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AUSTRALIAN CAPITAL TERRITORY

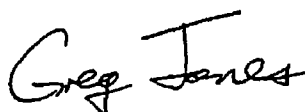
CASINO CONTROL ACT 1988

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 games of

- Poker - Five Card Stud
- Poker - Seven Card Stud
- Poker - Canberra Manila
- Poker - Three Card Manila
- Poker - Hold-Em
- Poker - Omaha
- Poker - Draw Poker

Dated this 14th day of January 1997



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 14th day of January 1997.

**ALTERATIONS TO THE APROVED RULES OF THE AUTHORISED
GAMES OF POKER - FIVE CARD STUD, POKER - SEVEN CARD STUD,
POKER - CANBERRA MANILA, POKER - THREE CARD MANILA,
POKER - HOLD-EM, POKER - OMAHA AND POKER - DRAW POKER.**

Revoke all previous rules and amendments to the rules of :

- Poker - Five Card Stud .
- Poker - Seven Card Stud
- Poker - Canberra Manila
- Poker - Three Card Manila
- Poker - Hold-Em
- Poker - Omaha
- Poker - Draw Poker

Replace with the following rules:

CASINO CANBERRA LIMITED

RULES OF POKER

INCORPORATING:

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

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TERMS USED IN POKER

Ante

A pre-determined contribution to the pot made by every player before the start of a round of play.

Bet

The amount a player wagers when it is his/her turn to play.

Blind bet

A pre-determined contribution to the pot before the start of a round of play.

Buck

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

Call

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

Casino operator

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

Casino supervisor

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

Check

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

Commission

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

Communal cards

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

Dealer

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

Excess cards

Surplus cards that are not required for the conduct of that poker game at the start of a round of play.

Flop

A number or group of communal cards dealt face up in the centre of the table and used by all active players to complete their hand.

Fold

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

Full deck

A deck of cards containing 52 cards or more.

Full pot

A maximum betting limit equal to the total amount of all bets in the pot.

Half pot

A maximum betting limit equal to half of the total amount of all bets in the pot.

Hand

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

High ball

The highest ranking hand wins the pot(s) at showdown.

High/low split

The highest ranking hand and the lowest ranking hand each win half of the pot(s) at showdown.

Hole-cards

The cards dealt face down to a player.

Low ball

The lowest ranking hand wins the pot(s) at showdown.

No limit

No maximum betting limit applies.

Over-blind

An optional bet made, in addition to the last blind bet, by a player before the start of a round of play.

Pot

The total amount the players have bet during a round of play.

Raise

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

Reduced deck

A deck of cards containing less than 52 cards.

Round of play

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

Showdown

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

Straddle

A betting limit equal to twice the total amount of the previous bet.

Table stake

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

Tap out

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

Wild card

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

POKER

1. POKER TABLE

A poker table shall be approved for use by the Casino Surveillance Authority.

2. SUPERVISION OF GAME

Only the casino operator or its employees shall deal or supervise the game.

3. CARDS

3.1 The casino operator may determine the number of cards used in a game and shall declare the chosen option to the players before the start of play. Subject to rule 3.2, the number shall be any one of the following:

- (a) 52 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2 in each of Spades, Hearts, Diamonds and Clubs;
- (b) 48 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4 and 3 in each of Spades, Hearts, Diamonds and Clubs;
- (c) 44 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, and 4 in each of Spades, Hearts, Diamonds and Clubs;
- (d) 40 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 in each of Spades, Hearts, Diamonds and Clubs;
- (e) 36 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7 and 6 in each of Spades, Hearts, Diamonds and Clubs; or
- (f) 32 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs;

3.2 The casino operator may include a wild card as an additional card to those outlined in rule 3.1.

3.3 The dealer shall check each card before the start and at the end of the poker game.

3.4 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.

- 3.5 The 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.

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

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

- 4.4 In relation to a full deck of cards, 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) **Five of a kind** – e.g. A; A; A; A; Joker.
- (c) **Straight flush** – five cards of the same suit in sequence, e.g. Jack; 10; 9; 8; 7, all Hearts. Subject to rule 4.6 an Ace may count high or low in a straight flush, e.g. 5; 4; 3; 2; A.
- (d) **Four of a kind** – e.g. A; A; A; A; 4.
- (e) **Full house** – three cards of one kind plus two of another, e.g. K, K; K; J; J. All hands take the rank from the threesome.
- (f) **Flush** – five cards of the same suit, not in sequence, e.g. K; J; 9; 7; 5, all Diamonds.
- (g) **Straight** – any five cards in sequence not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). Subject to rule 4.6 an Ace may count high or low in a straight, e.g. 5; 4; 3; 2; A.
- (h) **Three of a kind**, e.g. Q; Q; Q; 8; 5.
- (i) **Two pairs**, e.g. Q; Q; 4; 4; J.
- (j) **One pair**, e.g. 10; 10; K; 6; 2.

