No. S49, Friday 27 August, 1999

CASINO CONTROL ACT 1988

ALTERATION

Under section 72(3) of the *Casino Control Act 1988*, I HEREBY ALTER the approved rules as set out in the attached schedule for the authorised games of:

- Blackjack
- American Roulette
- Baccarat
- Mini-Baccarat
- Pai Gow
- Sic-Bo
- Money Wheel
- Keno
- Poker - Canberra Poker
- Poker - Five Card Stud
- Poker - Seven Card Stud
- Poker - Canberra Manila
- Poker - Three Card Manila
- Poker - Hold-Em
- Poker - Omaha
- Poker - Draw Poker
- Poker - Faro

Dated this eighteenth day of August 1999

Gregory Stephen Jones
Delegate of the Minister

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SCHEDULE

This is the accompanying schedule to the Instrument of Alteration under section 72(3) of the *Casino Control Act 1988* signed by Gregory Stephen Jones the Delegate of the Minister on the eighteenth day of August 1999.

ALTERATIONS TO THE APPROVED RULES OF THE AUTHORISED GAME OF:

- Blackjack
- American Roulette
- Baccarat
- Mini-Baccarat
- Pai Gow
- Sic-Bo
- Money Wheel
- Keno
- Poker - Canberra Poker
- Poker - Five Card Stud
- Poker - Seven Card Stud
- Poker - Canberra Manila
- Poker - Three Card Manila
- Poker - Hold-Em
- Poker - Omaha
- Poker - Draw Poker
- Poker - Faro

Revoke all previous rules and amendments to the rules of these games.

Replace with the following rules:

Interpretation
In the interpretation and application of words, terms and expressions in these rules which are not defined, regard is to be had to the practices and usages of casinos elsewhere in Australia and overseas where similar games are played.

CASINO CANBERRA LIMITED

RULES OF BLACKJACK

Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

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Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

TERMS USED IN BLACKJACK

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

Approved
Means approved in writing by a Government Casino Inspector.

Blackjack
Means an ace and any card having a point value of ten (10) dealt as the initial two cards to a player or Dealer.

Box
An area marked on the layout for the player to place their wager.

Burn
Means to remove a card from play by placing it in the discard rack.

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.

Double
A wager equal to the player's original wager for which the player will receive one additional card.

Hard Total
Means the total of a hand which contains no ace, or which contains an ace or aces that only count as a point value of one.

Initial Deal
That part of a Round of Play where each player has received two cards and the Dealer one card.

Round of Play
That part of the game which commences when a card is first removed from the Shoe and concludes when all the cards are collected.

Shoe
An approved container from which the Dealer will deal the cards.

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Soft Total
Means the total of a hand containing an ace or aces, where one ace can be counted as one or eleven.

Split
Where the initial cards are of equal value a player may place a wager equal to their original wager and separate the cards to form two hands.

Stand Off
A wager which neither the player nor the Dealer wins.

Subsequent Deal
That part of a Round of Play which follows the Initial Deal and allows players to draw extra cards.

Void
Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

BLACKJACK

1. BLACKJACK TABLE

1.1 A Blackjack table shall be approved prior to use.

2. CARDS

2.1 Blackjack shall be played with five to eight (52 cards) decks, without jokers, with backs of the same colour and design, which shall be approved.

2.2 The cards shall be checked, card by card, by the Dealer prior to the commencement of gaming and at or after the conclusion of gaming.

2.3 Before the start of a Round of Play, the Casino Operator shall determine:

(a) the number of decks of cards; and

(b) the approved shuffle;

provided that notice is given to the players and a Government Casino Inspector if available.

2.4 The Casino Operator may change any or all of the cards after any Round of Play. The Casino Supervisor and Dealer shall check each replacement card prior to its introduction to play.

2.5 The value of the cards shall be as follows:

(a) any Ace shall have a value of 1 or 11;

(b) any card from 2 to 9 inclusive shall have its face value; and

(c) any 10, Jack, Queen or King shall have a value of 10.

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3. MINIMUM AND MAXIMUM WAGERS

3.1 The Casino Operator shall display the minimum and maximum wagers 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(s) to wager in excess of the stated Box maximum provided that a marker denoting the new limit(s) is placed adjacent to the Box.

3.3 The multiples of wagers permitted shall be displayed at the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised 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 of a Round of Play being dealt, each player shall be given the opportunity to place a wager.

4.2 All wagers shall be made by placing gaming chips on the Box.

4.3 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 that wager other than as provided for in Rules 7, 10 and 11.

4.4 A player may be permitted by the Casino Operator to wager on more than one Box at a Blackjack table and make the decisions regarding the playing of those hands with the understanding that, if there are insufficient vacant Boxes at the table to accommodate patron demand, a player making the decisions on more than one Box shall give up control of a Box or Boxes to accommodate other players.

4.5 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 shall be made in order of preference by:

(a) the player seated at that Box; or

(b) the player whose wager is nearest to the Dealer.

4.6 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 until a new Shoe is commenced.

4.7 In accordance with Rule 3.2, where a new maximum limit is allocated to a Box, other player(s) may wager on that Box provided the total of all wagers does not exceed the stated Box maximum.

5. SHUFFLE AND CUT OF THE CARDS

5.1 The Dealer shall shuffle the cards in preparation for each new Shoe.

5.2 After the shuffle the cards will be offered to a player to be cut. This player will 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; or

(d) if the player designated above declines to cut the cards, the cards shall be offered to each player moving clockwise around the table, until a player accepts the cut.

If no player wishes to cut a Casino Supervisor will cut the cards.

5.3 The person designated in Rule 5.2 shall cut the cards by placing a cutting card at least one deck in from either end. Once the cutting card has been inserted the Dealer shall take all cards in front of the cutting card and place them at the back of the stack. The Dealer shall then insert the cutting card in a position at least one deck in from the back of the stack and no more than approximately half the number of decks in play from the back of the stack.

For the purpose of Rule 5.3, *approximately* means plus or minus half a deck.

5.4 The cards shall be shuffled:

(a) when the cutting card is drawn as the first card of a new round; or

(b) at the end of that Round of Play if the cutting card is drawn during the Round of Play.

5.5 If a cutting card is reached during the final 3 rounds of play it shall be discarded and the Dealer shall continue dealing until the final hand has been completed.

6. INITIAL DEAL

6.1 All cards shall be dealt face up from a Shoe.

6.2 The Dealer shall announce “NO MORE BETS” and starting from the first Box containing a wager and in a clockwise direction around the table, deal the cards in the following manner:

(a) one card to each Box;

(b) one card to the Dealer; and

(c) another card to each Box.

7. INSURANCE

7.1 Where the Dealer's first card is an ace, a player may place a wager on the Dealer achieving Blackjack on their hand. The maximum wager allowed is half the total of the player’s original wager.

7.2 Players shall place insurance wagers on the insurance line before the commencement of the Subsequent Deal.

7.3 All insurance wagers shall be in multiples of half the smallest denomination chip in the float.

7.4 Winning insurance wagers shall be paid at odds of two to one.

7.5 Settlement of insurance wagers shall be as follows:

(a) when the Dealer's second card is not a 10 value card all losing insurance wagers are collected and the Dealer shall complete the Round of Play; and

(b) when the Dealer's second card is a 10 value card the winning insurance wagers shall be paid on completion of Rule 13.

8. INTERIM SETTLEMENT

8.1 An interim settlement shall occur on completion of the Initial Deal and before the Subsequent Deal:

(a) 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

(b) 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 wager, or wagers, on that hand at odds of 1 to 1.

9. SUBSEQUENT DEAL

9.1 Starting with the first Box containing a wager, and continuing clockwise around the table, each player shall be given the opportunity to:

(a) Split;

(b) Double;

(c) draw additional cards, subject to Rule 9.2; and/or

(d) stand, subject to Rule 9.2.

9.2 When a player has:

(a) a Blackjack or a Hard or Soft Total of 21, they shall not draw additional cards; or

(b) a Hard Total of less than 12, they shall be required to draw cards until the total is 12 or greater, unless they Double.

10. SPLITTING

10.1 After the Initial Deal if the player making decisions with regard to a Box declines to Split then no other player wagering on that Box may Split.

10.2 If the player making decisions with regard to that Box elects to Split other players wagering on that Box may:

(a) elect to Split; or

(b) have their wager placed on the first of the hands to be determined.

10.3 A maximum of four hands may be formed from Splitting, apart from aces which may be Split only once.

10.4 When a player Splits, the first hand shall be completed before continuing to the next hand.

10.5 Where aces have been Split, one card only shall be dealt to each hand.

10.6 Where a hand has been Split, the hands shall be completed according to Rule 9.

10.7 After a Split, a ten value card dealt to an ace, or an ace dealt to a ten value card shall not constitute a Blackjack.

11. DOUBLING

11.1 After the Initial Deal if the player making decisions with regard to a Box declines to Double then no other player wagering on that Box may Double.

11.2 If the player making decisions with regard to a Box elects to Double other players wagering on that Box may also elect to Double. 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.

11.3 A player may Double down on a Split hand in accordance with Rule 11.2.

12. SUBSEQUENT DEAL TO DEALER'S HAND

12.1 The Subsequent Deal to the Dealer's hand shall be as follows:

(a) once the Subsequent Deal to all players' hands has been completed, the Dealer shall deal additional cards to the Dealer's hand. The Dealer must draw to 16 and if a count value of 17, 18, 19, 20, 21, or Blackjack has been achieved the Dealer shall not draw additional cards; and

(b) additional cards shall not be drawn to the Dealer's hand 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.

13. FINAL SETTLEMENT

13.1 A wager by a player (except insurance under Rule 7) shall:

(a) win, if the total of the player's hand is 21 or less and that of the Dealer's is in excess of 21;

(b) win, if the total of the player's hand exceeds that of the Dealer, without exceeding 21;

(c) win, if the player has achieved a Blackjack and the Dealer has not;

(d) lose, if the total of the player is in excess of 21;

(e) lose, if the total of the Dealer exceeds that of the player, without exceeding 21;

(f) lose, if the Dealer has achieved a Blackjack and the player has not; or

(g) be a Stand Off, if the player's and the Dealer's total are the same without exceeding 21, or if the player and the Dealer both have achieved a Blackjack.

13.2 Settlement of winning wagers shall be as follows:

(a) a wager on a Blackjack shall be paid at odds of 3 to 2 if the Dealer does not also have a Blackjack; and

(b) a wager on a hand other than a Blackjack shall be paid at odds of 1 to 1.

14. IRREGULARITIES

14.1 A card found face upwards in the Shoe shall be Burnt.

14.2 A card drawn in error whether or not its face has been 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.

14.3 Any card(s) drawn to the Dealer's hand not in accordance with Rule 12 shall be Burnt.

14.4 If during a Round of Play an error of card placement is detected, that hand shall be reconstructed in accordance with these rules.

14.5 If an error of card placement is detected to have occurred in a Round of Play after the next round has commenced, the round in which the error occurred shall be deemed Void and any subsequent round(s) that have commenced shall remain as played.

14.6 If there are insufficient cards remaining in the Shoe to complete a Round of Play, all the cards in the discard rack shall be shuffled and cut in accordance with these Rules and dealt to complete that round.

14.7 Where a player is not present to render a decision on his hand, the Dealer shall deal cards to that hand until the total of that hand exceeds 11.

15. TABLE CLOSURE

15.1 The hours of gaming shall be as 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 and a Government Casino Inspector if available.

16. GENERAL PROVISIONS

16.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

16.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this Rule.

16.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that any wager(s) made by the player(s) shall be Void; and

(b) direct that the player(s) shall be excluded from further participation in the game.

16.4 The Casino Operator may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

16.5 Where the outcome of a Round of Play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

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

16.7 An employee of the casino shall:

(a) not advise a player on how to play his/her hand, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause to 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.

16.8 A seated player who abstains from betting 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 instruct or influence another player's decisions of play.

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

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

17. SUPER SEVENS

17.1 Where the game played includes the Super Sevens option, the approved rules of Blackjack shall apply and shall be read in conjunction with the rules for Super Sevens.

17.2 The Super Sevens table shall be approved prior to use.

17.3 Prior to the first card being dealt by the Dealer, each player shall be given the opportunity to place a wager on the Super Sevens Box. All wagers shall be made by placing gaming chips on the Super Sevens Box.

17.4 The Super Sevens wager shall be an approved amount.

17.5 A Super Sevens wager not accompanied by a Blackjack wager shall be deemed Void.

17.6 A Super Sevens wager shall:

(a) win, if the first card dealt to a player placing the wager is a seven;

(b) win, if the first two cards dealt to a player placing the wager are sevens;

(c) win, if the first three cards dealt to a player placing the wager are sevens; and

(d) lose, if the first card dealt to a player placing the wager is not a seven.

17.7 Only the highest valid Super Sevens payout will be paid.

17.8 On completion of the Initial Deal and before the Subsequent Deal, the Dealer shall:

(a) remove all losing wagers on the Super Sevens Boxes; and

(b) pay all first card winners (players with only their first card being a seven).

17.9 All Super Sevens payouts shall be made as soon as the Super Sevens result is known, with the exception of three suited sevens which shall be paid after the completion of the Round of Play.

17.10 If a player having a wager on Super Sevens Splits a pair of sevens, the initial two cards and the third card received will be used for the Super Sevens result.

17.11 Super Sevens payout odds shall be as follows:

One seven (first card)	3 to 1
Two sevens (not suited)	50 to 1
Two sevens (suited)	100 to 1
Three sevens (not suited)	500 to 1
Three sevens (suited)	5,000 to 1

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18. TOURNAMENT PLAY

18.1 In addition to the rules set out in the preceding paragraphs, the rules of this section shall apply only to tournament play.

18.2 The conditions of entry and of play for each Blackjack tournament shall be approved.

18.3 Where the conditions of entry and play for tournament play approved under Rule 18.2 are inconsistent with the Rules set out in the preceding paragraphs, the conditions approved under Rule 18.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

18.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

19. AUTOMATED SHUFFLING SHOE

19.1 When an automated shuffling Shoe is in use Rule 5 shall be replaced by Rule 19.2.

19.2 The Dealer shall shuffle the cards. The cards will then be placed into the automated shuffling Shoe in preparation for the first Round of Play.

