



Australian Capital Territory
Gazette

SPECIAL GAZETTE

No. S89, Wednesday 9 April, 1997

CASINO CONTROL ACT 1988

APPROVAL

Under section 72(3) of the Casino Control Act 1988, I HEREBY APPROVE the alterations to the rules as set out in the attached schedule for the authorised game of Poker-Canberra Poker

Dated this 4th day of April 1997

Greg Jones

GREGORY STEPHEN JONES
Delegate of the Minister

SCHEDULE

This is the accompanying schedule to the Instrument of Approval under section 72(3) of the Casino Control Act 1988 signed by Gregory Stephen Jones the Delegate of the Minister on the 4th day of April 1997

ALTERATIONS TO THE APPROVED RULES OF THE AUTHORISED GAME OF POKER-CANBERRA POKER

Revoke all previous rules and amendments to the rules of Poker-Canberra Poker

Replace with the following rules

CASINO CANBERRA LIMITED

RULES OF POKER - CANBERRA POKER

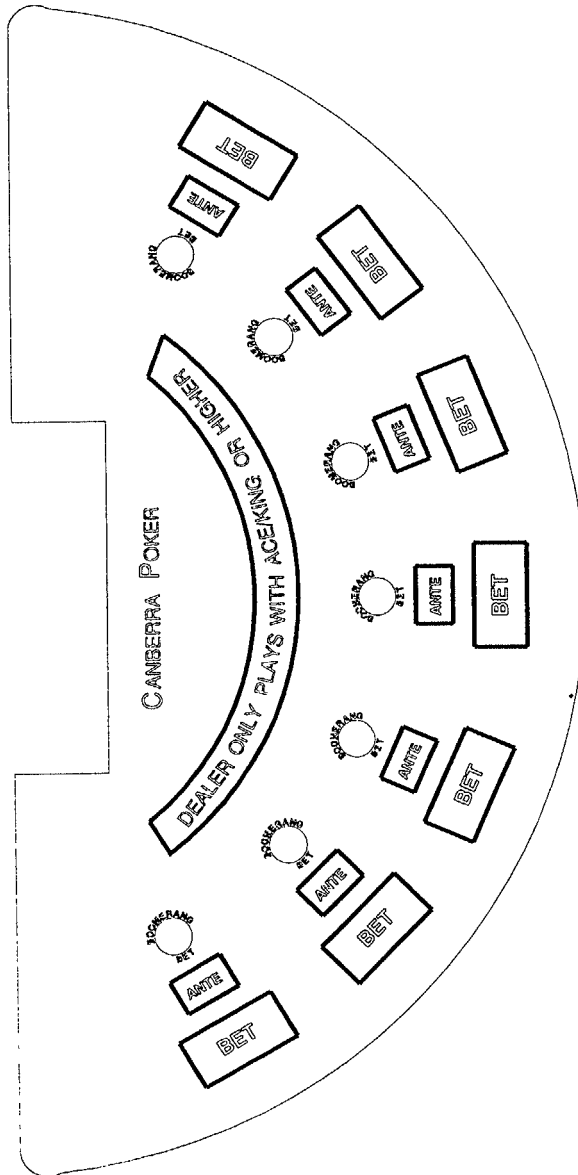
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Diagram "A"



**TERMS USED IN POKER -
CANBERRA POKER**

Ante

The initial wager placed.

Bet

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

Casino operator

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

Casino supervisor

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

Dealer

A person employed by the casino operator who is responsible for the dealing of the game.

Dead Man's Hand

A poker hand as described in rule 4.3 (h) consisting of A;A;8;8; and any other card that is not an Ace or Eight.

Fold

A player stops contesting a round of play by passing their cards towards the dealer, face downwards on the table.

Round of Play

That part of the game which commences with the dealing of the first card and concludes with the settlement of all wagers and the collection of all players' cards.

Void

A null hand or situation arising during settlement of wagers where a player neither wins or loses that round of play.

POKER - CANBERRA POKER

1. CANBERRA POKER TABLE

A Canberra Poker table shall be approved by the Casino Surveillance Authority and have a tablecloth marked in a manner similar to that shown in Diagram "A" with:

- (a) areas to indicate the placement of wagers on "ANTE", "BET" and the "BOOMERANG JACKPOT"; and
- (b) an inscription to the effect that the "DEALER ONLY PLAYS WITH ACE/KING OR HIGHER".