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

4.5 In relation to a reduced deck of cards, 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) **Five of a kind** – e.g. A; A; A; A; Joker.
- (c) **Straight flush** – five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, all Hearts. Subject to rule 4.6 an Ace may count high or low in a straight flush, e.g. 8; 7; 6; 5; A.
- (d) **Four of a kind** – e.g. A; A; A; A; 4.
- (e) **Flush** – five cards of the same suit, not in sequence, e.g. K; J; 9; 7; 5, all Diamonds.
- (f) **Full house** – three cards of one kind plus two of another, e.g. K, K, K; J; J. All hands take the rank from the threesome.
- (g) **Straight** – any five cards in sequence not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). Subject to rule 4.6 an Ace may count high or low in a straight, e.g. 8; 7; 6; 5; A.
- (h) **Three of a kind**, e.g. Q; Q; Q; 8; 5.
- (i) **Two pairs**, e.g. Q; Q; 4; 4; J.
- (j) **One pair**, e.g. 10; 10; K; 6; 5.
- (k) **Five odd cards** not of the same suit, e.g. Q (Hearts); 10 (Clubs); 9 (Clubs); 7 (Diamonds); 4 (Spades).

4.6 Before the start of a round of play the casino operator may determine:

- (a) the Ace to be high and low for the purpose of forming the hands in relation to rules 4.4 (c), 4.4 (g), 4.5(c) and 4.5(g);
- (b) the winning hand(s) of a round of play to be the player holding the low ball hand or the high ball hand ;
- (c) the winning hand(s) of a round of play to be the players holding the high/low split hands; or

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

- 4.7 Straights and flushes do not count in relation to a low ball hand or a low hand of a high/low split game.
- 4.8 If the casino operator includes a wild card in the deck, it shall count as the card it substitutes for when determining the rank of hands.

5. TABLE STAKES AND BETS

- 5.1 The casino operator shall display the minimum table stake and minimum bet for each table on a sign near the table.
- 5.2 Before the start of a round of play the casino operator shall, where necessary, determine:
 - (a) the game to be played in accordance with appendix A, B, C, D, E, F or G;
 - (b) the minimum table stake;
 - (c) whether to use blind or ante bets;
 - (d) the number of players to make blind bets to be either one, two or three;
 - (e) the blind betting limit option as outlined in rule 6.2;
 - (f) whether the players have the option to bet over-blinds;
 - (g) the level of each blind bet, over-blind or ante; and
 - (h) the minimum and maximum bets. If Half Pot or Full Pot limits are selected as maximum bets, the dealer shall include the amount required for a player to call before calculating the betting limit.
- 5.3 At the start of play each player shall place on the table, in full view of the dealer and all players, at least the minimum table stake required, in chips or cash. The dealer will immediately convert the cash into chips. Each player's table stake shall remain in full view of the dealer and all other players during all rounds of play.

- 5.4 A player shall not augment or reduce this table stake during any round of play.
- 5.5 Bets may only be made with chips – not with cash.
- 5.6 The casino supervisor may at any time instruct a player that they have ninety seconds to act on their hand. If the player does not act on their hand during the ninety seconds (as determined by the casino supervisor), the player's hand is void and all bets made by that player

6. BLIND BETTING

- 6.1 In each round of blind betting there shall be a maximum of three raises unless there are only two players contesting a pot, in which case they may continue to raise each other until they expend their table stakes. Each raise shall be within the table limits and shall be not less than the opening bet or any previous raise in the betting round.
- 6.2 The opening bet or raise for each round of betting shall be in accordance with the decisions made under rule 5.2 and shall comply with one of the following options:
 - (a) Blind betting limits – Option one
 - (i) In the first round of betting, a raise shall be equal to or double the last blind bet;
 - (ii) in the following rounds of betting, the opening bet or raise shall be equal to or double the last blind bet; and
 - (iii) in the final round of betting, the opening bet or raise shall be one, two, three or four times the last blind bet;
 - (b) Blind betting limits – Option two
 - (i) In the first round of betting, the first raise shall be equal to the last blind bet;
 - (ii) in the following rounds of betting, the opening bet or raise shall be equal to the last blind bet; and
 - (iii) in the final round of betting, the opening bet or raise shall be one or two times the last blind bet; or