19.3 In the event that the automated shuffling Shoe malfunctions the Round of Play shall be completed. The Dealer shall either:

(a) insert a cutting card in a position approximately one deck in from the back of the stack and continue to deal; or

(b) shuffle the remaining cards in the Shoe and cut in accordance with these Rules.

At the completion of that Shoe, the automated shuffling Shoe shall be replaced and new cards shall be used in accordance with these rules. If the new Shoe is not an automated shuffling Shoe Rule 19 shall no longer apply.

For the purposes of this section, *malfunction* means any mechanical or electrical fault that either prevents or impedes the automated shuffling process or renders the cards unfit for use.

CASINO CANBERRA LIMITED

RULES OF AMERICAN ROULETTE

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AMERICAN ROULETTE INDEX

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APPENDIX A – THE AMERICAN ROULETTE WHEEL

APPENDIX B – WAGERS ON AMERICAN ROULETTE

APPENDIX C – WAGERS ON THE RACE TRACK

TERMS USED IN AMERICAN ROULETTE

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

Ball
An approved non-metallic Ball used in the game.

Approved
Means approved in writing by a Government Casino Inspector.

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.

Colour Chips
Chips having a nominated value which may be used only at the table at which they were purchased.

Dealer
A person responsible for the operation of the game.

Dolly
A marker used to indicate the winning number.

Marker Button
A round object used to denote the value of colour chips when that value is higher than the table minimum.

Maximum Marker
A pair of triangular objects of the same colour used to accept a maximum bet on a single number.

Race Track
An area of the approved layout used for neighbour and section wagers.

Round of Play
That part of the game which commences when the Dealer removes the dolly from the layout and concludes when the Dealer has completed all payouts.

Stake Buttons
A pair of round objects of the same colour used to accept a cash wager on the even chances, columns and dozens.

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Void
Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

Wheel
An approved apparatus described in Rule 2.1 used to determine the outcome of a game.

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AMERICAN ROULETTE

1. AMERICAN ROULETTE TABLE

1.1 An American Roulette table shall be approved prior to use.

2. AMERICAN ROULETTE WHEEL AND BALL

2.1 The 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 arranged around the Wheel in accordance with Appendix A.

2.2 Each Ball used in the game of American Roulette shall not be less than 17 mm nor more than 22 mm in diameter.

2.3 The Ball may be changed at any time with the Casino Supervisor's approval.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The Casino Operator shall display the minimum and maximum wagers on a sign at 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(s) to wager in excess of the stated maximum provided that a marker denoting the new limit(s) is placed adjacent to the player.

3.3 The multiples of wagers allowable shall be displayed at the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised 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 Dealer indicating and announcing “NO MORE BETS” each player shall be given the opportunity to place a wager.

4.2 All wagers shall be made by placing either gaming chips, Colour Chips, Stake Buttons or a Maximum Marker on the appropriate area(s) of the layout.

4.3 The following wagers, as illustrated in Appendix B, are permitted:

(a) Straight Up which is a wager on any one number or Zero;

(b) Split which is a wager on two numbers which are adjacent on the layout;

(c) Street which is a wager on three numbers which are adjacent in one row on the layout or Zero, 1 and 2 or Zero, 2 and 3;

(d) Corner which is a wager on four numbers which are adjacent on the layout;

(e) Six-line which is a wager on six numbers which are adjacent on the layout;

(f) Column which is a wager on twelve numbers which are adjacent in one column on the layout;

(g) Dozen which is a wager on twelve numbers in a particular dozen (1-12, 13-24, or 25-36);

(h) Low which is a wager on the numbers 1 – 18;

(i) High which is a wager on the numbers 19 – 36;

(j) Even which is a wager on all the even numbers;

(k) Odd which is a wager on all the odd numbers;

(l) Red which is a wager on all the red numbers around the Wheel; and

(m) Black which is a wager on all the black numbers around the Wheel.

4.4 Once the Dealer has indicated and announced “NO MORE BETS” no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.

4.5 Each player shall be responsible for the correct positioning of their wager/s regardless of whether or not they are assisted by the Dealer. It is each player's responsibility to ensure that any instructions given to the Dealer regarding the placement of wagers are correctly carried out.

4.6 The Casino Operator or its employees may require a player to use Colour Chips.

4.7 Where Stake Buttons are used, one button will be placed on the layout to represent the cash wager and the other button will stay with the cash until it can be counted. A Stake Button wager shall only be accepted if the exact money is tendered, subject to Rule 3.5.

4.8 A Maximum Marker may be used where a player requests to place the maximum wager on a single number and the combinations of that number. The Dealer shall place a marker for the wager on the layout and an identical marker with the correct amount of chips for that particular maximum wager on the perimeter of the Wheel.

4.9 Where a Race Track is used, wager/s requested by a player must be placed on the layout or on the appropriate area of the Race Track before “NO MORE BETS” is announced.

Wagers permitted on the Race Track, as illustrated in Appendix C, are:

(a) Serie 5/8 - Tier (six piece wager);
5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.

(b) Orphelins - Orphans (five piece wager);
1, 6/9, 14/17, 17/20 and 31/34.

(c) Serie 0/2/3 - Voisin 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 the two numbers either side of it on the Wheel.

5. DEALING THE GAME

5.1 The Dealer shall spin the Ball in the opposite direction to the rotation of the Wheel.

5.2 The Ball shall complete at least three revolutions around the track of the Wheel to constitute a valid spin.

5.3 The Dealer shall indicate and announce “NO MORE BETS” prior to the Ball coming to rest in the Wheel.

5.4 No person, other than a casino employee, shall, at any time, interfere with the Wheel or the Ball.

6. PAYOUT ODDS

6.1 Winning wagers shall be paid as follows:

	WAGERS	PAYOUT ODDS
(a)	Straight up	35 to 1
(b)	Split	17 to 1
(c)	Street	11 to 1
(d)	Corner	8 to 1
(e)	Six line	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

7. SETTLEMENT OF WAGERS

7.1 A wager shall win if the number in which the Ball has come to rest is the number wagered on or is one of a combination of numbers wagered on.

7.2 Each wager shall be settled 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 4.7, 4.8 and 4.9.

7.3 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 6.1; and

(b) all other wagers shall lose.

8. TABLE CLOSURE

8.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988.*

8.2 Subject to Rule 8.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and a Government Casino Inspector if available.

9. IRREGULARITIES

9.1 If the Ball is spun in the same direction as the Wheel is rotating it is a Void spin.

9.2 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.

9.3 If a foreign object enters the Wheel prior to the Ball coming to rest, the spin is Void.

9.4 If the Ball fails to fall into one of the compartments, the spin is Void.

9.5 If the Ball is propelled or falls out of the Wheel, the spin is Void.

10. GENERAL PROVISIONS

10.1 The casino operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

10.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.

10.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that any wager(s) made by the player(s) shall be Void; and

(b) direct that the player(s) shall be excluded from further participation in the game.

10.4 The Casino Operator may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

10.5 Where the outcome of a Round of Play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

10.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by a Government Casino Inspector, if requested.

10.7 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 to 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.

10.8 A seated player who abstains from betting for three consecutive Rounds of Play whilst all other seats at that table are in use may be required to vacate that seat.

10.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

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

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

11. TOURNAMENT PLAY

11.1 In addition to the rules set out in the preceding paragraphs and Appendices, the rules of this section shall apply only to tournament play.

11.2 The conditions of entry and of play for each American Roulette tournament shall be approved.

11.3 Where the conditions of entry and play for tournament play approved under Rule 11.2 are inconsistent with the rules set out in the preceding paragraphs and in the Appendices, the conditions approved under Rule 11.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

11.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

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Appendix A

The American Roulette Wheel

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Appendix B

Wagers on American Roulette

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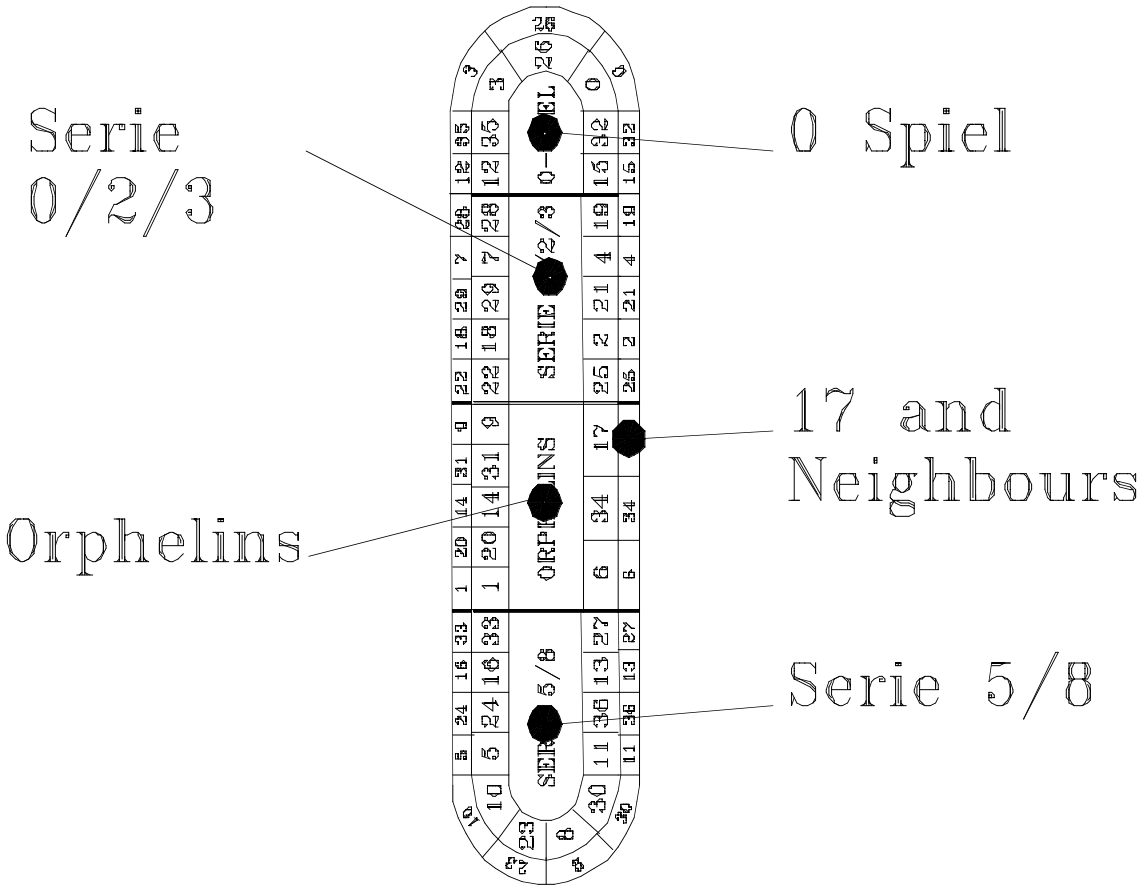
Appendix C

Wagers on the Race Track



CASINO CANBERRA LIMITED

RULES OF BACCARAT

Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

BACCARAT INDEX

TERMS USED IN BACCARAT

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TERMS USED IN BACCARAT

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

Approved
Means approved in writing by a Government Casino Inspector.

Banker
One of two Hands formed during a Round of Play and denoted in a Box where players may wager on the Banker's Hand.

Box
Those three areas marked on the layout and identified by a single number where wagers may be placed on the Player, the Banker or Tie.

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.

Hand
The cards used by either the Banker or the Player to determine the outcome of a Round of Play.

Initial Deal
That part of a Round of Play where the player and the Banker have both received two cards.

Natural
A total point count of eight or nine after the Initial Deal.

Player
One of two Hands formed during a Round of Play and denoted in a Box where players may wager on the Player's Hand.

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

Shoe
An approved container from which the Dealer will deal the cards.

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Table Differential
The difference between the total amount wagered on all Boxes on Banker and the total amount wagered on all Boxes on Player.

Tableau (Table of Play)
A table of mandatory rules for the drawing of cards in Baccarat and outlined in Rules 7.2 and 7.3.

Tie
The final outcome of a Round of Play where the total point count of the Banker's Hand is equal to the total point count of the Player's Hand and is denoted in a Box where players may wager on Tie.

Void
Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

BACCARAT

1. BACCARAT TABLE

1.1 The Baccarat table shall be approved prior to use.

2. CARDS

2.1 Baccarat shall be played with eight (52 cards) decks, without jokers, with backs of the same colour and design, which shall be approved. Two cutting cards shall be used.

2.2 Before the start of a Round of Play the Casino Operator shall determine whether the cards are to be dealt face up or face down.

2.3 The Casino Operator may change any or all of the cards after any Round of Play. The Casino Supervisor and Dealer shall check each replacement card prior to its introduction to play.

2.4 The value of the cards shall be as follows:

(a) any card from 2 to 9 inclusive 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.

2.5 The cards shall be checked prior to the commencement of gaming and at or after the conclusion of gaming.

2.6 The total of a particular Hand shall be a single digit number from zero to nine inclusive and shall be determined by totalling the value of the cards in the Hand in accordance with Rule 2.4. The ten unit value of a particular Hand shall be ignored.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The Casino Operator shall display the minimum and maximum wagers per player 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.

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3.2 The Casino Operator may allow a player to wager(s) in excess of the stated player maximum provided that a marker denoting the new limit for that player is placed adjacent to the player.

3.3 The multiples of wagers permitted shall be displayed at or near the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.

3.5 Wagers above the maximum will be paid or collected to the maximum.

3.6 The Casino Operator may set a maximum Table Differential. The Table Differential shall be displayed on a sign at the table.

3.7 The Casino Operator may change the Table Differential, provided that prior notice of the change is given to the players.

4. WAGERS

4.1 Prior to the first card of a Round of Play being dealt, each player shall be given the opportunity to place a wager.

4.2 All wagers shall be made by placing gaming chips on a Box.

4.3 Up to two players may wager on the Player's Hand, the Banker's Hand or Tie of any one Box.

4.4 No player may place a wager on more than one Box.

4.5 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 that wager.

