



Australian Capital Territory  
**Gazette**

**SPECIAL GAZETTE**

**No. S239, Friday 4 November 1994**

**CASINO CONTROL ACT 1988**

**APPROVAL**

Under Sections 72(1) and 72(3) respectively, I HEREBY APPROVE the rules as set out in the accompanying schedule for the authorised game of Poker-Draw Poker, and amendments to the rules as set out in the accompanying schedule for Poker-Canberra Manila, Poker-5 Card Stud and Poker-7 Card Stud.

Dated this 31 day <sup>October</sup> 1994

A handwritten signature in black ink, appearing to read "David Marcus Rosalky".

**DAVID MARCUS ROSALKY  
DELEGATE OF THE MINISTER**

**SCHEDULE**

**This and the following twenty (20) pages is the accompanying schedule to the Instrument of Approval under section 72 of the Casino Control Act 1988 signed by me, David Marcus Rosalky, the Delegate of the Minister on the**  
31<sup>st</sup> day of *October* 1994.

# **CASINO CANBERRA LIMITED**

## **RULES OF POKER**

### **DRAW POKER**

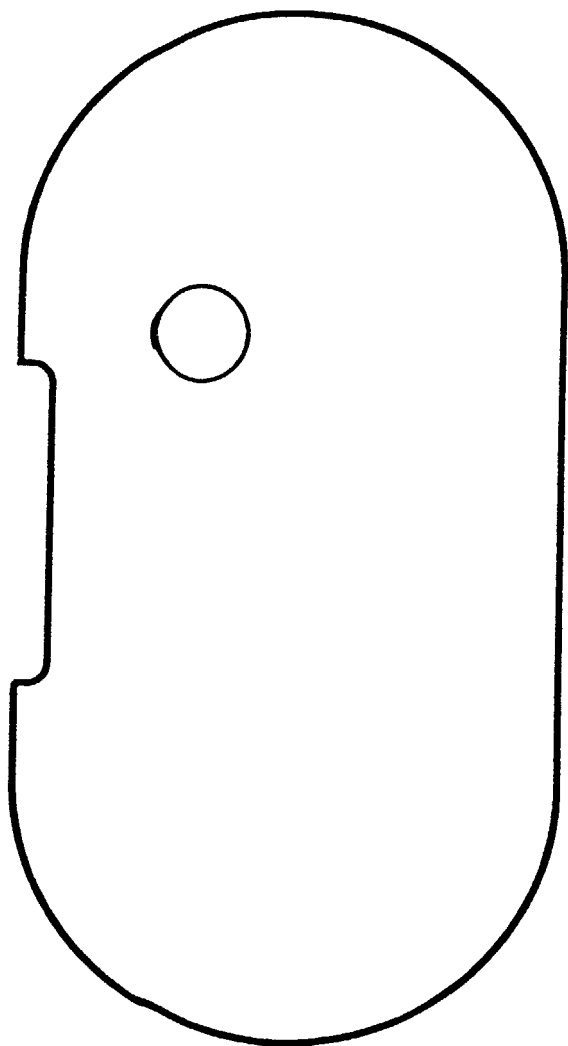
POKER - DRAW POKER INDEX

Diagram "A"

TERMS USED IN POKER - DRAW POKER

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6. COMMENCEMENT OF PLAY
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Diagram A



**TERMS USED IN  
POKER - DRAW POKER**

**Blind Bet**

A wager or pre-determined contribution to the pot made prior to any cards being dealt to the player in the buck position.

**Buck**

The marker used to indicate the designated player to place the blind bet and be dealt the first cards in the round.

**Call**

The wager required to make that player's total amount wagered for the round of betting equal to the highest total amount wagered by any player in that round of betting.

**Casino Supervisor**

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

**Commission**

An amount deducted from each pot by the dealer on behalf of the players in payment to the casino for conducting the game.

**Dealer**

A person responsible for the operation of the game.

**Fold**

To stop contesting a round of play, indicated by the player passing his/her cards face downwards on the table and the cards being collected by the dealer.

**Full Pot**

A maximum betting limit determined by an amount equal to the total of all wagers in the pot.

**Half Pot**

A maximum betting limit determined by an amount equal to half of the total of all wagers in the pot.

**Hand**

The cards dealt to a player.

**Over Blind**

A subsequent wager made, in addition to the blind bet, by a player prior to any cards being dealt.

**Pot**

The amount of money being wagered during a round of play.