(c) Blind betting limits – Option three

- (i) In the first round of betting, the first raise shall be equal to the last blind bet and each subsequent raise shall be double the previous raise;
- (ii) in the following rounds of betting, the opening bet or first raise shall be equal to the last blind bet and each subsequent raise shall be double the previous raise; and
- (iii) in the final round of betting, the opening bet or first raise shall be one or two times the last blind bet and each subsequent raise shall be double the previous raise.

In relation to this rule, if the last blind bet is less than the table minimum, any betting reference to the last blind bet shall be deemed to refer to the table minimum.

7. ANTE BETTING

- 7.1 The opening bet shall be not less than the table minimum and shall not exceed the table maximum bet.
- 7.2 A raise shall be within the table limits and shall be not less than the opening bet or any previous raise in the betting round.

8. SHUFFLE AND CUT OF THE CARDS

- 8.1 The dealer shall shuffle the cards in preparation for each round of play.
- 8.2 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.
- 8.3 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.
- 8.4 The dealer shall deal all cards used in the game of poker from a shoe specifically designed for this purpose.

9. COMMENCEMENT OF PLAY

- 9.1 The casino operator may determine that a particular game is conducted with a specific or selected group of players only, e.g. new players only or experienced players only.
- 9.2 Players may have a choice of seat. In the event of two or more players desiring the same seat, a draw of cards shall decide the seating positions. Should a seat become vacant, the remaining active players shall have priority to move to the vacant seat over any player waiting to join the game.
- 9.3 The player to the immediate left of the dealer will receive the buck for the first round of play. The players or dealer shall pass the buck in a clockwise direction to the next player in turn, from the last buck player, at the conclusion of each round of play.
- 9.4 A player shall not refuse the buck.
- 9.5 In accordance with the decisions made under rule 5.2, before the start of each round of play, the dealer shall either:

(a) Blind Betting –

collect a blind bet from the buck player and if required, additional blind bets from the next players in sequence in a clockwise direction; or

(b) Ante Betting –

ensure each player contributes the determined amount to the pot.

10. THE FIRST ROUND OF BETTING

- 10.1 After the initial deal, the opening player, in accordance with the decisions made under rule 5.2, shall comply with one of the following options:
- (a) Blind betting –
- (i) call;
 - (ii) call and raise; or
 - (iii) call and fold;

(b) Blind betting –

- (i) call;
- (ii) call and raise; or
- (iii) fold;

(c) Blind betting –

- (i) call and raise; or
- (ii) fold; or

(d) Ante betting –

- (i) open the betting by placing a bet into the pot.

The last blind player may raise, if no other player raises during the first round of betting.

10.2 Thereafter, players in sequence in a clockwise direction from the opening player shall, subject to rules 5.2, 6.1, 6.2, 7.2 and 14.1, either:

- (a) call;
- (b) call and raise; or
- (c) fold.

10.3 Each player shall follow the procedure in rule 10.2 until:

- (a) only one player remains in the game, in which case this player shall win the pot; or
- (b) two or more players have put an equal amount into the pot, in which case the first betting round shall conclude.

11. CHECKING

11.1 The first player in all but the first round of betting may check and each player in sequence following the first player may also check.

11.2 No player can check if a bet has been made in that round of betting.

11.3 If all players check, the betting round shall end.

12. ADDITIONAL ROUNDS OF BETTING

- 12.1 There shall be additional rounds of betting as specified for each game in appendix A, B, C, D, E, F or G.
- 12.2 The opening player shall, subject to rules 5.2, 6.1, 6.2, 7.1 and 14.1, either:
- (a) open the betting by placing a bet into the pot;
 - (b) check; or
 - (c) fold.
- 12.3 Each player in sequence in a clockwise direction from the opening player shall, subject to rules 5.2, 6.1, 6.2, 7.2 and 14.1, either:
- (a) call;
 - (b) call and raise;
 - (c) check; or
 - (d) fold.
- 12.4 Subject to the number of rounds specified in the appropriate appendix, each player shall follow the procedure in rule 12.3 until:
- (a) only one player remains in the game, in which case this player shall win the pot; or
 - (b) two or more players have put an equal amount into the pot, in which case that round of betting shall conclude.