4.6 The wagers that may be made by a player are as follows:

(a) a wager on the Banker's Hand;

(b) a wager on the Player's Hand; and

(c) a wager on the Tie.

5. SHUFFLE AND CUT OF THE CARDS

5.1 The Dealer shall shuffle the cards in preparation for each new Shoe.

5.2 After the shuffle the cards will be offered to a player to be cut. If no player wishes to cut, a Casino Supervisor will cut the cards.

5.3 The cards shall be cut by placing a cutting card at least one deck in from either end. 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 the other cutting card at least twelve cards in from the back of the stack.

5.4 Before the first Round of Play of each Shoe, the first card shall be displayed to the players. The point value of the exposed card will indicate the number of cards which shall be drawn face down and discarded.

5.5 For the purpose of Rule 5.4 any 10, Jack, Queen or King shall have a value of 10.

5.6 When the cutting card is drawn as the first card of a Round of Play or during a Round of Play the Dealer shall shuffle upon completion of that Round of Play, unless the result is a Tie in which case the Dealer shall deal one more Round of Play.

6. THE INITIAL DEAL

6.1 All cards shall be dealt from a Shoe.

6.2 The Dealer shall announce “NO MORE BETS” and deal the cards in the following manner:

(a) one card to the Player and one card to the Banker, and

(b) another card to the Player and to the Banker.

6.3 A player or players or the Dealer may expose a Hand that is dealt face down as determined by a Casino Supervisor.

6.4 Where either the Player’s Hand or the Banker’s Hand or both achieves a Natural no further cards shall be drawn for that Round of Play.

7. ADDITIONAL CARDS

7.1 The Dealer shall deal a third card to each Hand if required as outlined in Rules 7.2 and 7.3.

7.2 The Player's Hand shall draw (ie. take a third card) or stand (ie. not take any more cards) in accordance with the following table:

Player's Hand Total	
0,1,2,3,4 or 5	Draw
6 or 7	Stand

7.3 The Banker's Hand shall draw (ie take a third card) or stand (ie not take any more cards) in accordance with the following table:

Banker's Hand Total	Point count of third card drawn by the Player's Hand										
	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S

D = Draw S = Stand

8. SETTLEMENT OF WAGERS

8.1 A wager on the Banker's Hand shall:

(a) win, if the Banker's Hand has a total higher than that of the Player's Hand;

(b) lose, if the Banker's Hand has a total lower than that of the Player's Hand; and

(c) neither win nor lose, if the totals of the Banker's Hand and the Player's Hand are equal.

8.2 A wager on the Player's Hand shall:

(a) win, if the Player's Hand has a total higher than that of the Banker's Hand;

(b) lose, if the Player's Hand has a total lower than that of the Banker's Hand; and

(c) neither win nor lose, if the totals of the Banker's Hand and the Player's Hand are equal.

8.3 A wager on the Tie shall:

(a) win, if the totals of the Banker's Hand and the Player's Hand are equal; and

(b) lose if either the Player or Banker win.

8.4 Settlement of winning wagers shall be as follows:

(a) Player's Hand shall be paid at odds of 1 to 1;

(b) Banker's Hand shall be paid at odds of 1 to 1 less 5% commission; and

(c) Tie shall be paid at odds of 8 to 1.

9. IRREGULARITIES

9.1 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 these Rules.

9.2 A card drawn in excess from the Shoe, and exposed, shall be used as the first card of the next Round of Play. This Round of Play shall be a non-betting round played to a conclusion. Prior to the commencement of a non-betting round, all wagers shall be removed from the betting areas on the table.

9.3 A card drawn in excess from the Shoe, and not exposed, shall be used as the first card of the next Round of Play.

9.4 Cards drawn out of sequence to either the Banker's Hand or the Player's Hand shall be reconstructed in accordance with Rules 6.4, 7.2 and 7.3.

9.5 In the case of a misdeal where the Round of Play cannot be reconstructed, that Round of Play shall be Void.

9.6 If there are insufficient cards in the Shoe to complete a Round of Play, that Round of Play shall be Void.

10. TABLE CLOSURE

10.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988.*

10.2 Subject to Rule 10.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and a Government Casino Inspector if available.

11. GENERAL PROVISIONS

11.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

11.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.

11.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that any wager(s) made by the player(s) shall be Void; and

(b) direct that the player(s) shall be excluded from further participation in the game.

11.4 The Casino Operator may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

11.5 Where the outcome of a Round of Play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

11.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by a Government Casino Inspector, if requested.

11.7 An employee of the casino shall:

(a) not advise a player on how to play his/her Hand, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause to 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.

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

11.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

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

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

12. TOURNAMENT PLAY

12.1 In addition to the rules set out in the preceding paragraphs, the rules of this section shall apply only to tournament play.

12.2 The conditions of entry and of play for each Baccarat tournament shall be approved.

12.3 Where the conditions of entry and play for tournament play approved under Rule 12.2 are inconsistent with the rules set out in the preceding paragraphs, the conditions approved under Rule 12.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

12.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

CASINO CANBERRA LIMITED

RULES OF MINI-BACCARAT

Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

MINI-BACCARAT INDEX

TERMS USED IN MINI-BACCARAT

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10. TABLE CLOSURE

11. GENERAL PROVISIONS

12. TOURNAMENT PLAY

TERMS USED IN MINI-BACCARAT

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

Approved
Means approved in writing by a Government Casino Inspector.

Banker
One of two Hands formed during a Round of Play and denoted in a Box where players may wager on the Banker's Hand.

Box
Those three areas marked on the layout and identified by a single number where wagers may be placed on the Player, the Banker or Tie.

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.

Hand
The cards used by either the Banker or the Player to determine the outcome of a Round of Play.

Initial Deal
That part of a Round of Play where the player and the Banker have both received two cards.

Natural
A total point count of eight or nine after the Initial Deal.

Player
One of two Hands formed during a Round of Play and denoted in a Box where players may wager on the Player's Hand.

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

Shoe
An approved container from which the Dealer will deal the cards.

Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

Table Differential
The difference between the total amount wagered on all Boxes on Banker and the total amount wagered on all Boxes on Player.

Tableau (Table of Play)
A table of mandatory rules for the drawing of cards in Mini-Baccarat and outlined in Rules 7.2 and 7.3.

Tie
The final outcome of a Round of Play where the total point count of the Banker's Hand is equal to the total point count of the Player's Hand and is denoted in a Box where players may wager on Tie.

Void
Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

MINI-BACCARAT

1. MINI-BACCARAT TABLE

1.1 The Mini-Baccarat table shall be approved prior to use.

2. CARDS

2.1 Mini-Baccarat shall be played with eight (52 cards) decks, without jokers, with backs of the same colour and design, which shall be approved. Two cutting cards shall be used.

2.2 Before the start of a Round of Play the Casino Operator shall determine whether the cards are to be dealt face up or face down.

2.3 The Casino Operator may change any or all of the cards after any Round of Play. The Casino Supervisor and Dealer shall check each replacement card prior to its introduction to play.

2.4 The value of the cards shall be as follows:

(a) any card from 2 to 9 inclusive 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.

2.5 The cards shall be checked prior to the commencement of gaming and at or after the conclusion of gaming.

2.6 The total of a particular Hand shall be a single digit number from zero to nine inclusive and shall be determined by totalling the value of the cards in the Hand in accordance with Rule 2.4. The ten unit value of a particular Hand shall be ignored.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The Casino Operator shall display the minimum and maximum wagers per player 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 player maximum provided that a marker denoting the new limit for that player is placed adjacent to the player.

3.3 The multiples of wagers permitted shall be displayed at or near the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.

3.5 Wagers above the maximum will be paid or collected to the maximum.

3.6 The Casino Operator may set a maximum Table Differential. The Table Differential shall be displayed on a sign at the table.

3.7 The Casino Operator may change the Table Differential, provided that prior notice of the change is given to the players.

4. WAGERS

4.1 Prior to the first card of a Round of Play being dealt by the Dealer, each player shall be given the opportunity to place a wager.

4.2 All wagers shall be made by placing gaming chips on a Box.

4.3 Up to two players may wager on the Player's Hand, the Banker's Hand or Tie of any one Box.

4.4 No player may place a wager on more than one Box.

4.5 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 that wager.

4.6 The wagers that may be made by a player are as follows:

(a) a wager on the Banker's Hand;

(b) a wager on the Player's Hand; and

(c) a wager on the Tie.

5. SHUFFLE AND CUT OF THE CARDS

5.1 The Dealer shall shuffle the cards in preparation for each new Shoe.

5.2 After the shuffle the cards will be offered to a player to be cut. If no player wishes to cut, a Casino Supervisor will cut the cards.

5.3 The cards shall be cut by placing a cutting card at least one deck in from either end. 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 the other cutting card at least twelve cards in from the back of the stack.

5.4 Before the first Round of Play of each Shoe, the first card shall be displayed to the players. The point value of the exposed card will indicate the number of cards which shall be drawn face down and discarded.

5.5 For the purpose of Rule 5.4 any 10, Jack, Queen or King shall have a value of 10.

5.6 When the cutting card is drawn as the first card of a Round of Play or during a Round of Play the Dealer shall shuffle upon completion of that Round of Play, unless the result is a Tie in which case the Dealer shall deal one more Round of Play.

6. THE INITIAL DEAL

6.1 All cards shall be dealt from a Shoe.

6.2 The Dealer shall announce “NO MORE BETS” and deal the cards in the following manner:

(a) one card to the Player and one card to the Banker; and

(b) another card to the Player and to the Banker.

6.3 A player or players or the Dealer may expose a Hand that is dealt face down as determined by a Casino Supervisor.

6.4 Where either the Player’s Hand or the Banker’s Hand or both is a Natural no further cards shall be drawn for that Round of Play.

7. ADDITIONAL CARDS

7.1 The Dealer shall deal a third card to each Hand if required as outlined in Rules 7.2 and 7.3.

7.2 The Player's Hand shall draw (ie take a third card) or stand (ie not take any more cards) in accordance with the following table:

Player's Hand Total	
0,1,2,3,4 or 5	Draw
6 or 7	Stand

7.3 The Banker's Hand shall draw (ie take a third card) or stand (ie not take any more cards) in accordance with the following table:

Banker's Hand Total	Point count of third card drawn by the Player's Hand										
	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S

D = Draw S = Stand

8. SETTLEMENT OF WAGERS

8.1 A wager on the Banker's Hand shall:

(a) win, if the Banker's Hand has a total higher than that of the Player's Hand;

(b) lose, if the Banker's Hand has a total lower than that of the Player's Hand; and

(c) neither win nor lose, if the totals of the Banker's Hand and the Player's Hand are equal.

8.2 A wager on the Player's Hand shall:

(a) win, if the Player's Hand has a total higher than that of the Banker's Hand;

(b) lose, if the Player's Hand has a total lower than that of the Banker's Hand; and

(c) neither win nor lose, if the totals of the Banker's Hand and the Player's Hand are equal.

8.3 A wager on the Tie shall:

(a) win, if the totals of the Banker's Hand and the Player's Hand are equal; and

(b) lose if either the Player or Banker win.

8.4 Settlement of winning wagers shall be as follows:

(a) Player's Hand shall be paid at odds of 1 to 1;

(b) Banker's Hand shall be paid at odds of 1 to 1 less 5% commission; and

(c) Tie shall be paid at odds of 8 to 1.

9. IRREGULARITIES

9.1 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 these Rules.

9.2 A card drawn in excess from the Shoe, and exposed, shall be used as the first card of the next Round of Play. This Round of Play shall be a non-betting round played to a conclusion. Prior to the commencement of a non-betting round, all wagers shall be removed from the betting areas on the table.

9.3 A card drawn in excess from the Shoe, and not exposed, shall be used as the first card of the next Round of Play.

9.4 Cards drawn out of sequence to either the Banker's Hand or the Player's Hand shall be reconstructed in accordance with Rules 6.4, 7.2 and 7.3.

9.5 In the case of a misdeal where the Round of Play cannot be reconstructed, that Round of Play shall be Void.

9.6 If there are insufficient cards in the Shoe to complete a Round of Play, that Round of Play shall be Void.

10. TABLE CLOSURE

10.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.

10.2 Subject to Rule 10.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and a Government Casino Inspector if available.

11. GENERAL PROVISIONS

11.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

11.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.

11.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that any wager(s) made by the player(s) shall be Void; and

(b) direct that the player(s) shall be excluded from further participation in the game.

11.4 The Casino Operator may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

11.5 Where the outcome of a Round of Play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

11.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by a Government Casino Inspector, if requested.

11.7 An employee of the casino shall:

(a) not advise a player on how to play his/her Hand, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause to 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.

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

11.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

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

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

12. TOURNAMENT PLAY

12.1 In addition to the rules set out in the preceding paragraphs, the rules of this section shall apply only to tournament play.

12.2 The conditions of entry and of play for each Mini-Baccarat tournament shall be approved.

12.3 Where the conditions of entry and play for tournament play approved under Rule 12.2 are inconsistent with the rules set out in the preceding paragraphs, the conditions approved under Rule 12.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

12.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

CASINO CANBERRA LIMITED

RULES OF PAI GOW

Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

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TERMS USED IN PAI GOW

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

Approved
Means approved in writing by a Government Casino Inspector.

Bank
The Hand against which all other players wager.

Box
An area marked on the layout for the player to place their wager.

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.

Chung
A marker used to indicate the Banker.

Co-Banking
An equal partnership between a player and the House to accept the Bank.

Commission
The amount the Dealer collects from a player or players as payment to the House for conducting the game.

Dealer
A person responsible for the operation of the game.

Dice Cup
An approved container for the shaking of the dice.

Hand
The four Tiles dealt to a Box.

High Part of the Hand
The two Tiles that make up the higher value of the Hand.

House
Means Casino Canberra.

House Way
Mandatory instructions which dictate the Setting of a Hand.

La Ja
An approved additional variation of the shuffle.

Low Part of the Hand
The two Tiles that make up the lower value of the Hand.

Player/Banker
A player who has agreed to accept the Bank.

Point
A single red or white indentation on a Tile.

