



Australian Capital Territory

Gazette

SPECIAL GAZETTE

No. S94, Friday 27 May 1994

CASINO CONTROL ACT 1988

APPROVAL

Under Section 72(1) of the Casino Control Act 1988, I HEREBY APPROVE the rules as set out in the accompanying Schedule for the authorised games of **CANBERRA MANILA POKER, 7 CARD STUD AND 5 CARD STUD**

Dated this 23rd day of May 1994.

A handwritten signature in black ink, appearing to read 'J. Townsend'.

JEFFREY VINCENT TOWNSEND
Delegate of the Minister

SCHEDULE

This and the following fifty six (56) pages is the accompanying Schedule to the Instrument of Approval under section 72(1) of the Casino Control Act 1988 signed by me Jeffrey Vincent Townsend the Delegate of the Minister on the 23rd day of May 1994.

RULES OF THE AUTHORISED GAMES OF CANBERRA MANILA POKER, SEVEN CARD STUD AND FIVE CARD STUD.

INTERPRETATION

In the interpretation and application of words, terms and expressions in the rules which are not defined, regard is to be had to the practices and usages of such words, terms and expressions in casinos elsewhere in Australia.

CASINO CANBERRA LIMITED

RULES OF POKER

7 CARD STUD

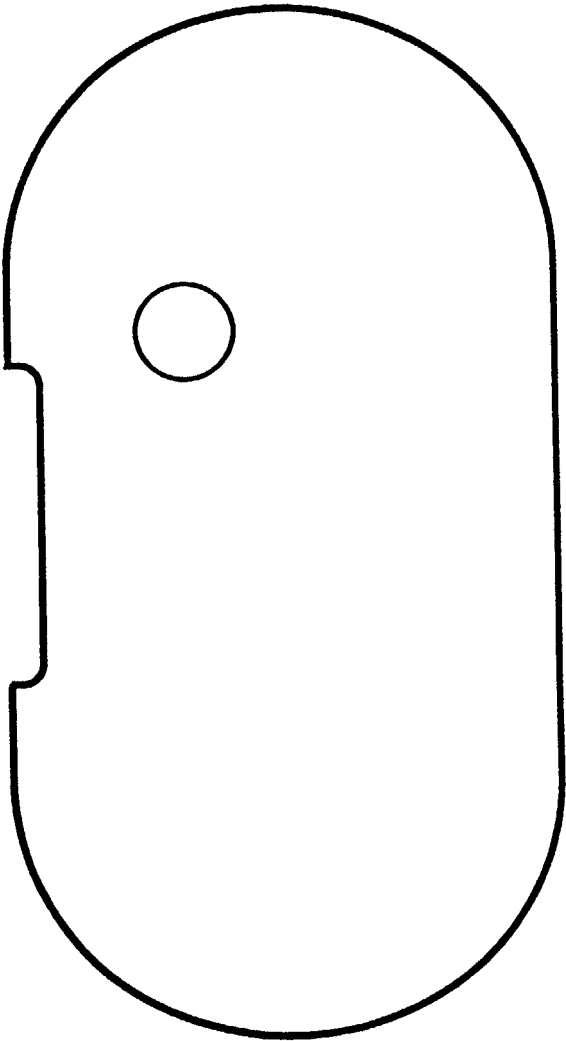
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Diagram A



**TERMS USED IN POKER
7 CARD STUD**

Ante

A wager or pre-determined contribution to the pot made by every player prior to any cards being dealt

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 or ante 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

Check

To abstain from betting, but continue to be in contention for the pot by retaining the right to call after all other players have either wagered or folded. A check may not be made should a wager have been made in the round

Commission

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

Communal Card

The card dealt face up and used by a player to complete his/her hand

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

Hole Cards

Cards dealt face down to the player

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

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 - 7 CARD STUD

1. POKER - 7 CARD STUD TABLE

A Poker - 7 Card Stud table shall have seating for a maximum of 7 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