13. DETERMINATION OF WINNING HAND(S)

- 13.1 The player being called in the final round of betting shall expose his/her hole-card(s). The remaining player(s) shall if holding a hand of equal or higher value, expose their hole-card(s). The dealer shall then announce the winning hand(s).
- 13.2 When two or more players hold winning hands of equal value, the dealer shall divide the pot(s) equally in units of \$1. The dealer shall return any amount that they cannot equally divide to the winning player seated in or closest, in a clockwise direction, to the buck player.

- 13.3 The players shall not agree to divide the pot between themselves. The players must play each round of play to its conclusion.

14. TAPPING OUT

- 14.1 A player with an insufficient table stake remaining to make or meet a bet, and who wishes to stay in the game, must bet the remaining amount of their table stake and thus tap out. The player remains in the round of play until the showdown, taking no further part in any subsequent betting rounds. The dealer shall place any other bets made in excess of the players tapped out bet in a separate pot.
- 14.2 A player tapping out is eligible to win only those pots formed up to the point of tapping out. Active players holding the next winning ranking hand shall win any remaining pot(s) at the showdown.
- 14.3 Before the start of a round of play, a player may buy more chips to increase their table stake. The player shall increase the table stake to at least the minimum table stake required for that table. Should the player be unable to increase the table stake up to the minimum table stake, the player in the event of tapping out and losing in a round of play shall leave the table.
- 14.4 Under no circumstances shall a player give, lend or bet chips for another player in the course of a round of play.
- 14.5 In the event of a player tapping out and the bet being less than the amount required to constitute a raise, no other active player shall call and raise in respect of the amount bet by the player tapping out.

15. COMMISSION

- 15.1 The casino operator shall charge a commission for the conduct of all games.
- 15.2 Where the casino operator has determined that the commission is payable from the pot(s):
- (a) the dealer shall calculate the amount after announcing the winning hand(s) and shall be:
 - (i) from any pot not exceeding \$19.00 – nil; or

- (ii) from any pot exceeding \$19.00 – 5% of the sum of all pots for that round of play, rounded down to the nearest whole dollar up to a predetermined maximum amount. The Casino Surveillance Authority shall approve the maximum amount of commission collected in a round of play;
 - (b) for the purpose of calculating commission, an uncalled bet shall not form part of the pot;
 - (c) where two or more players, holding hands of equal value have bet and contested for the pot for the duration of the round of play and no other players have contributed to the pot, no commission shall be deducted; and
 - (d) where the pot contains only ante or blind bets, no commission shall be deducted.
- 15.3 Where the casino operator determines the commission is payable on a time basis, the Casino Surveillance Authority shall approve the maximum rate payable. The applicable rate shall be advised to the players before the start of a round of play, shall be paid in advance and is non refundable.
- 16. COLLUSION**
- 16.1 Players shall only play poker in their own self-interest. Players shall not behave in a manner that assists one player over another.
- 16.2 A player shall play only one hand in any round of play.
- 16.3 Players shall only speak English at the table.
- 16.4 A player shall protect the identity of their hole-cards at all times, regardless of whether or not the player is an active player or has folded.
- 16.5 The dealer or players must share any information concerning a folded hand that is given to one active player in a round of play with all players at the table.
- 16.6 The dealer or players must share any information already given to a player in a round of play concerning a hand held by another player.
- 16.7 No player shall look at discards or any undealt cards, either before or after the showdown.

17. IRREGULARITIES

17.1 A misdeal occurs if the dealer:

- (a) exposes one or more cards during the cut;
- (b) fails to cut the cards before a player places the first bet;
- (c) exposes more than one of a player's hole-cards during the initial deal;
- (d) deals a hole-card of any player out of turn and another player not entitled to that card looks at it before the start of a betting round. Where another player has not looked at the hole-card, the dealer shall if possible reconstruct the hand correctly without declaring a misdeal;
- (e) deals a player out or deals any extra hole-cards before the start of a betting round. If the players have not looked at the hole-cards, the dealer shall if possible reconstruct the hand correctly without declaring a misdeal; or
- (f) deals an excess card to any player during the initial deal.

17.2 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 9.5. The buck player shall be the first to receive cards in the new deal.

17.3 The dealer shall immediately replace any excess cards dealt with the next card from the shoe, subject to rule 17.1(f).