**Raise**

The wager made to make that player's total amount wagered for that round of betting greater than the highest total amount wagered by any player in that round of betting.

**Reduced Deck**

A deck of 40 cards containing an Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 in each of Spades, Hearts, Diamonds and Clubs or a deck of 32 cards containing an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs.

**Round of Play**

Part of the game that commences with the dealing of the first card and concluding with the winning of the pot or pots.

**Showdown**

The disclosure of the player's cards after the final betting round to determine the winning hand.

**Straddle**

A maximum betting limit determined by an amount equal to two times the total amount of the immediate preceding wager.

**Table Stake**

The total amount of chips exposed on the table liable to be put at risk by a player for the purpose of making wagers in a round of play.

**Tap Out**

To place all chips remaining in a player's table stake into the pot.

**POKER - DRAW POKER**

**1. POKER - DRAW POKER TABLE**

A Poker - Draw Poker table shall have seating for a maximum of 8 players and one dealer as shown in Diagram "A". The tablecloth shall be marked in a manner similar to that shown in Diagram "A". The circled area on the table shall be used by the dealer to place the cards of players who have folded prior to the showdown and those cards discarded by players during play.

**2. BANK**

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

**3. CARDS**

3.1 Poker - Draw Poker may be played with one full deck of 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; or a reduced deck of 40 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 in each of Spades, Hearts, Diamonds and Clubs; or a reduced deck of 32 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs.

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

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

3.4 A casino supervisor may, at any time, instruct the dealer to check and verify the proper amount of cards (52, 40 or 32 cards).

3.5 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:

**Full Deck**

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

The Ace shall be deemed high and low for the purpose of forming the hands in relation to rules 13.3 (b), 13.3 (f).



Reduced Deck - 40 cards  
Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5.

Reduced Deck - 32 cards  
Ace, King, Queen, Jack, 10, 9, 8, 7.

Prior to the commencement of a round of play and by agreement of all players and the Casino Operator, the Ace may be deemed high and low for the purpose of forming the hands in relation to rules 13.4 (b), 13.4 (f), 13.5(b) and 13.5(f).

In the event of there being 6 or less players remaining in a game, and with the agreement of all players, the game may be played with a reduced deck of 40 cards.

In the event of there being 4 or less players remaining in a game, and with the agreement of all players, the game may be played with a reduced deck of 40 or 32 cards.

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

- 4.1 The cards shall be shuffled in preparation for each round of play.
- 4.2 After the cards have been shuffled, the designated player shall cut the cards (once only) and place the cards in two stacks face downwards on the table. The cut shall be made more than one card from either end of the deck.
- 4.3 Should the designated player decline the cut, the deck will be cut by the dealer.
- 4.4 The dealer shall complete the cut by placing the stack that formed the bottom of the pack prior to the cut squarely on top of the second stack.
- 4.5 All cards used in the game of Poker - Draw Poker shall be dealt from a card shoe specifically designed for such purpose.

#### **5. TABLE STAKES AND WAGERS**

- 5.1 The minimum table stake and minimum wager on each table shall be displayed on a sign at the table.
- 5.2 The Casino Operator may change any minimum table stake and minimum wager, to a higher or lower minimum table stake and minimum wager, provided that prior notice of the change is given to the players.

- 5.3 On commencement 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 in chips or cash, which must be immediately converted to chips.
- 5.4 A player shall not augment or reduce this table stake during any round of play.
- 5.5 Wagers may only be made with value chips.

## **6. COMMENCEMENT OF PLAY**

- 6.1 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.
- 6.2 The buck shall indicate the designated player, who shall receive the first cards in each round of play. The player to the immediate left of the dealer will receive the buck for the first round of play. The buck shall be passed in a clockwise direction around the table at the conclusion of each round of play.
- 6.3 A player cannot pass his/her turn to take the buck.
- 6.4 Prior to the first card being dealt, for each round of play, the designated player shall be required to make a wager equal to the table minimum. The next player in sequence in a clockwise direction shall place a wager of two times the table minimum. Any further optional blinds called over - blinds must be double the amount of the previous blind.
- 6.5 The dealer shall deal each player, in a clockwise direction, starting with the designated player, one card face down and continuing this deal until each player receives 5 cards.

## **7. THE FIRST ROUND OF BETTING**

- 7.1 After the initial deal, the players in sequence in a clockwise direction from the last blind player shall, subject to rule 12.1:
  - (i) Open the betting by placing a wager of two times the value of the last blind bet wagered; or
  - (ii) Fold.