2. BANK

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

3. CARDS

- 3 1 Poker - 7 Card Stud 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 15 3 (b), 15 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 15 4 (b), 15 4 (f), 15 5(b) and 15 5(f)

In the event of there being 5 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 - 7 Card Stud 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 commencement of a round of play and by agreement of all players and the Casino Operator, the game may be conducted by either using a blind bet from the designated player, or an ante bet from each player
- 6 5 (a) Blind Betting

Prior to the first card being dealt, for each round of play, the designated player shall be required to make a wager of one, two or three times the minimum wager

(b) Ante Betting

Prior to the first card being dealt, for each round of play, each player shall contribute an amount equal to the minimum wager to the pot

- 6 6 The dealer shall deal each player one card at a time, in a clockwise direction, starting with the designated player, two hole cards face down and one card face up
- 6 7 There shall be a round of betting after each active player receives a card face up on his/her hand and on the final card dealt face down on his/her hand

7. THE FIRST ROUND OF BETTING

7 1 (a) Blind Betting

After the first three cards have been dealt to the players, the player in or 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

(b) Ante Betting

After the first three cards have been dealt to the players, the player in or nearest to the buck position in a clockwise direction with the highest value card showing shall make a wager not less than the table minimum to the pot

Thereafter players in sequence in a clockwise direction from the opening player shall, subject to rules 10 1, 11 1 and 13 1, either

- (i) Call, or
- (ii) Call and Raise, or
- (iii) Fold

7.2 Each player shall follow the procedure in rule 7 1 (a) or (b) 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

- 7.3 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall deal each active player a fourth card, face up, and a second round of betting shall commence.

8. THE SECOND, THIRD AND FOURTH ROUND OF BETTING

- 8.1 The player in or nearest to the buck position in a clockwise direction with the highest value cards showing shall, subject to rules 10.3, 11.1, 13.1 and 14.1, either

- (i) Open the betting by placing a wager into the pot; or
- (ii) Check; or
- (iii) Fold

- 8.2 The player in sequence in a clockwise direction from the opening player shall, subject to rules 10.3, 11.2, 13.1 and 14.1, either

- (i) Call, or
- (ii) Call and Raise; or
- (iii) Check; or
- (iv) Fold

- 8.3 Each player shall follow the procedure in rule 8.2 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.

- 8.4 Play shall then continue until the pot has been won or all active players have received seven cards

9. THE FINAL ROUND OF BETTING

- 9.1 Active players remaining after each player has received seven cards shall wager as provided in Section 8 of these rules.

- 9 2 The player being called shall then expose his/her hole cards. The remaining player or players shall if holding a hand of equal or higher value, expose his/her hole cards. The dealer shall then announce the winning hand or hands.
- 9 3 The dealer shall
- (a) calculate the commission to be deducted from the pot (subject to rules 12 1 and 12 2),
 - (b) announce the amount of the pot and commission to the players, and
 - (c) deduct the commission from the pot and pass the pot to the winning player or players.
- 9 4 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.
- 9.5 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 - BLIND BETTING

- 10 1 The blind bet shall be one, two or three times the table minimum.
- 10.2 In the first round of betting there shall be a maximum of three raises. Each raise shall be equal or double the blind bet and shall not be less than the previous raise in the betting round.
- 10 3 In the second, third and fourth round of betting, the opening wager shall be equal or double the blind bet. There shall be a maximum of three raises following the opening wager in the round. Each raise shall be equal or double the blind bet and shall not be less than the previous raise in the betting round.
- 10 4 In the final round the opening wager shall be followed by a maximum of three raises. The maximum betting limits in the final round shall be double those of previous rounds. Any raise shall not be less than the previous raise in the betting round.