17.4 Should a player miss their turn at paying any blind bets during the game, regardless of whether they have played in a round or not, that player shall only rejoin the game when it is their turn to make the next blind bet. If the player wants to rejoin the game immediately they can place any missed blind bets into the next pot at the start of a round of play.

17.5 Should a player bet out of turn and the player or players who should have bet before the out of turn player fold, check or make bets smaller than, or equal to, the out of turn player, then the out of turn bet shall stand. If the bet is in excess of the betting limits, the dealer shall return the excess amount to the player.

- 17.6 Should a player bet out of turn and the player or players who should have bet before the out of turn player, raise or make a bet in excess of the out of turn bet, then the out of turn player may fold, call, or call and raise. If the player folds, the dealer shall return the out of turn bet.
- 17.7 If a player's bet is greater than the amount to call and less than the amount to raise, then the dealer shall deem that bet as a call and return the excess to the player, subject to rule 14.1.
- 17.8 If a player's bet is less than the amount required to call, then that player can either fold or bet the additional amount required to call, subject to rule 14.1. If the player folds, then the dealer shall return the player's bet.
- 17.9 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 bets made by the player in that round of play remain in the pot. If it is at the showdown and there is only one other player still active, then the player with the correct number of cards wins the pot. If no active player holds the correct number of cards the player who last folded shall win the pot.
- 17.10 Should a player's cards enter the discard pile, those cards will take no further part in the round of play.
- 17.11 The casino operator may offer the players options to decide on the action taken for an irregularity not covered in these rules. The action taken must not contravene any existing rules and all players must be in agreement. Should all players not agree on the course of action, rule 19.6 shall apply.

18. TABLE CLOSURE

- 18.1 The Minister shall determine the hours of gaming.
- 18.2 Subject to rule 18.1, 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.

19. GENERAL PROVISIONS

- 19.1 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.

- 19.2 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.
- 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) the player and or the dealer commits any fraudulent act.
- 19.4 Where the outcome of a game is invalidated, the casino operator shall refund all bets made by players for that particular round of play.
- 19.5 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.
- 19.6 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.
- 19.7 An employee of the casino shall not advise a player on how to play his/her hand, except to ensure compliance with these rules.
- 19.8 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.
- 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 bets 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 and appendices, the rules of this section shall apply only to tournament play.
- 20.2 The Casino Surveillance Authority shall approve the conditions of entry and of play for each poker tournament.

- 20.3 Where the conditions of entry and play for tournament play approved under rule 20.2 are inconsistent with the rules set out in the preceding paragraphs and in the appendices, the conditions approved under rule 20.2 shall prevail to the extent of the inconsistency for the duration of the tournament.
- 20.4 The casino operator may charge an entry fee for the tournament and may retain up to 10% of the total entry fees as an administrative charge. The casino operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.

Appendix A

POKER – FIVE CARD STUD ADDITIONAL RULES

1. BETTING ROUNDS

- 1.1 Five Card Stud shall consist of a maximum of four rounds of betting.
- 1.2 Before the start of play the casino operator shall determine that either the player holding the lowest value card or the highest value card will open the first round of betting. The player holding the highest value cards shall open the betting in the following and final rounds of betting.

2. DEALING PROCEDURES

- 2.1 A player's completed hand shall consist of one hole-card and four face up cards.
- 2.2 The dealer shall deal to each player, in a clockwise direction starting with the buck player, one hole-card face down. The dealer shall then deal, in sequence, one card face up to each player.
- 2.3 There shall be a round of betting after each active player receives a card face up.
- 2.4 If two or more players are still in the round of play and all bets have been met by these players, the dealer shall deal each active player one more card, face up, and the next round of betting shall commence.
- 2.5 Play shall continue until a player has won the pot or the active players, after receiving five cards, complete the final round of betting.

3. FIVE CARD STUD IRREGULARITIES

- 3.1 In the event that the dealer deals the first card to a player face up, the dealer shall deal the second card face down to that player. Should the dealer also deal the second card face up, this will constitute a misdeal.
- 3.2 The dealer shall use any card found face up in the shoe in the normal sequence of play unless it is the first card dealt before a new round of betting. In that case the dealer shall shuffle the exposed card with the other cards in the shoe in accordance with Section 9 of these rules. The dealer shall then complete the deal.