In the event of the player folding in respect to rule 7.1, the option to open the betting or fold shall pass to the next player in sequence in a clockwise direction.

- 7.2 The player in sequence in a clockwise direction from the player placing the opening wager shall, subject to rules 10.5, 10.6, 10.7 and 12.1, either;
- (i) Call; or
  - (ii) Call and Raise; or
  - (iii) Fold.
- 7.3 Each player shall follow the procedure in rule 7.1 and 7.2 until:
- (a) only one player remains in the game, this player shall win the pot; or
  - (b) two or more players have put an equal amount into the pot.

## 8 THE DRAW

- 8.1 Each active player in sequence in a clockwise direction around the table, commencing with the designated player, shall discard any or all of the cards in his/her hand. Each player shall then receive an identical number of replacement cards from the dealer.
- 8.2 Should the player wish to replace up to and including four cards, the player shall announce the total number of cards to be replaced, pass those cards face down to the dealer and immediately receive an identical number of replacement cards, dealt from the top of the deck.
- 8.3 Should a player wish to replace all five cards of his/her hand, this shall be accomplished as follows:
- (a) if the player is not the last player to replace his/her cards then the player shall be given four replacement cards immediately, dealt from the top of the deck, and his/her fifth card from the top of the deck after the last player's replacements have been completed.
  - (b) if the player is the last player to replace his/her cards, the player shall be given four cards immediately, dealt from the top of the deck. The dealer shall then discard the next card in to the discard area, and the player shall be given the following card in sequence from the top of the deck.

- 8.4 Notwithstanding rule 8.3, the last card in the deck shall never be used. If more cards are required to complete the draw for a player after the second last card is dealt, then the last card, together with the discarded cards from every other player shall be shuffled, cut and used to complete the draw.

## 9 THE FINAL ROUND OF BETTING

- 9.1 After the draw the first active player in sequence in a clockwise direction to the last blind player shall, subject to rules 10.4 and 12.1, either:
- (i) Open the betting by placing a wager into the pot; or
  - (ii) Fold.
- 9.2 The player in sequence in a clockwise direction from the opening player shall, subject to rules 10.5, 10.6, 10.7 and 12.1, either:
- (i) Call; or
  - (ii) Call and Raise; or
  - (iii) Fold.
- 9.2 The player being called shall then expose his/her cards. All remaining players shall if holding a hand of equal or higher value, expose his/her cards. The dealer shall then announce the winning hand or hands.
- 9.4 The dealer shall:
- (a) calculate the commission to be deducted from the pot/s (subject to rules 12.1 and 12.2);
  - (b) announce the amount of the pot/s and commission to the players; and
  - (c) deduct the commission from the pot/s and pass the pot/s to the winning player or players.

- 9.5 When two or more players hold winning hands of equal value, the pot or pots shall be divided equally in units of \$1, after the commission has been deducted. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be returned to the player in contention for the pot or pots seated in or closest to, in a clockwise direction, the designated player position.
- 9.6 The pot shall not be divided by agreement between two or more players. Each round of play must be played to its conclusion.

## **10. MINIMUM AND MAXIMUM WAGERS**

- 10.1 The first blind bet shall be equal to the table minimum.
- 10.2 The second blind bet shall be double the table minimum.
- 10.3 All subsequent over - blind bets shall be double the previous blind bet placed.
- 10.4 In the final round of betting the opening wager shall not be less than the table minimum and shall not exceed the table maximum wager.
- 10.5 A raise shall be within the table limits and shall not be less than any previous raise in the betting round.
- 10.6 Where a betting limit is specified in terms of a ratio to the pot (Half Pot or Full Pot), the amount required for a player to call shall be included in the pot before the betting limit is calculated.
- 10.7 Where the betting limit is defined as a Straddle, the amount required for a player to wager shall be double the previous wager.

## **11. COMMISSION**

- 11.1 The scale of deductions of commission from a pot or pots shall be:
- (a) from any pot not exceeding \$19.00 - nil; or
  - (b) from any pot exceeding \$19.00 - 5% of the highest amount of that pot as is wholly divisible by twenty, provided that where the pot exceeds one hundred times the table minimum, no commission shall be deducted in respect of the excess.