Point Count
The value of two Tiles forming part of the Hand.

Priority Set Marker
A marker used to identify those Hand(s) which shall be Set prior to any other player viewing their Hand.

Push
A wager which neither the player nor Bank wins.

Round of Play
That part of the game which commences with the opening of the dice cup and concludes with the collection of all Tiles by the Dealer.

Set
The action used to divide a Hand into a high and low part.

Tile
An approved small oblong piece marked with points.

Traditional Cut
An approved formation of the Tiles.

Void
Neither the Player's Hand nor the Bank wins; any chips wagered or paid shall be returned.

PAI GOW

1. PAI GOW TABLE

1.1 A Pai Gow table shall be approved prior to use.

2. THE DICE AND TILES

2.1 Pai Gow shall be played with three identical dice and a Set of 32 Tiles which shall be approved.

2.2 The Dealer shall check each Tile before the start and at or after the conclusion of gaming.

2.3 The Casino Operator may change any or all of the Tiles after any Round of Play. The Casino Supervisor and Dealer shall check each replacement Tile prior to its introduction to play.

3. RANKING OF THE TILES

3.1 The ranking of pairs, Wongs, Gongs and High Nines from highest to lowest is illustrated in Appendix A.

3.2 The ranking of individual Tiles from highest to lowest is illustrated in Appendix B.

4. POINT COUNT

4.1 The Point Count shall be a single digit number from zero to nine inclusive and shall be determined by totalling the points of two Tiles. If the total Point Count of the Tiles is a two digit number, the left digit of the number shall have no value and the right digit shall constitute the Point Count total of either the low or high part of a Hand.

4.2 A Point Count of 3 or 6 may be used for individual Tiles which have a ranking of Gee Jun.

5. MINIMUM AND MAXIMUM WAGERS

5.1 The Casino Operator shall display the minimum and maximum wagers 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.

5.2 The Casino Operator may allow a player(s) to wager in excess of the stated Box maximum provided that a marker denoting the new limit(s) is placed adjacent to that Box.

5.3 When a player(s) takes the Bank, only the displayed Box minimums shall apply to all player(s) wager(s).

5.4 When the House is co-Banking a maximum House liability will be displayed at or near the table and double the displayed Box maximums shall apply.

5.5 The multiples of wagers permitted shall be displayed at the table.

5.6 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.

5.7 Wagers above the displayed maximum shall be paid or collected to the maximum.

6. THE BANK

6.1 In addition to the House acting as the Bank, a player(s) shall have the option of taking the Bank or Co-Banking.

6.2 The Dealer shall take the Bank at the commencement of play, thereafter the Bank will be offered anticlockwise around the table. Should no player wish to take the Bank the House will Bank.

6.3 Two rounds of play is the maximum a player(s) may take the Bank or Co-Bank before it will be offered anticlockwise around the table. In the event no other player wishes to take the Bank the Dealer will take the Bank for a minimum of one Round of Play.

6.4 No player/Banker(s) shall take the Bank on Box one.

6.5 A player/Banker shall have Set the Tiles on the previous Round of Play on the Box which they will take the Bank.

6.6 Two or more players may combine their chips to take the Bank.

6.7 The player(s) may require the House to Co-Bank for 50% of the declared wagers for that Round of Play.

7. WAGERS

7.1 Prior to the dice cup being opened by the Dealer, each player shall:

(a) place a wager; and

(b) be given the opportunity to place a wager on the Gee Jun Jackpot subject to Rule 12.

7.2 All wagers shall be made by placing gaming chips on the Box. Non negotiable gaming chips may only be wagered when the House Banks.

7.3 No wagers shall be accepted on Box one when the House is Banking.

7.4 Once the Dealer has called “NO MORE BETS” no player shall Handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.

7.5 Up to three players may wager on a Box. Where more than one player wagers on a Box, the decisions with regard to the Setting of the Hand shall be made in order of preference by:

(a) the player seated at that Box;

(b) the player with the highest wager on the Box; or

(c) a player nominated by mutual agreement of the players wagering on that Box.

7.6 A player may be permitted by the Casino Operator to wager on two Boxes and make the decisions regarding the Setting of those Hands with the understanding that, if there are insufficient Boxes at the table to accommodate patron demand, the player Setting two Hands shall give up a Box.

7.7 A player Setting two Hands shall have one wager at least double the amount of the other wager and shall Set the Tiles for the highest wager first.

7.8 A player(s) shall not wager on any other Box for the Round of Play when taking the Bank or Co-Banking.

7.9 When there is a player/Banker, the House shall wager either:

(a) an amount equal to the wager on the Box that was nominated in the previous Round of Play to take the Bank in the current Round of Play; or

(b) the displayed table minimum.

The amount to be wagered by the House shall be determined by the player Setting the player/Banker's Hand. The wager shall be placed by the Dealer on Box one.

8. DEALING THE TILES

8.1 The Dealer shall shuffle the Tiles face downwards on the table in preparation for each Round of Play.

8.2 The Dealer shall stack the Tiles into eight groups of four and cut the Tiles by one of the methods listed in Appendix C.

8.3 The Tiles for the House's Hand shall be delivered to Box one.

8.4 When the House acts as the Bank, the player(s) with the highest wager for that Round of Play may direct the Dealer to La Ja the Tiles. Only one La Ja shall be allowed for each Round of Play.

8.5 When a player takes the Bank or Co-Banks, only that player may request a La Ja.

8.6 When the House acts as the Bank, the cut for the Tiles shall be Yat Dong Dong.

8.7 A player taking the Bank or Co-Bank shall have the option of one of the Traditional Cuts as listed in Appendix C.

8.8 The Casino Operator shall determine the method of conducting a Traditional Cut.

8.9 The Casino Operator shall have the option to use a Priority Set Marker before any Round of Play.

8.10 The Dice Cup shall be shaken by the Dealer for each Round of Play. However, a player in a Player/Banker or Co-Banker situation may elect to provide an additional shake of the Dice Cup.

8.11 The total of the three dice shall determine the Box that receives the first Set of Tiles. The Dealer shall count anticlockwise commencing with the Box designated by the "Chung", that Box shall be counted as 1, 9 or 17.

8.12 The Dealer shall distribute four Tiles face down in an anticlockwise direction starting with the Box determined by Rule 8.11. The Tiles dealt to Boxes which do not contain a wager shall then be retrieved by the Dealer.

9. SETTING OF THE TILES

9.1 A player shall be responsible for the Setting of their Hand into the two individual parts.

9.2 A player may request the Dealer to Set their Hand according to House Way.

9.3 Once the Hand has been Set and placed in front of the Box containing the player's wager, it shall not be altered during that Round of Play.

9.4 When the House makes a wager on Box one in accordance with Rule 7.9, that Hand shall be Set House Way.

9.5 Where the House Co-Banks, the Hand designated by the Chung shall be Set House Way.

10. SETTING OF HANDS - HOUSE WAY

10.1 The Dealer shall Set a Hand in the following House Way. Hands shall be Set in the following sequence, except for the Hands listed in Rule 10.2:

(a) Pairs

Set pairs in the same part of the Hand, unless they can be split to achieve the following outcomes:

(i) Teen and Day to make 6 - 8 or higher;

(ii) Nines to make 9 - 9 or higher;

(iii) Eights to make 7 - 9, 8 - 8 or higher; and

(iv) Sevens to make 7 - High Nine or higher.

(b) Wongs, Gongs and High Nines

The order to Set Wongs, Gongs and High Nines in the High Part of the Hand shall be High Nine, Gong and Wong, unless Chong ranking 3 or better is not achieved on the low Hand, then the order shall be Gong, Wong and High Nine.

(c) Point Count and Individual Tile Ranking

The order to Set Hands not listed above shall be Set with the highest possible Point Count in the Low Part of the Hand unless Chong ranking 3 or better is not achieved in the Low Part of the Hand; in which case:

(i) Set the highest Point Count on the High Part of the Hand; and

(ii) if a Point Count of 7 or higher is not achieved on the High Part of the Hand make the Point Count of the high part and Low Part of the Hand as close together as possible; and

if the Point Count of the low part and high part of a Hand is not altered and:

(i) the High Part of the Hand has a Point Count of 7 or less, the highest ranking Tile shall be Set in the Low Part of the Hand; or

(ii) the High Part of the Hand has a Point Count of 8 or higher, Set the highest ranking Tile in the High Part of the Hand; or

(iii) two Chong ranking Tiles or higher are in the same part of the Hand, do not Set the two high ranking Tiles together.

10.2 Hands containing the listed Tiles shall be Set as follows:

(a) Tee, Teen, 9 and 11 or Day, Day, 9, and 11, Set the Hand 3-Wong.

(b) high 8, high 10 and 11 with any 7, Set the Hand 7-9.

(c) Gee Jun, 6, 5 and Teen or Day, Set the Hand 7-9.

(d) Gee Jun, 4, 5, and any Tile not making a pair, Set the 4 and 5 in the High Part of the Hand.

(e) high 8, low 8, 9 and low 10, Set the high 8 in the Low Part of the Hand.

(f) high 6, low 6 and Gee Jun with any 7, Set the high 6 in the Low Part of the Hand.

(g) Teen or Day, 8, 9 and low 4, Set the Hand 3-Gong.

(h) high 6, 11, low 6 and 5, Set the high 6 in the High Hand.

(i) high 8, 9, low 8 and low 4, Set the high 8 in the High Hand.

11. SETTLEMENT OF WAGERS

11.1 A winning Hand shall be determined in the following order and shall be higher than the Bank's Hand for both the High and the Low Part of the Hand:

(a) the Tiles ranking (as determined by Rule 3.1); and

(b) Point Count.

11.2 In the event the Point Count of the Bank's High or Low Part of the Hand is equal to the player's corresponding part of the Hand, the highest ranking individual Tile will be considered to determine the winning result.

11.3 A Push occurs when one part of the player's Hand is higher and one part is lower than the Bank's Hand.

11.4 A losing Hand shall be determined in the following order and shall be lower than the Bank's Hand for both the High and the Low Part of the Hand:

(a) the Tiles ranking (as determined by Rule 3.1); and

(b) Point Count.

11.5 The Bank shall win the High and/or Low Part of Hands that have an equal Point Count and the same high Tile as the corresponding part of the player's Hand.

11.6 When the Bank's and player's Low Part of the Hand each total zero, the Bank shall win the Low Part of the Hand.

11.7 A player shall have the option to instruct the Dealer to take their wager(s) without displaying their Hand.

11.8 Winning wagers on all players' Hands shall be paid at even money less 5% Commission.

11.9 Winning wagers on all Hands wagered by the House in accordance with Rule 7.9 shall be paid at even money.

11.10 Player/Banker shall be charged 5% Commission on any profits made on their original Bank wager for that Round of Play.

11.11 When Co-Banking, the player shall be charged 5% Commission on any profits made on their original Co-Banking wager for that Round of Play. Where the Commission charged cannot be paid in full from the table float, it shall be charged to the lower multiple only.

11.12 The Casino Operator may, with approval, charge less than the 5% Commission provided for in Rules 11.8, 11.10 and 11.11.

12. GEE JUN JACKPOT

12.1 The Casino Operator may conduct the Gee Jun Jackpot as outlined in these rules. The House shall not wager on the Gee Jun Jackpot.

12.2 There shall be only one Gee Jun Jackpot wager per Box.

12.3 The Gee Jun Jackpot wager shall be an approved amount.

12.4 A player who has a wager on a Box and who makes the decision with regards to the Setting of the Hand shall have the option for that Round of Play to place a wager on the Gee Jun Jackpot.

12.5 In the event of two wagers on a Box and the player designated by Rule 12.4 declines to place a wager on the Gee Jun Jackpot then the player with the other wager will have the option for that Round of Play to place a Gee Jun Jackpot wager.

12.6 In the event of three wagers on a Box and the player designated by Rule 12.4 declines to place a wager on the Gee Jun Jackpot then the decision regarding a Gee Jun Jackpot wager for that Round of Play shall be by mutual agreement by those players wishing to place a wager on the Gee Jun Jackpot.

12.7 Losing wagers on the Gee Jun Jackpot shall form part of either a jackpot prize pool or a reserve pool. The distribution of wagers to the prize pools shall be approved.

13. GEE JUN JACKPOT PAYOUTS

13.1 The House is liable for all Gee Jun Jackpot payouts regardless of whether the House acted as the Bank for that Round of Play.

13.2 Subject to Rule 13.3 the payouts for Gee Jun Jackpot winning wagers shall be as follows:

Gee Jun (pair), Teen (pair).	100% of the jackpot amount displayed at the time of the winning Hand.
Teen, high 10, low 10 and 11	$100 bonus payout.
High 6, low 6, low 4 and any 7	$100 bonus payout.

13.3 In the event of two or more major jackpot wagers being won at the same time, the major jackpot payouts will be determined by pro-rating the jackpot prize. For the purpose of this rule a “major jackpot” refers to a Hand containing a Gee Jun (pair) and a Teen (pair).

14. COLLUSION

14.1 A player shall protect the identity of their Tiles which shall remain within the playing area and in view of both the Dealer and the Casino Supervisor.

14.2 Players may not:

(a) exchange Tiles;

(b) exchange or communicate or cause to exchange or communicate information regarding their Hand(s); or

(c) speak any other language apart from English while the Tiles are being Set.

Any violation of this rule may result in the player being excluded from that Round of Play, or cause that Round of Play to be Void.

15. IRREGULARITIES

15.1 The dice cup shall be re-shaken when any of the three dice are not lying flat on the base of the dice cup when opened.

15.2 A misdeal occurs if the Dealer:

(a) exposes one or more Tiles during the shuffle or cut; or

(b) distributes the Tiles to the players incorrectly.

15.3 Where a misdeal occurs the round is declared Void and there shall be a new shuffle and cut in accordance with section 8 of these rules.

15.4 The Casino Supervisor may require a re-shuffle if it is deemed necessary due to suspected Tile tracking.

15.5 Where any Tiles are exposed in the House's Hand, the Hand shall be played.

15.6 Where the player/Banker exposes any of their own Tiles the Hand shall be played.

15.7 Where the Dealer exposes one Tile on a player's Hand, the Hand shall be played.

15.8 Where the Dealer exposes two or more Tiles on a player's Hand, the player has the option of calling their Hand Void as long as the decision is made before viewing the remaining Tile(s).