- 3.3** In the event there are insufficient cards to deal every active player a final card, the dealer shall retrieve the last card dealt from the shoe and place it in the middle of the table face up. This card shall become a communal card for all active players. The dealer shall then retrieve any final cards dealt to the players and place them with the discards.

Appendix B

POKER – SEVEN CARD STUD ADDITIONAL RULES

1. BETTING ROUNDS

- 1.1 Seven Card Stud shall consist of a maximum of five rounds of betting.
- 1.2 Before the start of play the casino operator shall determine that either the player holding the lowest value card or the highest value card will open the first round of betting. The player holding the highest value cards shall open the betting in the following and final rounds of betting.

2. DEALING PROCEDURES

- 2.1 A player's completed hand shall consist of five cards in any combination of the three hole-cards and four face up cards.
- 2.2 The dealer shall deal to each player one card at a time, in a clockwise direction starting with the buck player, two hole-cards face down and one card face up.
- 2.3 There shall be a round of betting after each active player receives a card face up and after the dealer deals the final card face down to each player's hand.
- 2.4 If two or more players are still in the round of play and all bets have been met by these players, the dealer shall deal each active player one more card, face up, and the next round of betting shall commence. This shall continue until the dealer has dealt four cards face up to each active player. The dealer shall then deal the final card to each active player face down and the final round of betting shall commence. Players shall not touch their final hole card until the dealer completes the deal.
- 2.5 Play shall continue until a player has won the pot or the active players, after receiving seven cards, complete the final round of betting.

3. SEVEN CARD STUD IRREGULARITIES

- 3.1 In the event that the dealer deals the first card to a player face up, the dealer shall deal the second and third card face down to that player.
- 3.2 The dealer shall use any card found face up in the shoe in the normal sequence of play unless the dealer would normally deal that card first before the start of the next betting round. In that case the dealer shall shuffle the exposed card with the remaining cards in the shoe in accordance with section 9 of these rules and then complete the deal.
- 3.3 In the event the dealer exposes a player's final hole-card or that hole-card is found face up in the shoe, that player shall open the final round of betting. Should the player elect to check, they will be deemed to tap out for the round of play as specified in rule 14.2.
- 3.4 In the event there are insufficient cards to deal every active player a final hole-card, the dealer shall retrieve the last card dealt from the shoe and place it in the middle of the table face up. This card shall become a communal card for all the remaining active players. The dealer shall then retrieve any final hole-cards dealt to the players and place them with the discards.

Appendix C

POKER – CANBERRA MANILA ADDITIONAL RULES

1. BETTING ROUNDS

- 1.1 Canberra Manila shall consist of a maximum of five rounds of betting.
- 1.2 The player in sequence in a clockwise direction from the last blind player shall open the first round of betting. The buck player shall open the betting in the following and final rounds of betting.
- 1.3 Should the buck player be an inactive player, the first active player in a clockwise direction to the buck player shall be the first person to act in relation to rule 1.2.

2. DEALING PROCEDURES

- 2.1 A player's completed hand shall consist of two hole-cards and three communal cards.
- 2.2 The dealer shall deal to each player, in a clockwise direction starting with the buck player, two cards together, face down.
- 2.3 Following the dealing of the hole-cards, the dealer shall deal one card face up in the middle of the table. This shall be the first of up to five communal cards so dealt.
- 2.4 There shall be a round of betting after the dealer exposes each communal card.
- 2.5 If two or more players are still in the round of play and all bets have been met by these players, the dealer shall expose the next communal card and the next round of betting shall commence.
- 2.6 Play shall continue until a player has won the pot or the active players, after all five communal cards have been dealt, complete the final round of betting.

3. CANBERRA MANILA IRREGULARITIES

- 3.1 A misdeal occurs if the dealer exposes a hole-card during the initial deal or the second communal card is found face up in the shoe.
- 3.2 Should the dealer prematurely expose a communal card before the conclusion of a round of betting, the maximum bet allowed for that round of betting shall not exceed the largest bet already made. The exposed card shall then be used in the normal sequence of play.
- 3.3 Should the dealer prematurely expose the third, fourth or fifth communal card before the start of betting on the previous communal card, the dealer shall lay out that card with the previous communal card. The dealer shall restrict players' bets on the previous communal card to the table minimum. The exposed card shall then be used in the normal sequence of play.