- 11.2 The Casino Operator may vary the method of calculation of the commission so that the commission charged for any game is less than that specified in rule 11.1. Any variation approved in accordance with this rule shall be notified to the players before the commencement of the game.
- 11.3 Where a player wins more than one pot in a round of play, the amount of the pot for the purpose of calculating the commission shall be deemed to be the total of all pots won.
- 11.4 For the purpose of calculating commission, an uncalled wager shall not form part of the pot.
- 11.5 Where two or more players, holding hands of equal value have wagered 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.

## 12. TAPPING OUT

- 12.1 A player with insufficient table stake remaining to meet a wager, and who wishes to stay in the game, must wager the remaining amount of his/her 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. Any amount wagered by the other players in excess of the amount wagered by the player tapping out will be placed in a separate pot.
- 12.2 A player tapping out is eligible to win only those pots formed prior to tapping out. Any remaining pot or pots shall be won by the active player or players holding the next highest hands at the showdown.
- 12.3 Before any cards are dealt, a player may buy more cash chips to increase his/her table stake. The player shall be required to increase his/her table stake to at least the minimum table stake required for that table. Should the player be unable to increase his/her table stake up to the minimum table stake, the player in the event of tapping out and losing in a round of play shall be required to leave the table.
- 12.4 Under no circumstances shall a player be permitted to wager for another player nor shall a player give or lend chips to another player in the course of a round of play.

### 13. ORDER OF HANDS

13.1 In determining the order of hands, the player's hand, when disclosed at the showdown, shall be the best possible hand, using the 5 cards held by the player.

13.2 In determining the value of hands for rules 13.3 (h), (i) and (j) and rules 13.4 (h), (i) and (j) and rules 13.5 (h), (i) and (j), all cards count, e.g.; Queen; Queen; Jack; Jack; 10 beats Queen; Queen; Jack; Jack; 9.

13.3 In relation to a full deck of 52 cards, the order of hands, highest to lowest is as follows:

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

13.4 In relation to a reduced deck of 40 cards, the order of hands, highest to lowest is as follows:

- (a) Royal Flush - the five top cards, all from the same suit, e.g.; Ace; King; Queen; Jack; 10, all Spades.

- (b) Straight Flush - five cards of the same suit in sequence, e.g.; Queen; Jack; 10; 9; 8. Subject to rule 3.5 an Ace may count high or low in a straight flush, e.g.; 8; 7; 6; 5; Ace.
  - (c) Four of a kind - e.g.; Ace; Ace; Ace; Ace; 7.
  - (d) Flush - five cards of the same suit, not in sequence, e.g.; King; Jack; 9; 7; 5; all Diamonds.
  - (e) Full House - three cards of one kind plus two of another, e.g.; King; King; King; Jack; Jack. All hands take their rank from the threesome.
  - (f) Straight - any five cards in sequence not of the same suit, e.g.; King (Hearts); Queen (Clubs); Jack (Spades); 10 (Clubs); 9 (Diamonds). Subject to rule 3.5 an Ace may count high or low in a straight, e.g.; 8; 7; 6; 5; Ace.
  - (g) Three of a kind, e.g.; Queen; Queen; Queen; 8; 5.
  - (h) Two pairs, e.g.; Queen; Queen; 5; 5; Jack.
  - (i) One pair, e.g.; 10; 10; King; 9; 6.
  - (j) Five odd cards not of the same suit, e.g.; Queen (Hearts); 10 (Clubs); 9 (Clubs), 8 (Diamonds); 7 (Spades).
- 13.5 In relation to a reduced deck of 32 cards, the order of hands, highest to lowest is as follows:
- (a) Royal Flush - the five top cards, all from the same suit, e.g.; Ace; King; Queen; Jack; 10, all Spades.
  - (b) Straight Flush - five cards of the same suit in sequence, e.g.; Queen; Jack; 10; 9; 8. Subject to rule 3.5 an Ace may count high or low in a straight flush, e.g.; 10; 9; 8; 7; Ace.
  - (c) Four of a kind - e.g.; Ace; Ace; Ace; Ace; 7.
  - (d) Flush - five cards of the same suit, not in sequence, e.g.; King; Jack; 9; 8; 7; all Diamonds.
  - (e) Full House - three cards of one kind plus two of another, e.g.; King; King; King; Jack; Jack. All hands take their rank from the threesome.