15.9 Should the House's Hand be Set contrary to House Way, the Hand shall be re-Set correctly. This Rule shall also apply for Co-Banking, player and player/Banker requesting House Way.

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15.10 Where a player is not present to Set their Tiles, the Dealer shall Set the Tiles according to House Way.

15.11 In the event a dispute arises from a player instructing the Dealer to take their wager(s) without displaying their Hand, that Hand where possible shall be reconstructed in accordance with these rules and the disputed Hand displayed.

16. TABLE CLOSURE

16.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988.*

16.2 Subject to Rule 16.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and a Government Casino Inspector if available.

17. GENERAL PROVISIONS

17.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

17.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.

17.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that any wager(s) made by the player(s) shall be Void; and

(b) direct that the player(s) shall be excluded from further participation in the game.

17.4 The Casino Operator may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

17.5 Where the outcome of a Round of Play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

17.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by a Government Casino Inspector, if requested.

17.7 An employee of the casino shall:

(a) not advise a player on how to play his/her Hand, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause to 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.

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

17.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

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

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

18. TOURNAMENT PLAY

18.1 In addition to the rules set out in the preceding paragraphs and Appendices, the rules of this section shall apply only to tournament play.

18.2 The conditions of entry and of play for each Pai Gow tournament shall be approved.

18.3 Where the conditions of entry and play for tournament play approved under Rule 18.2 are inconsistent with the rules set out in the preceding paragraphs and in the Appendices, the conditions approved under Rule 18.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

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18.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

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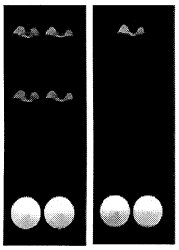
Appendix "A"

(1) Gee Jun



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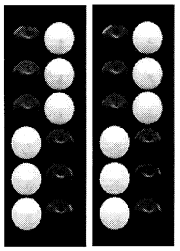

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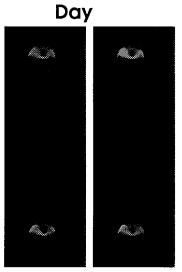

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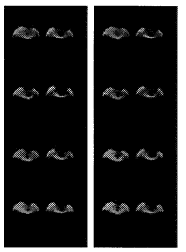

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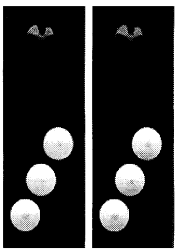

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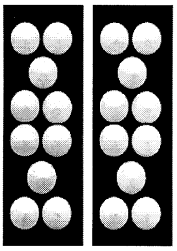

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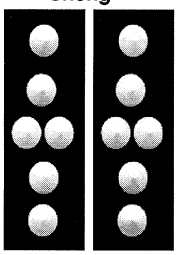

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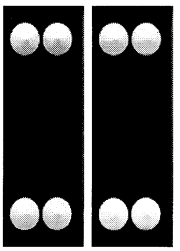

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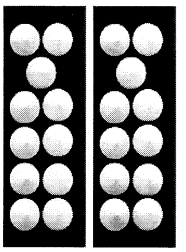

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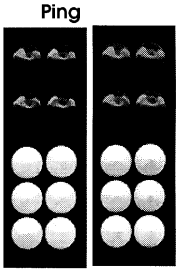

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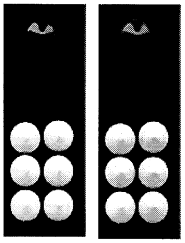

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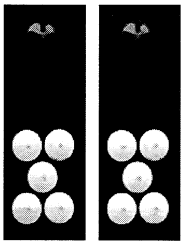

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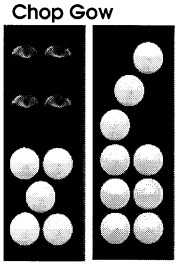

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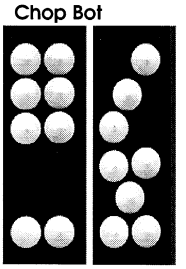

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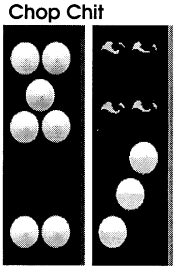

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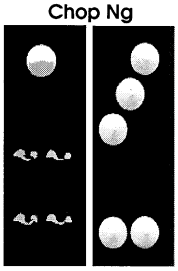

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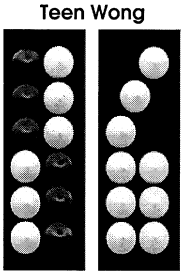

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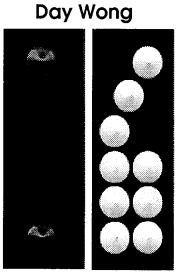

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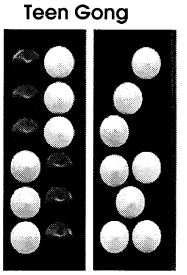

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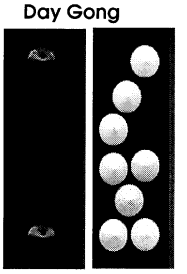

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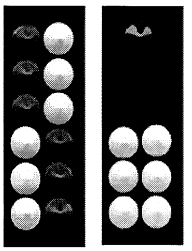

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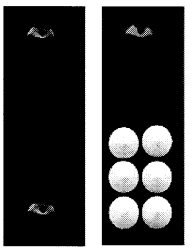

Appendix "B"

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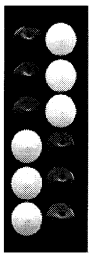

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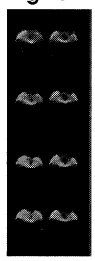

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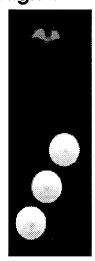

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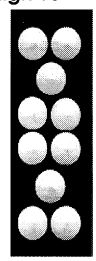

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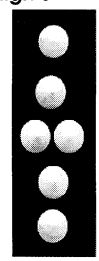

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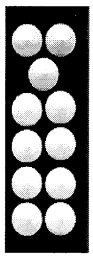

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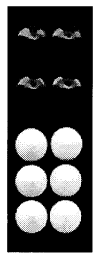

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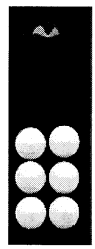

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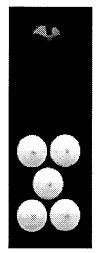

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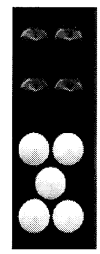

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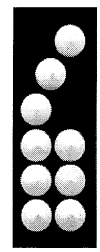

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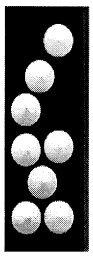

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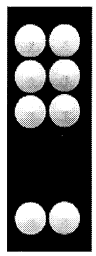

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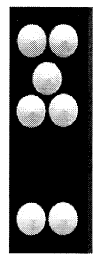

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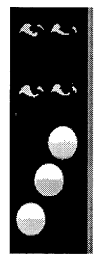

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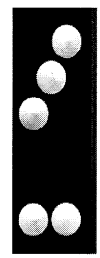

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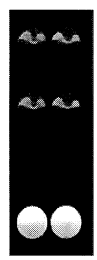

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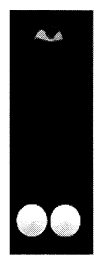

Appendix C

TRADITIONAL CUTS

Yat Dong Dong	House Way	(Left or Right)
Cup Say	Tiger	(Left or Right, Top or Bottom)
Foot Say	Four Across	(Top or Bottom)
Chee Yee	Chop The Ears	(Top or Bottom)
Long Tau Fung May	Dragon Head Phoenix Tail	(Head or Tail, Left or Right)
Die Pin	Big Slice	(Left or Right)
Pong Yun	Buddha's Signal	(Left or Right)
Hong Kong Bank	Honk Kong Bank	
China Bank	China Bank	
Jung Quat	Take The Heart	(Top or Bottom)
Parliament House	Parliament House	
Seung Gwai Pak Moon	Ghost Closing The Door	
Bo Bo Go Sing	Boy Walks Up Stairs	(Left or Right)
Gum Un Que	Double Bridge	
Ghan Dong Ping Say	Kangaroo Jump	(Left or Right)
Chong Wan Sup Lok	Sixteen Across	(Top or Bottom)
Yat Kai Sum May	Chicken Three Ways	
Ghan Dong Cup Say	Striped Tiger	(Left or Right,Top or Bottom)
Telstra Tower	Telstra Tower	
Arn Lok Peng Sar	Flying Dragon	(Head or Tail, Left or Right).

CASINO CANBERRA LIMITED

RULES OF CANBERRA POKER

Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

CANBERRA POKER INDEX

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6. DEALING THE CARDS
7. BET OR FOLD
8. PAYOUT ODDS
9. SETTLEMENT OF WAGERS
10. BOOMERANG JACKPOT
11. BOOMERANG JACKPOT PAYOUTS
12. COLLUSION
13. IRREGULARITIES
14. TABLE CLOSURE
15. GENERAL PROVISIONS
16. TOURNAMENT PLAY

TERMS USED IN CANBERRA POKER

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

Ante
The initial wager.

Approved
Means approved in writing by a Government Casino Inspector.

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 for the player to place their wager.

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
Where a player decides not to continue in the Round of Play by not making a Bet and passing in their cards.

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

Shoe
An approved container from which the Dealer will deal the cards.

Void
Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

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CANBERRA POKER

1. CANBERRA POKER TABLE

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

2. CARDS

2.1 Canberra Poker shall be played with one (52 cards) deck, without jokers, with backs of the same colour and design, which shall be approved. One cutting card shall be used.

2.2 The cards shall be checked 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 any Round of Play. The Casino Supervisor and Dealer shall check each replacement card prior to its introduction to play.

2.4 A Casino Supervisor may at any time instruct the Dealer to check and verify the proper amount of cards.

2.5 A player's completed hand shall consist of five cards. All cards shall count in determining the value of hands.

2.6 The order of hands from highest to lowest shall be as follows:

(a) Royal flush - the five top cards, all of the same suit, e.g. A; K; Q; J; 10, of Spades.

(b) Straight flush - five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, of Hearts. An Ace may count high or low in a straight flush, e.g. 5; 4; 3; 2; A.

(c) Four of a kind - e.g. A; A; A; A; 4.

(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.

(e) Flush - five cards of the same suit but not in sequence, e.g. K; J; 9; 7; 5, of Diamonds.

(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.

(g) Three of a kind, e.g. Q; Q; Q; 8; 5.

(h) Two pairs, e.g. Q; Q; 4; 4; J.

(i) One pair, e.g. 10; 10; K; 6; 2.

(j) Five odd cards not of the same suit, e.g. Q (Hearts); 10 (Clubs); 7 (Clubs); 4 (Diamonds); 3 (Spades).

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 Rule 2.6 (b) and (f) where the Ace may be counted low.

2.8 All suits are equal in rank.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The Casino Operator shall display the minimum and maximum wagers 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(s) to wager in excess of the stated Box maximum provided that a marker denoting the new limit(s) is placed adjacent to the Box.

3.3 The multiples of wagers permitted shall be displayed at the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised 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 Jackpot 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 their original wager/s, or place an additional wager, until a decision has been rendered and implemented on that wager/s.

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 All cards shall be dealt from a Shoe.

6.2 All 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) then continue dealing this sequence until each player and the Dealer has received five cards.

7. BET OR FOLD

7.1 After the Dealer receives their last card the players may pick up their cards and decide if they wish to Bet or Fold.

7.2 Where a player decides to Bet, a wager which is exactly twice the Ante must be placed on top of their cards which shall be placed face downwards on the appropriate area of the layout.

7.3 Where a player decides to Fold they lose their Ante and any Boomerang Jackpot wager.

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7.4 The Dealer shall verify the number of cards 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 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 Where the Dealer's hand does not have an Ace and King or higher, the players' Antes shall win and the Bets shall be Void.

9.4 Where the Dealer's hand does have an Ace and King or higher, the players' Antes and Bets shall win if theirs is a higher hand than the Dealers' in accordance with Rules 2.6 and 2.7.

9.5 Where the Dealer's hand does have an Ace and King or higher, the players' Antes and Bets shall lose if theirs is a lower hand than the Dealers' in accordance with Rules 2.6 and 2.7.

9.6 Where 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 JACKPOT

10.1 A player may wager on the Boomerang Jackpot only if an Ante has been made by that player.

10.2 The Boomerang Jackpot Wager shall be an approved amount.

10.3 A player is responsible for declaring their hand as a qualifying Boomerang Jackpot hand prior to the collection of the cards by the dealer.

10.4 A player who has wagered on the Boomerang Jackpot and has a hand which has been declared as qualifiing for a jackpot prize shall win whether the Dealer's hand has an Ace and a King or higher, or not.

10.5 Non winning wagers on the Boomerang Jackpot shall form part of either a jackpot prize pool or a reserve pool. The distribution of wagers to the prize pools shall be approved.

11. BOOMERANG JACKPOT PAYOUTS

11.1 Subject to Rule 11.2 the payouts for Boomerang Jackpot winning hands shall be as follows:

Royal Flush	$10,000 or 100% of the jackpot amount displayed at the table at the commencement of the Round of Play in which the winning hand was dealt, whichever is the greater.
Straight Flush	$1,000 or 10% of the jackpot amount displayed at the table at the commencement of the Round of Play in which the winning hand was dealt, 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.

11.2 The maximum aggregate liability for all major jackpot winning hands in a single Round of Play shall be the Boomerang Jackpot amount displayed at the table at the time the Round of Play commenced. Where necessary, the major jackpot payouts will be determined by pro-rating the jackpot prizes.

For the purpose of this rule, a *major jackpot winning hand* is a Royal Flush or a Straight Flush.

12. COLLUSION

12.1 A player shall protect the identity of their cards which shall remain within the playing area and in view of both the Dealer and the Casino Supervisor.