- 10.5 Notwithstanding rules 10.2, 10.3, and 10.4, if any pot is contested by only two players, they shall be permitted to raise and re-raise until his/her table stake is expended

11. MINIMUM AND MAXIMUM WAGERS - ANTE BETTING

- 11.1 The opening wager shall not be less than the table minimum and shall not exceed the table maximum wager
- 11.2 A raise shall be within the table limits and shall not be less than any previous raise in the betting round
- 11.3 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

12. COMMISSION

- 12.1 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
- 12.2 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 12.1. Any variation approved in accordance with this rule shall be notified to the players before the commencement of the game.
- 12.3 Where a player wins more than one pot in a game, the amount of the pot for the purpose of calculating the commission shall be deemed to be the total of all pots won.
- 12.4 For the purpose of calculating commission, an uncalled wager shall not form part of the pot.
- 12.5 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.

13. TAPPING OUT

- 13.1 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.
- 13.2 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.
- 13.3 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.
- 13.4 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.

14. CHECKING

- 14.1 The first player in all but the first round of betting may check, indicating that they desire to continue in the round of play, but do not wish to make an opening wager. Each player in sequence, following the first player, may also check.
- 14.2 No player can check if a wager has been made in a round of betting.
- 14.3 If all players check, that betting round shall conclude and each active player shall receive his/her next card.

15. ORDER OF HANDS

- 15.1 A player's completed hand shall consist of the best possible combination of 5 cards from the 7 cards dealt to that player
- 15.2 In determining the value of hands for rules 15.3 (h), (i) and (j) and rules 15.4 (h), (i) and (j) and rules 15.5 (h), (i) and (j), all cards count, e.g., Queen, Queen, Jack, Jack, 10 beats Queen, Queen; Jack, Jack, 9
- 15.3 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)
- 15.4 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)

15.5 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)

16. COLLUSION

- 16.1 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
- 16.2 Only one player is permitted to play a hand and that player shall make all decisions affecting the hand without assistance or advice from another person
- 16.3 Conversation in any language other than English is prohibited Failure to comply with this may result in the offender being excluded from the table
- 16.4 A player shall protect the identity of his/her hole cards at all times, regardless of whether or not the player is an active player or has folded
- 16.5 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
- 16.6 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
- 16.7 No player shall be permitted to look at discards or any undealt cards, either before or after the showdown.

17. IRREGULARITIES

17.1 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) any of the hole cards of any player are dealt out of turn and another player not entitled to the card or cards has looked at any of those cards. Where those cards have not been looked at by the player or players concerned the deal shall if possible be corrected by reconstruction of the hands and a misdeal not declared,
- (e) a dealer deals a player out or deals any extra hole cards and it is discovered before a betting round has commenced. If the players have not looked at their hole cards the deal shall, if possible, be corrected by reconstruction of the hole cards and a misdeal not declared.

17.2 In the event of the first card being dealt to a player face up, then the second and third card dealt to that player will be dealt face down. Should the second or third card also be dealt face up, this will constitute a misdeal.

17.3 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.

17.4 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, fold, check 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.

17.5 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.

- 17.6 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.
- 17.7 Should the final card in a round of play be dealt face up to any player, that card will be returned to the dealer and shuffled with the cards remaining in the shoe in accordance with Section 4 of these rules. The deal shall then be completed.
- 17.8 A card found face up in the shoe during the dealing of any cards in all but the final round shall be used in sequence unless it is the first card to be dealt prior to a new round of betting. In such circumstances the exposed card shall be shuffled with the other cards in the shoe in accordance with Section 4 of these rules. The deal shall then be completed.
- 17.9 In the event that at the completion of any round of betting there are insufficient cards to complete any subsequent round of play the dealer shall draw one additional card 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. Active players shall not touch their third hole card until all active players have been dealt their final card.
- 17.10 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.

18. TABLE CLOSURE

- 18.1 The hours of gaming shall be as determined by the Minister.
- 18.2 Subject to rule 18.1, 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.

19. GENERAL PROVISIONS

- 19 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 analyzing an outcome of the changing probabilities or the playing strategies to be used
- 19 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
- 19 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
- 19 4 Where the outcome of a game is invalidated, all wagers made by players for that particular round of play shall be refunded
- 19 5 Complainants in all unresolved disputes shall be advised of the presence of, and his/her right to consult a Government Casino Inspector
- 19 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
- 19 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
- 19 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.

