provisions of the *Casino Control Act 1988*.
- 15.2 Subject to Rule 15.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

## **16. GENERAL PROVISIONS**

- 16.1 The casino operator may invalidate the outcome of a game prior to its completion if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 16.2 If a person has contravened any provision of these rules, the casino operator may:
- (a) declare any wager made by a player void; and
  - (b) direct that the player be excluded from further participation in the game.
- 16.3 The casino operator may declare a round of play void if it is impractical to continue or a person commits a fraudulent act that affects the outcome for that particular round of play.
- 16.4 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the ACT Gambling and Racing Commission if requested.
- 16.5 An employee of the casino shall:
- (a) not advise a player on how to play, except to ensure compliance with these rules;

- (b) not give or allow any advantage to a person, or cause or allow a change in any probabilities of the game by any means, other than that covered by these rules; and
  - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 16.6 A seated player who abstains from betting for three consecutive rounds of play while all other seats at that table are in use may be required to vacate that seat.
- 16.7 A person shall not instruct or influence another player's decisions of play.
- 16.8 Players are not permitted to have side bets with each other.
- 16.9 A copy of these rules shall be made available by the casino operator, upon request.
- 17. TOURNAMENT PLAY**
- 17.1 In addition to the rules set out in the preceding paragraphs, the rules of this section shall apply only to tournament play.
- 17.2 The Gaming Shift Manager shall nominate a person, known as the Tournament Director/Assistant.
- 17.3 The conditions of entry and of play for each Poker - Canberra Poker tournament shall be approved.
- 17.4 The conditions of the tournament may include the following:
  - (a) the tournament starting date and time;
  - (b) the heat structure of the tournament;
  - (c) the entry fee and tournament commission;
  - (d) the amount of tournaments chips each player will receive for the entry fee;
  - (e) the minimum and maximum number of players;
  - (f) restrictions on player groups;
  - (g) restrictions regarding Boomerang Prize wagers;
  - (h) the table limits; and
  - (i) the breakdown of the prize pool.
- 17.5 Where the conditions of entry and play for tournament play approved under Rule 17.3 are inconsistent with the rules set out in the preceding paragraphs and in the Appendices, the conditions approved under Rule 17.3 shall prevail to the extent of the inconsistency for the duration of the tournament.
- 17.6 The Tournament Director/Assistant shall allow players one entry only into the tournament.

- 17.7 The Tournament Director/Assistant shall allocate each player a table and seat position by ballot before the commencement of a session and the player is restricted to playing in the assigned position for the duration of that session.
- 17.8 The Tournament Director/Assistant shall determine the number of players allocated to any one table.
- 17.9 All entrants shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat, the entrant shall be deemed to have forfeited their position. The entry fee paid by the entrant is forfeited and remains as part of the prize pool.
- 17.10 Where a player has not taken their seat prior to the commencement of the first session the Tournament Director/Assistant may offer that seat to a reserved player on payment of the specified entry fee for the tournament.
- 17.11 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 17.12 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 17.13 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 17.14 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a round of play shall be eliminated from the tournament and must vacate their seat.
- 17.15 A starting marker shall be used to indicate the player who must make the first ante for that round of play. Other players shall place their antes in order and in a clockwise direction from the first player. Once an ante has been placed and a player's opportunity to wager (refer Rule 17.16) has been completed the ante may not be changed. An ante placed out of order shall stand and the player in question shall be advised that further infringement may result in the ante being declared void.
- 17.16 A player's opportunity to wager begins when they are asked by the dealer to place an ante and ends when the dealer asks the next player to place their ante.
- 17.17 Players shall not seek advice from other tournament players or persons not involved in the tournament.
- 17.18 The Tournament Director/Assistant may offer the players the opportunity to take a break during the tournament and shall specify the amount of time allowed for the break.

- 17.19 The Tournament Director/Assistant may determine the speed at which the tournament shall be played and may give direction to players in order to achieve that rate of play.
- 17.20 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.
- 17.21 The casino operator shall return 100% of the prize pool to the players by way of prizes.
- 17.22 In the event of two or more players holding an equal value of tournament chips at the completion of any heat, semi-final or the final session, those players shall be given additional rounds of play until a result is achieved.
- 17.23 In the event of two or more players being eliminated in the same round of play and one or more of the players is eligible for a prize then the prize money associated with the tied placing/s shall be combined and/or divided between the relevant players.
- 17.24 The casino operator may charge an entry fee for the tournament and may retain an approved amount of the total entry fees as tournament commission. The casino operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.
- 17.25 All entry fees and tournament commissions are non-refundable. The casino operator reserves the right to cancel the tournament without liability. In the event of cancellations, the casino operator shall refund all entry fees and tournament commissions in full.