12.2 Players may not:

(a) exchange cards; or

(b) exchange or communicate or cause to exchange or communicate information regarding their hand.

Any violation of this rule may result in the player being excluded from that Round of Play or cause that Round of Play to be Void.

13. IRREGULARITIES

13.1 An exposed card dealt shall not constitute a misdeal, the Dealer shall turn the card over and continue to deal the game. However, three or more cards incorrectly exposed in a Round of Play shall result in that round being declared Void.

13.2 If the Dealer exposes one of their first four cards that card shall be used as the face up card and the fifth card shall be dealt face down.

13.3 In the event of a hand being dealt to a player that is not in accordance with Rule 6.3, that hand shall be deemed Void.

13.4 A hand containing an incorrect number of cards dealt to a player shall be deemed Void.

13.5 Where the Dealer's hand contains an incorrect number of cards the Ante shall win and the Bet shall be Void.

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13.6 Should a player's hand enter the discard rack and the player has not acted on their hand or it requires verification, those cards shall be reconstructed where possible.

13.7 A hand relating to a Box containing no Ante shall be deemed Void and any Boomerang Jackpot wager shall be Void.

14. TABLE CLOSURE

14.1 The hours of gaming shall be determined under the provisions of the *Casino Control Act 1988*.

14.2 Subject to Rule 14.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and a Government Casino Inspector if available.

15. GENERAL PROVISIONS

15.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

15.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this Rule.

15.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that any wager(s) made by the player(s) shall be Void; and

(b) direct that the player(s) shall be excluded from further participation in the game.

15.4 The Casino Operator may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

15.5 Where the outcome of a Round of Play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

15.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by a Government Casino Inspector, if requested.

15.7 An employee of the casino shall:

(a) not advise a player on how to play his/her hand, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause to 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.

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

15.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

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

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

16. TOURNAMENT PLAY

16.1 In addition to the rules set out in the preceding paragraphs, the rules of this section shall apply only to tournament play.

16.2 The conditions of entry and of play for each Canberra Poker tournament shall be approved.

16.3 Where the conditions of entry and play for tournament play approved under Rule 16.2 are inconsistent with the Rules set out in the preceding paragraphs, the conditions approved under Rule 16.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

16.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

CASINO CANBERRA LIMITED

RULES OF SIC-BO

Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

SIC-BO INDEX

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1. SIC-BO TABLE

2. SIC-BO TUMBLER AND DICE

3. MINIMUM AND MAXIMUM WAGERS

4. WAGERS

5. THE DICE TUMBLER AND TABLE OPERATION

6. PAYOUT ODDS

7. FINAL SETTLEMENT

8. IRREGULARITIES

9. TABLE CLOSURE

10. GENERAL PROVISIONS

11. TOURNAMENT PLAY

TERMS USED IN SIC-BO

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

Approved
Means approved in writing by a Government Casino Inspector.

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.

Colour Chips
Chips having a nominated value which may be used only at the table at which they were purchased.

Control Panel
The device for controlling the operation of an electronic Sic-Bo table.

Dealer
A person responsible for the operation of the game.

Dice Tumbler
An approved container which is operated either manually or electronically and is capable of randomly shaking or mixing the dice.

Void
Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

SIC-BO

1. SIC-BO TABLE

1.1 A Sic-Bo table shall be approved prior to use.

2. SIC-BO TUMBLER AND DICE

2.1 Sic-Bo shall be played with a Dice Tumbler which contains three approved dice.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The Casino Operator shall display the minimum and maximum wagers per betting area 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(s) to wager in excess of the stated betting area maximum provided that a marker denoting the new limit(s) is placed adjacent to the player(s).

3.3 The multiples of wagers permitted shall be displayed at the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised 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 Dealer announcing “NO MORE BETS”, each player shall be given the opportunity to place a wager.

4.2 All wagers shall be made by placing gaming chips or Colour Chips on the appropriate area of the layout.

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4.3 The following wagers are permitted:

(a) Small, which shall win if the total of the 3 dice is from 4 to 10 inclusive, with the exception of a triple where the wager shall lose;

(b) Big, which shall win if the total of the 3 dice is from 11 to 17 inclusive, with the exception of a triple where the wager shall lose;

(c) Specific Triple, which shall win if each of the 3 dice show the same nominated number;

(d) Specific Double, which shall win if 2 or 3 dice show the same nominated number;

(e) Any Triple, which shall win if each of the 3 dice show the same number;

(f) Single Die, which shall win if 1, 2 or 3 dice show the nominated number;

(g) Domino Combination, which shall win if 2 of the 3 dice show the nominated numbers; and

(h) Three Dice Total, which shall win if the total of the 3 dice corresponds to the nomniated number.

4.4 Each player shall be responsible for the correct positioning of their wagers on the layout regardless of whether or not they are assisted by the Dealer.

4.5 Once the Dealer anounces “NO MORE BETS”, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.

4.6 The Casino Operator or its employees may require a player to use Colour Chips.

5. THE DICE TUMBLER AND TABLE OPERATION

5.1 After placing the cover over the Dice Tumbler the Dealer shall activate the Dice Tumbler ensuring that the dice tumble.

5.2 Prior to removing the Dice Tumbler cover the Dealer shall announce “NO MORE BETS”.

5.3 After removing the Dice Tumbler cover the Dealer shall, providing the dice are lying flat, announce the result and enter the winning numbers onto the table through the Control Panel.

6. PAYOUT ODDS

6.1 Winning wagers shall be paid as follows:

	WAGER	PAYOUT ODDS
(a)	Small	1 to 1
(b)	Big	1 to 1
(c)	Specific Triple	180 to 1
(d)	Specific Double	11 to 1
(e)	Any Triple	31 to 1
(f)	Three Dice Total	
	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	6 to 1
(h)	Single Die:	
	(i) if the number appears on 1 die,	1 to 1;
	(ii) if the number appears on 2 dice,	2 to 1; or
	(iii) if the number appears on 3 dice,	12 to 1.

7. SETTLEMENT OF WAGERS

7.1 The result of the game and the decision on the win or loss of wagers shall be determined by the uppermost facing number on each of the 3 dice. Only one face of each die shall be considered uppermost facing.

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

8. IRREGULARITIES

8.1 If any of the 3 dice fail to come to rest with one surface flat to the base of the tumbler all wagers shall be Void.

8.2 If one or more dice break during the conduct of a game all wagers for that game shall be Void.

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8.3 If the concealed dice are exposed prior to the announcement of "NO MORE BETS" all wagers shall be Void.

8.4 If the Dice Tumbler does not operate correctly all wagers shall be Void.

8.5 If the electronic equipment fails to illuminate the winning areas the result is valid.

9. TABLE CLOSURE

9.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.

9.2 Subject to Rule 9.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and a Government Casino Inspector if available.

10. GENERAL PROVISIONS

10.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

10.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.

10.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that any wager(s) made by the player(s) shall be Void; and

(b) direct that the player(s) shall be excluded from further participation in the game.

10.4 The Casino Operator may invalidate a round of play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

10.5 Where the outcome of a round of play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

10.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by a Government Casino Inspector, if requested.

10.7 An employee of the casino shall:

(a) not advise a player on how to play his/her hand, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause to 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.

10.8 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

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

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

11. TOURNAMENT PLAY

11.1 In addition to the rules set out in the preceding paragraphs, the rules of this section shall apply only to tournament play.

11.2 The conditions of entry and of play for each Sic-Bo tournament shall be approved.

11.3 Where the conditions of entry and play for tournament play approved under Rule 11.2 are inconsistent with the rules set out in the preceding paragraphs, the conditions approved under Rule 11.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

11.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

CASINO CANBERRA LIMITED

RULES OF MONEY WHEEL

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MONEY WHEEL INDEX

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7. SETTLEMENT OF WAGERS

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10. GENERAL PROVISIONS

11. TOURNAMENT PLAY

TERMS USED IN MONEY WHEEL

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

Approved
Means approved in writing by a Government Casino Inspector.

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.

Colour chips
Chips having a nominated value which may be used only at the table at which they were purchased.

Dealer
A person responsible for the operation of the game.

Indicator
A device used to indicate the winning segment.

Void
Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

Wheel
An approved circular apparatus described in Rule 2.1 used to determine the outcome of a game.

MONEY WHEEL

1. MONEY WHEEL TABLE

1.1 The Money Wheel table shall be approved prior to use.

2. MONEY WHEEL

2.1 The Wheel shall be not less than 1.5 metres in diameter and shall have 52 equal compartments.

(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; and

(g) 1 segment depicting a flag.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The Casino Operator shall display the minimum and maximum wagers per segment 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(s) to wager in excess of the stated segment maximum provided that a marker denoting the new limit(s) is placed adjacent to the player.

3.3 The multiples of wagers allowable shall be displayed at the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.

3.5 Wagers above the displayed maximum shall be paid or collected to the maximum.

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4. WAGERS

4.1 Prior to the Dealer announcing “NO MORE BETS”, each player shall be given the opportunity to place a wager.

4.2 All wagers shall be made by placing gaming chips or Colour chips on the appropriate area of the layout.

4.3 Once the Dealer has announced “NO MORE BETS”, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.

4.4 The permissible wagers by a player at the game of Money Wheel shall be on any of the represented segments of the Wheel that are depicted on the layout.

4.5 Each player shall be responsible for the correct positioning of their wager on the Money Wheel layout whether assisted by the Dealer or not.

4.6 The Casino Operator or its employees may require a player to use Colour chips.

5. ROTATION OF WHEEL

5.1 Prior to spinning the Wheel the Dealer shall announce “NO MORE BETS”.

5.2 The Wheel must make a minimum of two complete revolutions to constitute a valid spin.

5.3 The Dealer may alternate the direction of rotation of the Wheel on each spin.

5.4 No person, other than a casino employee who is responsible for the operation of the game, shall, at any time, interfere with the Wheel, or the rotation of the Wheel.

6. PAYOUT ODDS

6.1 Winning wagers shall be paid as follows:

	WAGERS	PAYOUT
(a)	24 segments depicting $1	1 to 1
(b)	12 segments depicting $3	3 to 1
(c)	8 segments depicting $5	5 to 1
(d)	4 segments depicting $11	11 to 1
(e)	2 segments depicting $23	23 to 1
(f)	1 segment depicting Canberra	47 to 1
(g)	1 segment depicting the flag	47 to 1

7. SETTLEMENT OF WAGERS

7.1 A wager shall win when the Indicator comes to rest in a corresponding segment after the motion of the Wheel has ceased.

7.2 Each wager shall be settled strictly in accordance with its position on the layout when the Indicator comes to rest in a segment of the Wheel.

8. IRREGULARITIES

8.1 If the Wheel fails to make two complete revolutions all wagers shall be Void on that spin.

8.2 If there is a physical interference or a mechanical malfunction with the spin of the Wheel all wagers shall be Void on that spin, regardless of whether or not the Indicator comes to rest in one of the segments on the Wheel.

8.3 If the Indicator stops on the divider between two segments, all wagers shall be Void on that spin.

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9. TABLE CLOSURE

9.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.

9.2 Subject to Rule 9.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and a Government Casino Inspector if available.

10. GENERAL PROVISIONS

10.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

10.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.

10.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that any wager(s) made by the player(s) shall be Void; and

(b) direct that the player(s) shall be excluded from further participation in the game.

10.4 The Casino Operator may invalidate a round of play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

10.5 Where the outcome of a round of play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

10.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these Rules, subject to a review by a Government Casino Inspector, if requested.

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10.7 An employee of the casino shall:

(a) not advise a player on how to play his/her hand, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause to 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.

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

10.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

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

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

11. TOURNAMENT PLAY

11.1 In addition to the Rules set out in the preceding paragraphs, the rules of this section shall apply only to tournament play.

11.2 The conditions of entry and of play for each Money Wheel tournament shall be approved.

11.3 Where the conditions of entry and play for tournament play approved under Rule 11.2 are inconsistent with the rules set out in the preceding paragraphs, the conditions approved under Rule 11.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

11.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

CASINO CANBERRA LIMITED

RULES OF POKER
INCORPORATING:

- POKER – FIVE CARD STUD
- POKER – SEVEN CARD STUD
- POKER – CANBERRA MANILA
- POKER – THREE CARD MANILA
- POKER – HOLD-EM
- POKER – OMAHA
- POKER – DRAW POKER
- POKER – FARO

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5. BLIND BETTING

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APPENDIX C – CANBERRA MANILA ADDITIONAL RULES

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APPENDIX G – DRAW POKER ADDITIONAL RULES

APPENDIX H – FARO ADDITIONAL RULES

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TERMS USED IN POKER

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

Ante
A pre-determined contribution to the Pot made by every player before the start of a Round of Play.

Approved
Means approved in writing by a Government Casino Inspector.

Bet
The amount a player wagers when it is their turn to play.

Blind
A pre-determined contribution to the Pot before the start of a Round of Play.

Buck
The marker used to indicate the designated player to place the first Blind or the player to receive the first card in a round.

Call
The amount required to equal the last active player's Bet.

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.

Check
The decision made by a player to pass the opportunity of opening the Betting round while remaining an active player.

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

Communal Cards
The cards dealt face up in the centre of the table and used by all active players to complete their Hand.

Dealer
A person responsible for the operation of the game.

Draw
That part of a Round of Play in Draw Poker where a player may replace some or all of their Hand.

Flop
A number or group of Communal Cards dealt face up in the centre of the table and used by all active players to complete their Hand.

Fold
A player stops contesting a Round of Play by passing the cards towards the Dealer, face downwards on the table.

Full Deck
A deck of cards containing 52 cards or more.

Full Pot
A maximum Betting limit equal to the total amount of all Bets in the Pot.

Half Pot
A maximum Betting limit equal to half of the total amount of all Bets in the Pot.

Hand
The five cards used by a player to contest the Pot(s).

High Ball
The highest ranking Hand wins the Pot(s) at Showdown.

High/Low Split
The highest ranking Hand and the lowest ranking Hand each win half of the Pot(s) at Showdown.

Hole Card
A card dealt face down to a player.

Initial Deal
The cards that are dealt before the first betting round begins.

Low Ball
The lowest ranking Hand wins the Pot(s) at Showdown.