- 19.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 19.10 Players are not permitted to have side wagers against each other
- 19.11 A copy of these rules shall be made available, upon request

20. TOURNAMENT PLAY

- 20.1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.
- 20.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority
- 20.3 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
- 20.4 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

CASINO CANBERRA LIMITED

RULES OF POKER

CANBERRA MANILA

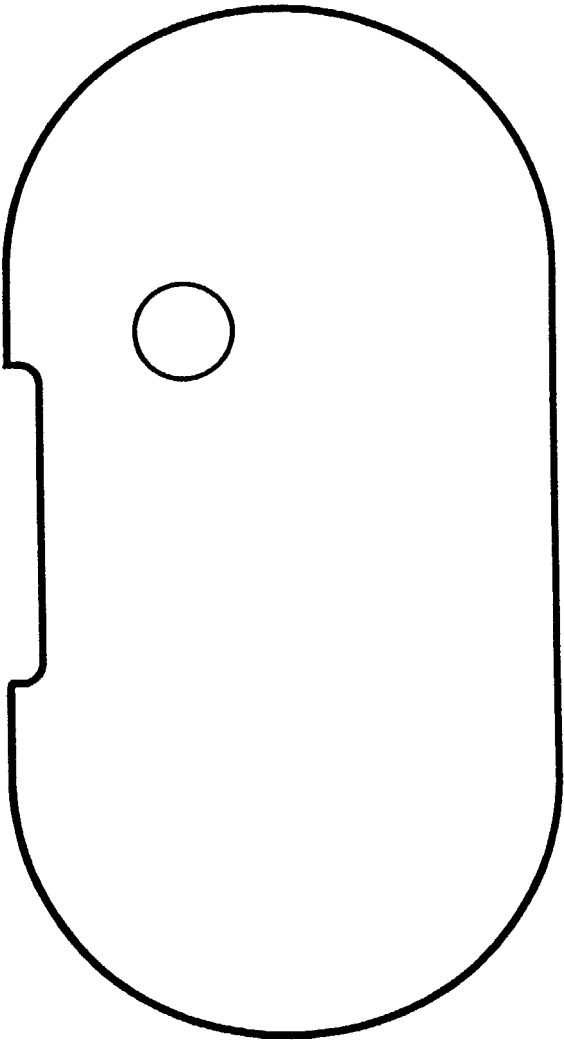
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Diagram A

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- 19 TOURNAMENT PLAY

Diagram A



**TERMS USED IN POKER
CANBERRA MANILA**

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

Check

To abstain from betting, but continue to be in contention for the pot by retaining the right to call after all other players have either wagered or folded. A check may not be made should a wager have been made in the round

Commission

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

Communal Cards

The cards dealt face up and used by a player to complete his/her hand

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.

Hand

The hole cards held by a player and any three communal cards

Hole Cards

Two cards dealt face down to the player

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 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

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 - CANBERRA MANILA

1. POKER - CANBERRA MANILA TABLE

A Poker - Canberra Manila table shall have seating for a maximum of 13 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

2. BANK

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

3. CARDS

- 3 1 Poker - Canberra Manila shall be played with one 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 (32 cards)
- 3 5 All suits have the same rank The rank of cards, from highest to lowest, shall be as follows

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 purposes forming the hands in relation to rules 14 3 (b) and 14 3 (f)

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 - Canberra Manila 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 blind bet, which shall be one, two or three times the minimum table wager.
- 6 5 The dealer shall deal each player, in a clockwise direction, starting with the designated player, two cards, together, face down. These cards shall be known as the hole cards.
- 6 6 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 cards so dealt, which shall be known as the communal cards.
- 6 7 There shall be a round of betting after each communal card is exposed.

7. THE FIRST ROUND OF BETTING

- 7 1 After the first communal card has been exposed, the players in sequence in a clockwise direction from the designated player shall, subject to rules 10 2, 10 5 and 12 1, either
- (i) Call, or
 - (ii) Call and Raise, or
 - (iii) Fold
- 7.2 In the first round of betting the designated player may raise after any of the remaining players have made a wager.