The table may be fitted with electronic equipment approved by the Casino Surveillance Authority which is connected to a progressive meter.

2. BANK

No person other than the casino operator shall have any share or interest in the bank.

3. CARDS

- 3.1 Canberra Poker shall be played with one (52 card) deck, without Jokers, with backs of the same colour and design and one cutting card.
- 3.2 The dealer shall check each card before the start and at the end of the Canberra Poker game.
- 3.3 The casino operator may change any or all of the cards after any round of play. The casino supervisor or dealer shall check each replacement card before the next shuffle and cut.
- 3.4 A casino supervisor may at any time instruct the dealer to check and verify the proper amount of cards.

4. ORDER OF HANDS

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

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

except as provided in rule 4.3 (b) and 4.3 (f) where the Ace may be counted low.

- 4.2 A player's completed hand shall consist of five cards.

All cards count in determining the value of hands, e.g. Q; Q; J; J; 10 beats Q; Q; J; J; 9.

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

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

5. MINIMUM AND MAXIMUM WAGERS

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

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

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

6. WAGERS

6.1 Prior to the first card being dealt in a round of play, each player shall:

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

6.2 Players shall, after the dealer receives their last card, pick up their cards and decide if they wish to "FOLD" or "BET".

6.3 If a player decides to "FOLD" they must pass their cards, face downwards on the table, towards the dealer.

6.4 If a player decides to "BET", a wager must be placed, which is exactly twice the "ANTE" (e.g. \$5 "ANTE" = \$10 "BET"), on top of their cards which have been placed face downwards on the appropriate area of the layout.

- 6.5 Once the first card has been dealt, no player shall handle, remove or alter the "ANTE" until a decision has been rendered and implemented on that wager, unless explicitly permitted by these rules.
- 6.6 All wagers shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate area(s) of the layout. Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the dealer calls "NO MORE BETS".
- 6.7 A player shall not wager on more than one hand of any round.
- 6.8 Only one wager shall be accepted on any one box.
- 6.9 Players shall not exchange cards or cause to exchange or communicate information regarding their hand. Any violation may result in the player forfeiting their "ANTE" and the right to participate in the jackpot prize.

7. SHUFFLE AND CUT OF THE CARDS

- 7.1 The dealer shall shuffle the cards in preparation for each round of play.
- 7.2 After shuffling, the dealer shall cut the cards once and place the cards in two stacks face downwards on the table. The cut shall be made more than one card from either end of the deck.
- 7.3 The dealer shall complete the cut by placing the stack that formed the bottom of the pack before the cut squarely on top of the second stack.
- 7.4 The dealer shall deal all cards used in the game of Canberra Poker from a shoe specifically designed for this purpose.

8. PROCEDURE FOR DEALING CARDS

- 8.1 All cards shall be dealt face downwards, except for the dealer's last card which shall be dealt face upwards.

- 8.2 Immediately prior to the commencement of a round of play and after all wagers have been made the dealer shall announce "NO MORE BETS". The dealer shall then, starting from his/her left and continuing clockwise around the table, deal the cards in the following manner:
- (a) one card to each "ANTE" box, containing a wager;
 - (b) one card to himself/herself; and
 - (c) then continue dealing this sequence until each player and the dealer has received five cards.

9. SETTLEMENT OF WAGERS

- 9.1 The dealer shall collect the "ANTE", any "BOOMERANG JACKPOT" wager and the cards from each player who decides to "FOLD". Before each player's cards are removed the cards shall be individually spread out, face down, counted and then placed in the discard rack.
- 9.2 The dealer shall, after placing the last folded hand in the discard rack, turn all of his/her cards face up and declare the best possible Canberra Poker hand.
- 9.3 For the dealer to participate in that round of play, the dealer's hand must have a poker value of Ace and King or higher.
- 9.4 If the dealer's hand does not have a poker value of Ace and King or higher, the dealer shall announce "NO HAND". "BET" wagers shall be void and shall not be paid out. The dealer shall then:
- (a) pay all "ANTE" bets;
 - (b) place each player's cards in turn face up on the table;
 - (c) collect any non qualifying "BOOMERANG JACKPOT" wagers;
 - (d) count and collect the cards; and
 - (e) for any player having a qualifying "BOOMERANG JACKPOT" hand and who has placed a chip on the appropriate area, leave the player's cards face up on the table.