No Limit
No maximum Betting limit applies.

Over-Blind
An optional Blind made, in addition to the last Blind, by a player before the start of a Round of Play.

Pot
The total amount the players have Bet during a Round of Play.

Raise
That part of a player's Bet which is greater than the last active player's Bet.

Reduced Deck
A deck of cards containing less than 52 cards.

Round of Play
That part of the game which commences with the dealing of the first card and concludes with the winning of the Pot(s).

Shoe
An approved container from which the Dealer will deal the cards.

Showdown
The disclosure of the players' cards after the final Betting round to determine the winning Hand.

Straddle
A Betting limit equal to twice the total amount of the previous Bet.

Table Stake
The total amount of chips on the table in front of, and belonging to, any one player.

Tap Out
To place all chips remaining of a player's Table Stake into the Pot.

Wild Card
The Joker, added to the deck of cards, that substitutes for any other card in the deck being played which increases the player's ranking in the order of Hands.

POKER

1. POKER TABLE

1.1 A Poker table shall be approved prior to use.

2. CARDS

2.1 The cards shall be approved prior to use.

2.2 The Casino Operator may determine the number of cards used in a game and shall declare the chosen option to the players before the start of play. Subject to Rule 3.2, the number shall be any one of the following:

(a) 52 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2 in each of Spades, Hearts, Diamonds and Clubs;

(b) 48 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4 and 3 in each of Spades, Hearts, Diamonds and Clubs;

(c) 44 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5 and 4 in each of Spades, Hearts, Diamonds and Clubs;

(d) 40 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 in each of Spades, Hearts, Diamonds and Clubs;

(e) 36 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7 and 6 in each of Spades, Hearts, Diamonds and Clubs; or

(f) 32 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs.

2.3 The Casino Operator may include a Wild Card as an additional card.

2.4 The cards shall be checked, card by card, by the Dealer prior to the commencement of gaming and at or after the conclusion of gaming.

2.5 The Casino Operator may change any or all of the cards after any Round of Play. The Casino Supervisor or Dealer shall check each replacement card before the next shuffle and cut.

2.6 The Casino Supervisor may at any time instruct the Dealer to check and verify the number of cards.

3. ORDER OF HANDS

3.1 All suits have the same rank. The rank of cards from highest to lowest is as follows:

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

3.2 A player's completed Hand shall consist of five cards. All cards count in determining the value of Hands, e.g. Q; Q; J; J; 10 beats Q; Q; J; J; 9.

3.3 In relation to a Full Deck of cards, the order of Hands, highest to lowest shall be as follows:

(a) Royal flush - the five top cards, all of the same suit, e.g. A; K; Q; J; 10, all Spades.

(b) Five of a kind - e.g. A; A; A; A; Joker.

(c) Straight flush - five cards of the same suit in sequence, e.g. Jack; 10; 9; 8; 7, all Hearts. Subject to Rule 3.5(a) an Ace may count high or low in a straight flush, e.g. 5; 4; 3; 2; A.

(d) Four of a kind - e.g. A; A; A; A; 4.

(e) Full house - three cards of one kind plus two of another, e.g. K; K; K; J; J. All Hands take the rank from the threesome.

(f) Flush - five cards of the same suit, not in sequence, e.g. K; J; 9; 7; 5, all Diamonds.

(g) Straight - any five cards in sequence not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). Subject to Rule 3.5(a) an Ace may count high or low in a straight, e.g. 5; 4; 3; 2; A.

(h) Three of a kind, e.g. Q; Q; Q; 8; 5.

(i) Two pairs, e.g. Q; Q; 4; 4; J.

(j) One pair, e.g. 10; 10; K; 6; 2.

(k) Five odd cards not of the same suit, e.g. Q (Hearts); 10 (Clubs); 7 (Clubs); 4 (Diamonds); 3 (Spades).

3.4 In relation to a Reduced Deck of cards, the order of Hands, highest to lowest shall be as follows:

(a) Royal flush - the five top cards, all of the same suit, e.g. A; K; Q; J; 10, all Spades.

(b) Five of a kind - e.g. A; A; A; A; Joker.

(c) Straight flush - five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, all Hearts. Subject to Rule 3.5(a) an Ace may count high or low in a straight flush, e.g. 8; 7; 6; 5; A.

(d) Four of a kind - e.g. A; A; A; A; 4.

(e) Flush - five cards of the same suit, not in sequence, e.g. K; J; 9; 7; 5, all Diamonds.

(f) Full house - three cards of one kind plus two of another, e.g. K; K; K; J; J. All Hands take the rank from the threesome.

(g) Straight - any five cards in sequence not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). Subject to Rule 3.5(a) an Ace may count high or low in a straight, e.g. 8; 7; 6; 5; A.

(h) Three of a kind, e.g. Q; Q; Q; 8; 5.

(i) Two pairs, e.g. Q; Q; 4; 4; J.

(j) One pair, e.g. 10; 10; K; 6; 5.

(k) Five odd cards not of the same suit, e.g. Q (Hearts); 10 (Clubs); 9 (Clubs); 7 (Diamonds); 4 (Spades).

3.5 Before the start of a Round of Play the Casino Operator may determine:

(a) the Ace to be high and low for the purpose of forming the Hands in relation to Rules 3.3(c), 3.3(g), 3.4(c) and 3.4(g);

(b) the winning Hand(s) of a Round of Play to be the player holding the Low Ball Hand or the High Ball Hand;

(c) the winning Hand(s) of a Round of Play to be the players holding the High/Low Split Hands; or

(d) the winning low Hand to consist of five odd cards with a value of eight or less to qualify in High/Low Split games. e.g. 8 (Hearts); 6 (Clubs); 4 (Clubs); 3 (Diamonds); 2 (Spades).

3.6 Straights and flushes do not count in relation to a Low Ball Hand or a low Hand of a High/Low Split game.

3.7 If the Casino Operator includes a Wild Card in the deck, it shall count as the card it substitutes for when determining the rank of Hands.

4. TABLE STAKES AND BETS

4.1 The Casino Operator shall display the minimum Table Stake and minimum Bet for each table on a sign near the table and may change these limits provided that prior notice of the change is given to the players.

4.2 Before the start of a Round of Play the Casino Operator shall, where necessary, determine:

(a) the game to be played in accordance with appendix A, B, C, D, E, F, G or H;

(b) the minimum Table Stake;

(c) whether to use Blind or Ante Bets;

(d) the number of players to make Blind Bets to be either one, two or three;

(e) the Blind Betting limits;

(f) whether the players have the option to Bet Over-Blinds;

(g) the level of each Blind Bet, Over-Blind or Ante; and

(h) the minimum and maximum Bets. If Half Pot or Full Pot limits are selected as maximum Bets, the Dealer shall include the amount required for a player to Call before calculating the Betting limit.

4.3 At the start of play each player shall place on the table, in full view of the Dealer and all players, at least the minimum Table Stake required. Each player's Table Stake shall remain in full view of the Dealer and all other players during all rounds of play.

4.4 A player shall not augment or reduce this Table Stake during any Round of Play.

4.5 All Bets shall be made with chips.

4.6 The Casino Supervisor may at any time instruct a player that they have ninety seconds to act on their Hand. If the player does not act on their Hand during the ninety seconds (as determined by the Casino Supervisor), the player's Hand is Folded and all Bets made by that player shall remain in the Pot.

5. BLIND BETTING

5.1 In each round of Blind Betting there shall be a maximum of three Raises unless there are only two players contesting a Pot, in which case they may continue to Raise each other until they expend their Table Stakes. Each Raise shall be within the table limits and shall be not less than the opening Bet or any previous Raise in the Betting round.

5.2 The opening Bet or Raise for each round of Betting shall be in accordance with the determinations made under Rule 4.2.

6. ANTE BETTING

6.1 The opening Bet shall be not less than the table minimum and shall be in accordance with the determinations made under Rule 4.2.

6.2 A Raise shall be in accordance with the determinations made under Rule 4.2 and shall not be less than the opening Bet or any previous Raise in the Betting round.

7. SHUFFLE AND CUT OF THE CARDS

7.1 The Dealer shall shuffle the cards in preparation for each Round of Play.

7.2 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.

7.3 All cards shall be dealt from a Shoe.

8. COMMENCEMENT OF PLAY

8.1 The Casino Operator may determine that a particular game is conducted with a specific or selected group of players only, e.g. new players only or experienced players only.

8.2 Players may have a choice of seat. In the event of two or more players desiring the same seat, a draw of cards shall decide the seating positions. Should a seat become vacant, the remaining active players shall have priority to move to the vacant seat over any player waiting to join the game.

8.3 The player to the immediate left of the Dealer will receive the Buck for the first Round of Play. The players or Dealer shall pass the Buck in a clockwise direction to the next player in turn at the conclusion of each Round of Play.

8.4 A player shall not refuse the Buck.

8.5 In accordance with the determinations made under Rule 4.2, before the start of each Round of Play, the Dealer shall either:

(a) Blind Betting -

collect a Blind from the Buck player, and if required, additional Blinds from the next players in sequence in a clockwise direction; or

(b) Ante Betting -

ensure each player contributes the determined amount to the Pot.

9. THE FIRST ROUND OF BETTING

9.1 After the Initial Deal, the opening player, in accordance with the determinations made under Rule 4.2, shall comply with one of the following options:

(a) Blind Betting -

(i) Call;

(ii) Call and Raise; or

(iii) Call and Fold;

(b) Blind Betting -

(i) Call;

(ii) Call and Raise; or

(iii) Fold;

(c) Blind Betting -

(i) Call and Raise; or

(ii) Fold; or

(d) Ante Betting -

(i) open the Betting by placing a Bet into the Pot.

The last blind player may Raise, if no other player Raises during the first round of betting.

9.2 Thereafter, players in sequence in a clockwise direction from the opening player shall, subject to Rules 4.2, 5.1, 5.2, 6.2 and 13.1, either:

(a) Call;

(b) Call and Raise; or

(c) Fold.

9.3 Each player shall follow the procedure in Rule 9.2 until:

(a) only one player remains in the game, in which case this player shall win the Pot; or

(b) two or more players have put an equal amount into the Pot, in which case the first betting round shall conclude.

10. CHECKING

10.1 The first player in all but the first round of Betting may Check and each player in sequence following the first player may also Check.

10.2 No player can Check if a Bet has been made in that round of Betting.

10.3 If all players Check, the Betting round shall end.

11. ADDITIONAL ROUNDS OF BETTING

11.1 There shall be additional rounds of Betting as specified for each game in Appendix A, B, C, D, E, F, G or H.

11.2 The opening player shall, subject to Rules 4.2, 5.1, 5.2, 6.1 and 13.1, either:

(a) open the Betting by placing a Bet into the Pot;

(b) Check; or

(c) Fold.

11.3 Each player in sequence in a clockwise direction from the opening player shall, subject to Rules 4.2, 5.1, 5.2, 6.2 and 13.1, either:

(a) Call;

(b) Call and Raise;

(c) Check; or

(d) Fold.

11.4 Subject to the number of rounds specified in the appropriate Appendix, each player shall follow the procedure in Rule 11.3 until:

(a) only one player remains in the game, in which case this player shall win the Pot; or

(b) two or more players have put an equal amount into the Pot, in which case that round of Betting shall conclude.

12. DETERMINATION OF WINNING HAND(S)

12.1 The player being Called in the final round of Betting shall expose his/her hole-card(s). The remaining player(s) shall if holding a Hand of equal or higher value, expose their hole-card(s). The Dealer shall then announce the winning Hand(s).

12.2 When two or more players hold winning Hands of equal value, the Dealer shall divide the Pot(s) equally in units of $1.00. The Dealer shall return any amount that they cannot equally divide to the winning player seated in or closest, in a clockwise direction, to the Buck player.

12.3 The players shall not agree to divide the Pot between themselves. The players must play each Round of Play to its conclusion.

13. TAPPING OUT

13.1 A player with an insufficient Table Stake remaining to make or meet a Bet, and who wishes to stay in the game, must Bet the remaining amount of their Table Stake and thus Tap Out. The player remains in the Round of Play until the Showdown, taking no further part in any subsequent Betting rounds.

13.2 A player Tapping Out is eligible to win only those Pots formed up to the point of Tapping Out. Active players holding the next winning ranking Hand shall win any remaining Pot(s) at the Showdown.

13.3 Before the start of a Round of Play, a player may buy more chips to increase their Table Stake. The player shall increase the Table Stake to at least the minimum Table Stake required for that table. Should the player be unable to increase the Table Stake up to the minimum Table Stake, the player in the event of Tapping Out and losing in a Round of Play shall leave the table.

13.4 A player shall not give, lend or Bet chips for another player in the course of a Round of Play.

13.5 In the event of a player Tapping Out and the Bet being less than the amount required to constitute a Raise, no other active player shall Call and Raise in respect of the amount Bet by the player Tapping Out.

14. COMMISSION

14.1 The Casino Operator shall charge a Commission for the conduct of all Poker games.

14.2 Where the Casino Operator has determined that the Commission is payable from the Pot(s) the Commission shall be calculated in the following manner:

(a) from any Pot not exceeding $19.00 the amount of Commission shall be nil. From any Pot exceeding $19.00 the amount of Commission shall be 5% of the sum of all Pots for that Round of Play, rounded down to the nearest whole dollar up to a predetermined approved maximum amount;

(b) an uncalled Bet shall not form part of the Pot;

(c) where two or more players, holding Hands of equal value have Bet and contested for the Pot for the duration of the Round of Play and no other players have contributed to the Pot, no Commission shall be deducted; and

(d) where the Pot contains only Ante or Blind Bets, no Commission shall be deducted.

14.3 Where the Casino Operator determines the Commission is payable on a time basis the maximum rate payable shall be approved. The applicable rate shall be advised to the players before the start of a Round of Play, shall be paid in advance and is non refundable.

15. COLLUSION

15.1 Players shall only play Poker in their own self-interest. Players shall not behave in a manner that assists one player over another.

15.2 A player shall play only one Hand in any Round of Play.

15.3 Players shall only speak English at the table.

15.4 A player shall protect the identity of their hole-cards at all times, regardless of whether or not the player is an active player or has Folded.