- 7 3 Each player shall follow the procedure in rule 7 1 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
- 7 4 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall expose a further communal card and the second round of betting shall commence

8. THE SECOND, THIRD AND FOURTH ROUND OF BETTING

- 8 1 The designated player shall, subject to rules 10 3, 10 5, 12 1 and 13 1, either
- (i) Open the betting by placing a wager into the pot, or
 - (ii) Check, or
 - (iii) Fold
- 8 2 The player in sequence in a clockwise direction from the designated player shall, subject to rules 10 3, 10 5, 12 1 and 13 1, either
- (i) Call, or
 - (ii) Call and Raise, or
 - (iii) Check, or
 - (iv) Fold
- 8 3 Each player shall follow the procedure in rule 8 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 4 Play shall then continue until the pot has been won or all five communal cards have been dealt

- 8 5 In the third, fourth and final round of betting should the designated player be an inactive player, the first active player in a clockwise direction to the designated player shall be the first person to act in relation to rule 8 1

9. THE FINAL ROUND OF BETTING

- 9 1 Active players remaining after the fifth communal card has been exposed shall wager as provided in Section 8 of these rules
- 9 2 The player being called shall then expose his/her hole cards. The remaining player or players shall if holding a hand of equal or higher value, expose his/her hole cards. The dealer shall then announce the winning hand or hands
- 9.3 The dealer shall
- (a) calculate the commission to be deducted from the pot (subject to rules 11 1 and 11 2),
 - (b) announce the amount of the pot and commission to the players, and
 - (c) deduct the commission from the pot and pass the pot to the winning player or players
- 9 4 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 5 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 blind bet shall be one, two or three times the table minimum

- 10 2 In the first round of betting there shall be a maximum of three raises. Each raise shall be equal or double the blind bet and shall not be less than the previous raise in the betting round.
- 10 3 In the second, third and fourth round of betting, the opening wager shall be equal or double the blind bet. There shall be a maximum of three raises following the opening wager in the round. Each raise shall be equal or double the blind bet and shall not be less than the previous raise in the betting round.
- 10 4 In the final round the opening wager shall be followed by a maximum of three raises. The maximum betting limits in the final round shall be double those of previous rounds. Any raise shall not be less than the previous raise in the betting round.
- 10 5 Notwithstanding rules 10 2, 10 3, and 10 4, if any pot is contested by only two players, they shall be permitted to raise and re-raise until his/her table stake is expended.

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,
 - (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. CHECKING

- 13 1 The first player in all but the first round of betting may check, indicating that they desire to continue in the round of play, but do not wish to make an opening wager. Each player in sequence, following the first player, may also check.
- 13.2 No player can check if a wager has been made in a round of betting.
- 13.3 If all players check, that betting round shall conclude and each active player shall receive his/her next card.

14. ORDER OF HANDS

- 14 1 A player's completed hand shall consist of the best possible hand of five cards, consisting of his/her two hole cards and three communal cards
- 14 2 In determining the value of hands for rules 14 3 (h), (i) and (j), all cards count e g Queen, Queen, Jack, Jack, 10 beats Queen, Queen, Jack, Jack, 9
- 14 3 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)

15. COLLUSION

- 15.1 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.
- 15.2 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.
- 15.3 Conversation in any language other than English is prohibited. Failure to comply with this may result in the offender being dealt out of a round of play or excluded from the table.
- 15.4 A player shall protect the identity of his/her hole cards at all times, regardless of whether or not the player is an active player or has folded.
- 15.5 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.
- 15.6 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.
- 15.7 No player shall be permitted to look at discards or any undealt cards, either before or after the showdown.