9.5 If the dealer's hand does have a poker value of Ace and King or higher, the dealer will place each player's cards in turn (starting from the right) face up on the table and will:

- (a) compare his/her hand to each player's hand and:
 - (i) pay the "BET" and the "ANTE" for those hands with a higher poker hand than the dealer's, in accordance with section 4 of these rules;
 - (ii) collect the "BET" and the "ANTE" for those hands with a lower poker hand than the dealer's; or
 - (iii) void the "BET" and the "ANTE" for hands with an equal poker hand value and equal card value to that of the dealer;
- (b) collect each player's cards in turn, face up, by individually spreading the cards out, counting them and placing them in the discard rack; and
- (c) for any player qualifying for a "BOOMERANG JACKPOT" and who has placed a chip on the appropriate area, leave that player's cards, face up, on the table.

10. PAYOUT ODDS

"ANTE"

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

"BET"

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

11. BOOMERANG JACKPOT

- 11.1 A player may wager on the "BOOMERANG JACKPOT" only if an "ANTE" has been made by that player.
- 11.2 A player who has placed a chip onto the "BOOMERANG JACKPOT" area and has a hand which qualifies for a jackpot prize shall win whether the dealer has an Ace and a King, or higher, or not. After settlement of the jackpot prizes all remaining "BOOMERANG JACKPOT" wagers shall be collected.
- 11.3 Non winning wagers on the "BOOMERANG JACKPOT" shall form part of either a jackpot prize pool or a reserve pool. The distribution of wagers to the prize pools shall be approved by the Casino Surveillance Authority.

12. BOOMERANG JACKPOT PAYOUTS

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

13. IRREGULARITIES

- 13.1 A player is responsible for declaring their whole Canberra Poker hand.
- 13.2 An exposed card dealt shall not constitute a misdeal, the dealer shall turn the card over and continue to deal the game. However, three or more cards incorrectly exposed in a round of play shall constitute a misdeal.
- 13.3 In the event of a hand being dealt to a player that is not in accordance with Rule 8.2, that hand shall be deemed void and any wagers placed by that player will be returned.

- 13.4 A hand containing an incorrect number of cards dealt to a player shall be deemed void and any wagers placed by that player will be returned.
- 13.5 A hand containing an incorrect number of cards dealt to the dealer shall be considered a "NO HAND" and play shall continue in accordance with rule 9.4.
- 13.6 Should a player's hand enter the discard rack and the player has not acted on their hand or it requires verification, those cards shall be reconstructed where possible.
- 13.7 A hand relating to a box containing no "ANTE" shall be deemed void and any "BOOMERANG JACKPOT" wagers placed by that player will be returned.

14. TABLE CLOSURE

- 14.1 The Minister shall determine the hours of gaming.
- 14.2 Subject to rule 14.1, the casino operator may close any table before the close of gaming provided that notice is given to the players and subject to prior notification to a Government casino inspector.

15. GENERAL PROVISIONS

- 15.1 A player, either alone or in concert with any other person, shall not use or have in his/her possession any electronic, electrical or mechanical device that is capable of recording, projecting, analysing the outcome or changing the probabilities of any game in the casino.
- 15.2 Where the casino operator is satisfied that a player has contravened any of these rules, the operator may:
- (a) void any bet made by the player; and
 - (b) exclude that player from further participation in the game.
- 15.3 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) the player and or the dealer commits any fraudulent act.

- 15.4 Where the outcome of a game is invalidated, the casino operator shall refund all bets made by players for that particular round of play.
- 15.5 A player who disputes any decision made by the casino operator shall be advised of his/her right to consult the duty Government casino inspector.
- 15.6 The casino operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by the Chief Casino Inspector, if requested.
- 15.7 An employee of the casino shall not advise a player on how to play his/her hand, except to ensure compliance with these rules.
- 15.8 A seated player who abstains from betting for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 15.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 15.10 Players are not permitted to have side bets against each other.
- 15.11 A copy of these rules shall be made available, upon request.

16. TOURNAMENT PLAY

- 16.1 In addition to the rules set out in the preceding paragraphs, the rules of this section shall apply only to tournament play.
- 16.2 The Casino Surveillance Authority shall approve the conditions of entry and of play for each tournament.
- 16.3 Where the conditions of entry and play for tournament play approved under rule 16.2 are inconsistent with the rules set out in the preceding paragraphs, the conditions approved under rule 16.2 shall prevail to the extent of the inconsistency for the duration of the tournament.
- 16.4 The casino operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The casino operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.