15.5 The Dealer or players must share any information concerning a Folded Hand that is given to one active player in a Round of Play with all players at the table.

15.6 The Dealer or players must share any information already given to a player in a Round of Play concerning a Hand held by another player.

15.7 No player shall look at discards or any undealt cards, either before or after the Showdown.

16. IRREGULARITIES

16.1 A misdeal occurs if the Dealer:

(a) exposes one or more cards during the cut;

(b) fails to cut the cards before a player places the first Bet;

(c) exposes more than one of a player's hole-cards during the Initial Deal;

(d) deals a hole-card to any player out of turn and another player not entitled to that card looks at it before the start of a Betting round. Where another player has not looked at the hole-card, the Dealer shall if possible reconstruct the Hand correctly without declaring a misdeal;

(e) misses a player or deals any extra hole-cards before the start of a Betting round. If the players have not looked at the hole-cards, the Dealer shall if possible reconstruct the Hand correctly without declaring a misdeal; or

(f) deals an excess card to any player during the Initial Deal.

16.2 Where a misdeal occurs there shall be a new shuffle and cut. A misdeal shall not constitute a Round of Play for the purpose of Rule 8.5. The Buck player shall be the first to receive cards in the new deal.

16.3 Should a player miss their turn at paying any Blind Bets during the game, regardless of whether they have played in a round or not, that player shall only rejoin the game when it is their turn to make the next Blind Bet. If the player wants to rejoin the game immediately they can place any missed Blind Bets into the next Pot at the start of a Round of Play.

16.4 Should a player Bet out of turn and the player or players who should have Bet before the out of turn player Fold, Check or make Bets smaller than, or equal to, the out of turn player, then the out of turn Bet shall stand. If the Bet is in excess of the Betting limits, the Dealer shall return the excess amount to the player.

16.5 Should a player Bet out of turn and the player or players who should have Bet before the out of turn player Raise or make a Bet in excess of the out of turn Bet, then the out of turn player may Fold, Call, or Call and Raise. If the player Folds, the Dealer shall return the out of turn Bet.

16.6 If a player's Bet is greater than the amount to Call and less than the amount to Raise, then the Dealer shall deem that Bet as a Call and return the excess to the player, subject to Rule 13.1.

16.7 If a player's Bet is less than the amount required to Call, then that player can either Fold or Bet the additional amount required to Call, subject to Rule 13.1. If the player Folds, then the Dealer shall return the player's Bet.

16.8 If a player holds too few or too many cards during the Betting round, or at the Showdown, the player's Hand is Folded and all Bets made by the player in that Round of Play remain in the Pot. If it is at the Showdown and there is only one other player still active, then the player with the correct number of cards wins the Pot. If no active player holds the correct number of cards the player who last Folded shall win the Pot.

16.9 Should a player's cards enter the discard pile, those cards will take no further part in the Round of Play.

16.10 The Casino Operator may offer the players options to decide on the action taken for an irregularity not covered in these Rules. The action taken must not contravene any existing Rules and all players must be in agreement. Should all players not agree on the course of action, Rule 18.6 shall apply.

17. TABLE CLOSURE

17.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988.*

17.2 Subject to Rule 17.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and a Government Casino Inspector if available.

18. GENERAL PROVISIONS

18.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

18.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

(a) capable of recording, projecting or analysing the outcome of a game;

(b) capable of changing the probabilities of a game; or

(c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.

18.3 Where a person has contravened any provision of these rules, the Casino Operator may:

(a) declare that the player's Hand is Folded and any wagers made by that player in that Round of Play shall remain in the Pot; and/or

(b) direct that the player(s) shall be excluded from further participation in the game.

18.4 The Casino Operator may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

18.5 Where the outcome of a Round of Play is invalidated, the Casino Operator may refund wagers made by players for that particular round.

18.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by a Government Casino Inspector, if requested.

18.7 An employee of the casino shall:

(a) not advise a player on how to play his/her Hand, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause to 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.

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

18.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

18.10 Players are not permitted to have side Bets against each other.

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

19. TOURNAMENT PLAY

19.1 In addition to the rules set out in the preceding paragraphs and Appendices, the rules of this section shall apply only to tournament play.

19.2 The conditions of entry and of play for each Poker tournament shall be approved.

19.3 Where the conditions of entry and play for tournament play approved under Rule 19.2 are inconsistent with the Rules set out in the preceding paragraphs and in the Appendices, the conditions approved under Rule 19.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

19.4 The Casino Operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

Appendix A

POKER - FIVE CARD STUD ADDITIONAL RULES

1. BETTING ROUNDS

1.1 Five Card Stud shall consist of a maximum of four rounds of Betting.

1.2 Before the start of play the Casino Operator shall determine that either the player holding the lowest value card or the highest value card will open the first round of Betting. The player holding the highest value card shall open the Betting in the following and final rounds of Betting.

2. DEALING PROCEDURES

2.1 A player's completed Hand shall consist of one hole-card and four face up cards.

2.2 The Dealer shall deal to each player, in a clockwise direction starting with the Buck player, one hole-card face down. The Dealer shall then deal, in sequence, one card face up to each player.

2.3 There shall be a round of Betting after each active player receives a card face up.

2.4 If two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal each active player one more card, face up, and the next round of Betting shall commence.

2.5 Play shall continue until a player has won the Pot or the active players, after receiving five cards, complete the final round of Betting.

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3. FIVE CARD STUD IRREGULARITIES

3.1 In the event that the Dealer deals the first card to a player face up, the Dealer shall deal the second card face down to that player. Should the Dealer also deal the second card face up, this will constitute a misdeal.

3.2 The Dealer shall use any card found face up in the Shoe in the normal sequence of play unless it is the first card dealt before a new round of Betting. In that case the Dealer shall shuffle the exposed card with the cards in the Shoe in accordance with Rule 7 and continue dealing.

3.3 In the event there are insufficient cards to deal every active player a final card, the Dealer shall retrieve the last card dealt from the Shoe and place it in the middle of the table face up. This card shall become a communal card for all active players. The Dealer shall then retrieve any final cards dealt to the players and place them with the discards.

Appendix B

POKER - SEVEN CARD STUD ADDITIONAL RULES

1. BETTING ROUNDS

1.1 Seven Card Stud shall consist of a maximum of five rounds of Betting.

1.2 Before the start of play the Casino Operator shall determine that either the player holding the lowest value card or the highest value card will open the first round of Betting. The player holding the highest value card shall open the Betting in the following and final rounds of Betting.

2. DEALING PROCEDURES

2.1 A player's completed Hand shall consist of five cards in any combination of the three hole-cards and four face up cards.

2.2 The Dealer shall deal to each player one card at a time, in a clockwise direction starting with the Buck player, two hole-cards and one card face up.

2.3 There shall be a round of Betting after each active player receives a card face up.

2.4 If two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal each active player one more card, face up, and the next round of Betting shall commence. This shall continue until the Dealer has dealt four cards face up to each active player. The Dealer shall then deal the final card to each active player face down and the final round of Betting shall commence.

2.5 Play shall continue until a player has won the Pot or the active players, after receiving seven cards, complete the final round of Betting.

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3. SEVEN CARD STUD IRREGULARITIES

3.1 In the event that the Dealer deals the first card to a player face up, the Dealer shall deal the second and third card face down to that player.

3.2 The Dealer shall use any card found face up in the Shoe in the normal sequence of play unless it is the first card dealt before a new round of Betting. In that case the Dealer shall shuffle the exposed card with the cards in the Shoe in accordance with Rule 7 and continue dealing.

3.3 In the event the Dealer exposes a player's final hole-card or that hole-card is found face up in the Shoe, that player shall open the final round of Betting. Should the player elect to Check, they will be deemed to Tap Out for the Round of Play as specified in Rule 13.2.

3.4 In the event there are insufficient cards to deal every active player a final hole-card, the Dealer shall retrieve the last card dealt from the Shoe and place it in the middle of the table face up. This card shall become a communal card for all the remaining active players. The Dealer shall then retrieve any final hole-cards dealt to the players and place them with the discards.

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Appendix C

POKER - CANBERRA MANILA ADDITIONAL RULES

1. BETTING ROUNDS

1.1 Canberra Manila shall consist of a maximum of five rounds of Betting.

1.2 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.

1.3 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.2 of Appendix C.

2. DEALING PROCEDURES

2.1 A player's completed Hand shall consist of two hole-cards and any three of the five Communal Cards.

2.2 The Dealer shall deal to each player, in a clockwise direction starting with the Buck player, two hole-cards together.

2.3 Following the dealing of the hole-cards, the Dealer shall deal one card face up in the middle of the table. This shall be the first of up to five Communal Cards so dealt.

2.4 There shall be a round of Betting after the Dealer exposes each Communal Card.

2.5 If two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall expose the next Communal Card and the next round of Betting shall commence.

2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

3. CANBERRA MANILA IRREGULARITIES

3.1 A misdeal occurs if the Dealer exposes a hole-card during the Initial Deal or the second Communal Card is found face up in the Shoe.

3.2 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the maximum Bet allowed for that round of Betting shall not exceed the largest Bet already made. The exposed card shall then be used in the normal sequence of play.

3.3 Should the Dealer prematurely expose the third, fourth or fifth Communal Card before the start of Betting on the previous Communal Card, the Dealer shall lay out that card with the previous Communal Card. The Dealer shall restrict players' Bets on the previous Communal Card to the table minimum. The exposed card shall then be used in the normal sequence of play.

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Appendix D

POKER - THREE CARD MANILA ADDITIONAL RULES

1. BETTING ROUNDS

1.1 Three Card Manila shall consist of a maximum of five rounds of Betting.

1.2 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.

1.3 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.2 of Appendix D.

2. DEALING PROCEDURES

2.1 A player's completed Hand shall consist of any two of the three hole-cards and any three of the five Communal Cards.

2.2 The Dealer shall deal to each player, in a clockwise direction starting with the Buck player, two hole-cards together the Dealer shall deal a third hole-card to each player in a clockwise direction, starting with the Buck player.

2.3 Following the dealing of the hole-cards, the Dealer shall deal one card face up in the middle of the table. This shall be the first of five Communal Cards so dealt.

2.4 There shall be a round of Betting after the Dealer exposes each Communal Card.

2.5 If two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall expose the next Communal Card and the next round of Betting shall commence.

2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

3. THREE CARD MANILA IRREGULARITIES

3.1 A misdeal occurs if the Dealer exposes one of a player's hole-cards during the Initial Deal.

3.2 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the maximum Bet allowed for that round of Betting shall not exceed the largest Bet already made. The exposed card shall then be used in the normal sequence of play.

3.3 Should the Dealer prematurely expose the third, fourth or fifth Communal Card before the start of Betting on the previous Communal Card, the Dealer shall lay out that card with the previous Communal Card. The Dealer shall restrict players' Bets on the previous Communal Card to the table minimum. The exposed card shall then be used in the normal sequence of play.

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Appendix E

POKER – HOLD-EM ADDITIONAL RULES

1. BETTING ROUNDS

1.1 Hold-Em shall consist of a maximum of four rounds of Betting.

1.2 At the start of play the Casino Operator shall determine whether the Dealer shall burn the first card in the Shoe by discarding that card before exposing the Communal Cards for each round of Betting.

1.3 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.

1.4 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.3 of Appendix E.

2. DEALING PROCEDURES

2.1 A player's completed Hand shall consist of five cards in any combination of the two hole-cards and the five Communal Cards.

2.2 The Dealer shall deal each player, in a clockwise direction starting with the Buck player, one card face down and continue until each player receives two cards.

2.3 There shall be a round of Betting after each active player receives two cards.

2.4 Subject to Rule 1.2 of Appendix E, if two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal either the Flop after the first round of Betting or one Communal Card after the following rounds of Betting. The Flop shall consist of three cards.

2.5 There shall be a round of Betting after the Dealer deals either the Flop or each Communal Card.

2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

3. HOLD-EM IRREGULARITIES

3.1 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the Dealer shall shuffle the exposed Communal Card with the cards remaining in the Shoe in accordance with Rule 7 of these rules.

3.2 If at the conclusion of any round of Betting the Dealer exposes the first card in the Shoe, that card shall be used in the normal sequence of play.

3.3 Where the Casino Operator decides to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix E and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall replace that card with the first burn card. The Dealer shall discard the exposed hole-card and shall not burn a card before dealing the Flop.

3.4 Where the Casino Operator decides not to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix E and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall declare a misdeal.

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Appendix F

POKER - OMAHA ADDITIONAL RULES

1. BETTING ROUNDS

1.1 Omaha shall consist of a maximum of four rounds of Betting.

1.2 At the start of play the Casino Operator shall determine whether the Dealer shall burn the first card in the Shoe by discarding that card before exposing the Communal Cards for each round of Betting.

1.3 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.

1.4 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.3 of Appendix F.

2. DEALING PROCEDURES

2.1 A player's completed Hand shall consist of any two of the four hole-cards and any three of the five Communal Cards.

2.2 The Dealer shall deal each player, in a clockwise direction starting with the Buck player, one card face down and continue until each player receives four cards.

2.3 There shall be a round of Betting after each active player receives four cards.

2.4 Subject to Rule 1.2 of Appendix F, if two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal either the Flop after the first round of Betting or one Communal Card after the following rounds of Betting. The Flop shall consist of three cards.

2.5 There shall be a round of Betting after the Dealer deals either the Flop or each Communal Card.

2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

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3. OMAHA IRREGULARITIES

3.1 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the Dealer shall shuffle the exposed Communal Card with the cards remaining in the Shoe in accordance with Rule 7 of these rules.

3.2 If at the conclusion of any round of Betting the Dealer exposes the first card in the Shoe, that card shall be used in the normal sequence of play.

3.3 Where the Casino Operator decides to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix F and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall replace that card with the first burn card. The Dealer shall discard the exposed hole-card and shall not burn a card before dealing the Flop.

3.4 Where the Casino Operator decides not to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix F and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall declare a misdeal.

Authorised by the ACT Parliamentary Counsel–also accessible at www.legislation.act.gov.au

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