16. IRREGULARITIES

- 16.1 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) any of the hole cards of any player are dealt out of turn and another player not entitled to the card or cards has looked at any of those cards. Where those cards have not been looked at by the player or players concerned the deal shall if possible be corrected by reconstruction of the hands and a misdeal not declared,

- (e) the dealer exposes a hole card during the deal,
- (f) the second communal card is found face up in the deck,
- (g) a dealer deals a player out or deals any extra hole cards and it is discovered before a betting round has commenced. If the players have not looked at their hole cards the deal shall, if possible, be corrected by reconstruction of the hole cards and a misdeal not declared

- 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 6.2. The designated player shall be the first to receive cards in the new deal.
- 16.3 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, fold, check 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.
- 16.4 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.
- 16.5 Should the dealer expose a communal card before the betting has been completed for the previously exposed communal card, the maximum wager allowed for that round of betting shall not exceed the maximum amount already wagered. The exposed card shall then be used in the normal sequence of play.
- 16.6 Should the third, fourth or fifth communal card be exposed, prior to the commencement of betting on the previous communal card, that card is laid out with the previous communal cards and betting on the round prior to the legitimate exposure of that communal card shall be restricted to the table minimum.
- 16.7 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.

- 16 8 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

17. TABLE CLOSURE

- 17 1 The hours of gaming shall be as determined by the Minister
- 17 2 Subject to rule 17 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

18. GENERAL PROVISIONS

- 18 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 analyzing an outcome of the changing probabilities or the playing strategies to be used
- 18 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
- 18 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
- 18 4 Where the outcome of a game is invalidated, all wagers made by players for that particular round of play shall be refunded

- 18 5 Complainants in all unresolved disputes shall be advised of the presence of, and his/her right to consult a Government Casino Inspector
- 18 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
- 18 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
- 18 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
- 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 wagers 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, the following rules shall apply in the case of tournament play
- 19 2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority
- 19 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
- 19 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



CASINO CANBERRA LIMITED

RULES OF POKER

5 CARD STUD

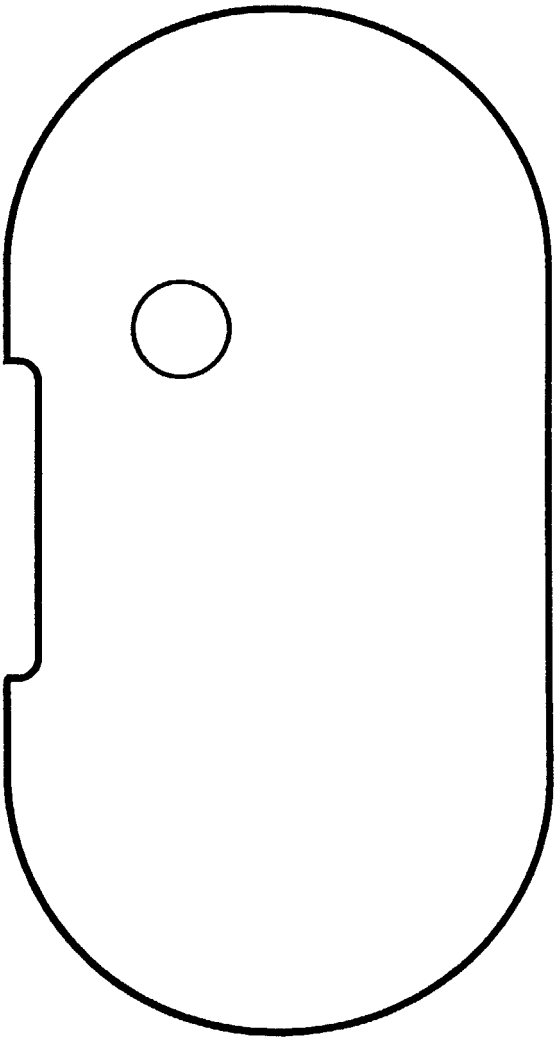
POKER - 5 CARD STUD INDEX

Diagram A

TERMS USED IN POKER - 5 CARD STUD

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- 7 THE FIRST ROUND OF BETTING
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Diagram A



**TERMS USED IN
POKER - 5 CARD STUD**

Ante

A wager or pre determined contribution to the pot made by every player prior to any cards being dealt

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 or ante 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

Check

To abstain from betting, but continue to be in contention for the pot by retaining the right to call after all other players have either wagered or folded A check may not be made should a wager have been made in the round