- (f) Straight - any five cards in sequence not of the same suit, e.g.; King (Hearts); Queen (Clubs); Jack (Clubs); 10 (Spades); 9 (Diamonds). Subject to rule 3.5 an Ace may count high or low in a straight, e.g.; 10; 9; 8; 7; Ace.
- (g) Three of a kind, e.g.; Queen; Queen; Queen; 8; 7.
- (h) Two pairs, e.g.; Queen; Queen; 9; 9; Jack.
- (i) One pair, e.g.; 10; 10; King; 9; 8.
- (j) Five odd cards not of the same suit, e.g.; Queen (Hearts); 10 (Clubs); 9 (Clubs); 8 (Diamonds); 7 (Spades).

#### 14. COLLUSION

- 14.1 Each player in a poker game is required to play only in his/her own self interest. Any behaviour designed to assist one player over another is prohibited.
- 14.2 Only one player is permitted to play a hand and that player must make all decisions affecting the hand without assistance or advice from another person.
- 14.3 Conversation in any language other than English is prohibited. Failure to comply with this may result in the offender being excluded from the table.
- 14.4 A player shall protect the identity of his/her cards at all times, regardless of whether or not the player is an active player or has folded.
- 14.5 Any information concerning a folded hand that is given to one active player in a round of play must be shared with all players at the table.
- 14.6 Any information about the hand held by a player who made an uncalled wager that is given to one player must be shared with all players at the table.
- 14.7 No player shall be permitted to look at discards or any undealt cards, either before or after the showdown.

## 15. IRREGULARITIES

### 15.1 A misdeal occurs if:

- (a) one or more cards were exposed during the cut;
- (b) the cards were not cut prior to the first wager being placed;
- (c) a player other than the designated player has cut the cards prior to the first wager being placed;
- (d) the dealer has dealt the cards out of turn and the error was noticed prior to the first wager being placed;
- (e) more than one card is found face up in the deck during the initial deal;
- (f) a dealer exposes more than one card during the initial deal;
- (g) a dealer deals out more or less than the number of hands appropriate for the seated players in the game and the error was noticed prior to the first wager being placed. Any superfluous cards shall be placed in the discard area.

15.2 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 6.2. The designated player shall be the first to receive cards in the new deal.

15.3 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, fold or make wagers smaller than, or equal to, the out of turn player, then the out of turn wager shall stand. If the wager is in excess of the betting limits, the excess shall be returned to the player.

15.4 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, raise or make a wager in excess of the out of turn wager, then the out of turn player may fold, call, or call and raise. If the player folds, his/her out of turn wager shall be returned.

15.5 If a player holds too few or too many cards during the betting round, or at the showdown, the player's hand is void and all wagers 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 pot shall be won by the player who last folded.

- 15.6 Should a player pass his/her cards and the cards enter the discard pile, those cards will take no further part in the round of play.

## 16. TABLE CLOSURE

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

## 17. GENERAL PROVISIONS

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

- 17.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 17.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.
- 17.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 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 wagers 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, the following rules shall apply in the case of tournament play.
- 18.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority.
- 18.3 Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.
- 18.4 An entry fee to enter the tournament may be charged. The Casino Operator shall be permitted to retain up to 10% of the total entry fees for each competitor whether an entrant withdraws or not. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.

ATTACHMENT 3

**PROPOSED RULE AMENDMENTS**

**POKER - CANBERRA MANILA**

**13. CHECKING**

**Delete** existing section 13.3

**Insert** the following

"13.3 If all players check, that betting round shall conclude "

**POKER - 5 CARD STUD**

**7. THE FIRST ROUND OF BETTING**

**Delete** existing section 7 1(a) Blind Bet

**Insert** the following

"7 1(a) Blind Bet

After the first two cards have been dealt to the players, the player nearest to the buck position in a clockwise direction with the highest value card showing shall make a wager equal to the amount of the blind bet. Should the designated player hold the highest card, that player may raise in which case the raised amount shall constitute the opening wager for the first round of betting "

**14. CHECKING**

**Delete** existing section 14 3

**Insert** the following

"14.3 If all players check, that betting round shall conclude "

**POKER - 7 CARD STUD**

**7. THE FIRST ROUND OF BETTING**

**Delete existing section 7.1(a) Blind Bet**

**Insert the following:**

**"7.1(a) Blind Bet**

**After the first three cards have been dealt to the players, the player nearest to the buck position in a clockwise direction with the highest value card showing shall make a wager equal to the amount of the blind bet. Should the designated player hold the highest card, that player may raise in which case the raised amount shall constitute the opening wager for the first round of betting."**

**14. CHECKING**

**Delete existing section 14.3**

**Insert the following**

**"14.3 If all players check, that betting round shall conclude "**