Commission

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

Communal Card

The card dealt face up and used by a player to complete his/her hand

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

Hole Cards

Cards dealt face down to the player

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

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 - 5 CARD STUD

1. POKER - 5 CARD STUD TABLE

A Poker - 5 Card Stud table shall have seating for a maximum of 10 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

2. BANK

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

3. CARDS

- 3 1 Poker - 5 Card Stud 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 15 3 (b), 15 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 15 4 (b), 15 4 (f), 15 5(b) and 15 5(f)

In the event of there being 7 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 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 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 - 5 Card Stud 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 commencement of a round of play and by agreement of all players and the Casino Operator, the game may be conducted by either using a blind bet from the designated player, or an ante bet from each player.
- 6.5 (a) Blind Betting

Prior to the first card being dealt, for each round of play, the designated player shall be required to make a wager of one, two or three times the minimum wager.

(b) Ante Betting

Prior to the first card being dealt, for each round of play, each player shall contribute an amount equal to the minimum wager to the pot

6 6 The dealer shall deal each player, in a clockwise direction, starting with the designated player, one hole card face down. The dealer shall then deal, in sequence, one card face up to each player

6 7 There shall be a round of betting after each active player receives a card face up on his/her hand

7. THE FIRST ROUND OF BETTING

7 1 (a) Blind Betting

After the first two cards have been dealt to the players, the player in or 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

(b) Ante Betting

After the first two cards have been dealt to the players, the player in or nearest to the buck position in a clockwise direction with the highest value card showing shall make a wager not less than the table minimum to the pot

Thereafter players in sequence in a clockwise direction from the opening player shall, subject to rules 10 1, 11.1 and 13 1, either

- (i) Call, or
- (ii) Call and Raise, or
- (iii) Fold

7.2 Each player shall follow the procedure in rules 7 1 (a) or (b) 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

- 7 3 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall deal each active player a third card, face up, and a second round of betting shall commence

8. THE SECOND AND THIRD ROUND OF BETTING

- 8 1 The player in or nearest to the buck position in a clockwise direction with the highest value cards showing shall, subject to rules 10 3, 11 1, 13 1 and 14 1, either
- (i) Open the betting by placing a wager into the pot, or
 - (ii) Check, or
 - (iii) Fold
- 8.2 The player in sequence in a clockwise direction from the opening player shall, subject to rules 10 3, 11 2, 13 1 and 14 1, either
- (i) Call, or
 - (ii) Call and Raise, or
 - (iii) Check, or
 - (iv) Fold
- 8 3 Each player shall follow the procedure in rule 8 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 4 Play shall then continue until the pot has been won, or all active players have received five cards

9. THE FINAL ROUND OF BETTING

- 9 1 Active players remaining after each player has received five cards shall wager as provided in Section 8 of these rules
- 9 2 The player being called shall then expose his/her hole card. The remaining player or players shall if holding a hand of equal or higher value, expose his/her hole card. The dealer shall then announce the winning hand or hands.
- 9 3 The dealer shall
- (a) calculate the commission to be deducted from the pot (subject to rules 12 1 and 12 2),
 - (b) announce the amount of the pot and commission to the players, and
 - (c) deduct the commission from the pot and pass the pot to the winning player or players
- 9 4 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 5 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 - BLIND BETTING

- 10 1 The blind bet shall be one, two or three times the table minimum.
- 10 2 In the first round of betting there shall be a maximum of three raises. Each raise shall be equal or double the blind bet and shall not be less than the previous raise in the betting round.
- 10 3 In the second and third round of betting, the opening wager shall be equal or double the blind bet. There shall be a maximum of three raises following the opening wager in the round. Each raise shall be equal or double the blind bet and shall not be less than the previous raise in the betting round.

- 10 4 In the final round the opening wager shall be followed by a maximum of three raises. The maximum betting limits in the final round shall be double those of previous rounds. Any raise shall not be less than the previous raise in the betting round.
- 10 5 Notwithstanding rules 10 2, 10 3, and 10 4, if any pot is contested by only two players, they shall be permitted to raise and re-raise until his/her table stake is expended.

11. MINIMUM AND MAXIMUM WAGERS - ANTE BETTING

- 11 1 The opening wager shall not be less than the table minimum and shall not exceed the table maximum wager.
- 11 2 A raise shall be within the table limits and shall not be less than any previous raise in the betting round.
- 11 3 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.

12. COMMISSION

- 12 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.
- 12 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 12 1. Any variation approved in accordance with this rule shall be notified to the players before the commencement of the game.
- 12 3 Where a player wins more than one pot in a game, the amount of the pot for the purpose of calculating the commission shall be deemed to be the total of all pots won.
- 12 4 For the purpose of calculating commission, an uncalled wager shall not form part of the pot.

- 12 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

13. TAPPING OUT

- 13 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.
- 13 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.
- 13 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.
- 13 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.

14. CHECKING

- 14 1 The first player in all but the first round of betting may check, indicating that they desire to continue in the round of play, but do not wish to make an opening wager. Each player in sequence, following the first player, may also check.
- 14.2 No player can check if a wager has been made in a round of betting.
- 14 3 If all players check, that betting round shall conclude and each active player shall receive his/her next card.

15. ORDER OF HANDS

- 15 1 A player's completed hand shall consist of the 5 cards dealt to that player
- 15 2 In determining the value of hands for rules 15 3 (h), (i) and (j) and rules 15 4 (h), (i) and (j) and rules 15.5 (h), (i) and (j), all cards count, e g ; Queen, Queen; Jack, Jack, 10 beats Queen, Queen, Jack, Jack, 9
- 15.3 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)

15 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)

15 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)

16. COLLUSION

- 16 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
- 16.2 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
- 16 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.
- 16 4 A player shall protect the identity of his/her hole cards at all times, regardless of whether or not the player is an active player or has folded
- 16.5 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
- 16.6 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

- 16 7 No player shall be permitted to look at discards or any undealt cards, either before or after the showdown

17. IRREGULARITIES

- 17 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 hole card of any player is dealt out of turn and another player not entitled to the card has looked at the card Where the card has not been looked at by the player or players concerned the deal shall if possible be corrected by reconstruction of the hands and a misdeal not declared,
- (e) a dealer deals a player out or deals any extra hole cards and it is discovered before a betting round has commenced If the players have not looked at their hole cards the deal shall, if possible, be corrected by reconstruction of the hole cards and a misdeal not declared

- 17 2 In the event of the first card being dealt to a player face up, then the second card dealt to that player will be dealt face down Should the second card also be dealt face up, this will constitute a misdeal

- 17 3 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.

- 17 4 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, fold, check 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.

- 17 5 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.
- 17 6 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.
- 17 7 A card found face up in the shoe during the dealing of any cards in any round shall be used in sequence unless it is the first card to be dealt prior to a new round of betting. In such circumstances the exposed card shall be shuffled with the other cards in the shoe in accordance with Section 4 of these rules. The deal shall then be completed.
- 17 8 In the event that at the completion of any round of betting there are insufficient cards to complete any subsequent round of play the dealer shall draw one additional card 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.
- 17 9 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.

18. TABLE CLOSURE

- 18.1 The hours of gaming shall be as determined by the Minister.
- 18.2 Subject to rule 18 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.

19. GENERAL PROVISIONS

- 19 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 analyzing an outcome of the changing probabilities or the playing strategies to be used
- 19 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
- 19 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
- 19 4 Where the outcome of a game is invalidated, all wagers made by players for that particular round of play shall be refunded.
- 19.5 Complainants in all unresolved disputes shall be advised of the presence of, and his/her right to consult a Government Casino Inspector
- 19.6 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
- 19 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
- 19 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.

- 19 9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play
- 19 10 Players are not permitted to have side wagers against each other
- 19 11 A copy of these rules shall be made available, upon request

20. TOURNAMENT PLAY

- 20 1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play
- 20 2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority
- 20 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
- 20 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