Appendix D

POKER – THREE CARD MANILA ADDITIONAL RULES

1. BETTING ROUNDS

- 1.1 Three Card Manila shall consist of a maximum of five rounds of betting.
- 1.2 The player in sequence in a clockwise direction from the last blind player shall open the first round of betting. The buck player shall open the betting in the following and final rounds of betting.
- 1.3 Should the buck player be an inactive player, the first active player in a clockwise direction to the buck player shall be the first person to act in relation to rule 1.2.

2. DEALING PROCEDURES

- 2.1 A player's completed hand shall consist of any two of the three hole-cards and three communal cards.
- 2.2 The dealer shall deal to each player, in a clockwise direction starting with the buck player, two cards together, face down. After dealing each player two cards, the dealer shall deal a third card, face down, to each player in a clockwise direction, starting with the buck player.
- 2.3 Following the dealing of the hole-cards, the dealer shall deal one card face up in the middle of the table. This shall be the first of five communal cards so dealt.
- 2.4 There shall be a round of betting after the dealer exposes each communal card.
- 2.5 If two or more players are still in the round of play and all bets have been met by these players, the dealer shall expose the next communal card and the next round of betting shall commence.
- 2.6 Play shall continue until a player has won the pot or the active players, after all five communal cards have been dealt, complete the final round of betting.

3. THREE CARD MANILA IRREGULARITIES

- 3.1 A misdeal occurs if the dealer exposes one of a player's hole-cards during the initial deal.
- 3.2 Should the dealer prematurely expose a communal card before the conclusion of a round of betting, the maximum bet allowed for that round of betting shall not exceed the largest bet already made. The exposed card shall then be used in the normal sequence of play.
- 3.3 Should the dealer prematurely expose the third, fourth or fifth communal card before the start of betting on the previous communal card, the dealer shall lay out that card with the previous communal card. The dealer shall restrict players' bets on the previous communal card to the table minimum. The exposed card shall then be used in the normal sequence of play.

Appendix E

POKER – HOLD-EM ADDITIONAL RULES

1. BETTING ROUNDS

- 1.1 Hold-Em shall consist of a maximum of four rounds of betting.
- 1.2 At the start of play the casino operator shall determine whether the dealer shall burn the first card in the shoe by discarding that card before exposing the communal cards for each round of betting.
- 1.3 The player in sequence in a clockwise direction from the last blind player shall open the first round of betting. The buck player shall open the betting in the following and final rounds of betting.
- 1.4 Should the buck player be an inactive player, the first active player in a clockwise direction to the buck player shall be the first person to act in relation to rule 1.3.

2. DEALING PROCEDURES

- 2.1 A player's completed hand shall consist of five cards made up of any combination of their two hole-cards and the five communal cards. The flop shall consist of three cards.
- 2.2 The dealer shall deal each player, in a clockwise direction starting with the buck player, one card face down and continue until each player receives two cards.
- 2.3 There shall be a round of betting after each active player receives two cards.
- 2.4 Subject to rule 1.2, if two or more players are still in the round of play and all bets have been met by these players, the dealer shall expose either the flop after the first round of betting or one communal card after the following rounds of betting.
- 2.5 There shall be a round of betting after the dealer exposes either the flop or each communal card.
- 2.6 Play shall continue until a player has won the pot or the active players, after all five communal cards have been dealt, complete the final round of betting.

3. HOLD-EM IRREGULARITIES

- 3.1** Should the dealer prematurely expose a communal card before the conclusion of a round of betting, the dealer shall shuffle the exposed communal card with the cards remaining in the shoe in accordance with Section 9 of these rules.
- 3.2** If at the conclusion of any round of betting the dealer exposes the first card in the shoe, that card shall be used in the normal sequence of play.
- 3.3** Where the casino operator decides to burn a card before exposing the communal cards under rule 1.2 and the dealer exposes one hole-card during the initial deal, the dealer shall replace that card with the first burn card. The dealer shall discard the exposed hole-card and shall not burn a card before dealing the flop.
- 3.4** Where the casino operator decides not to burn a card before exposing the communal cards under rule 1.2 and the dealer exposes one hole-card during the initial deal, the dealer shall declare a misdeal.

Appendix F

POKER – OMAHA ADDITIONAL RULES

1. BETTING ROUNDS

- 1.1 Omaha shall consist of a maximum of four rounds of betting.
- 1.2 At the start of play the casino operator shall determine whether the dealer shall burn the first card in the shoe by discarding that card before exposing the communal cards for each round of betting.
- 1.3 The player in sequence in a clockwise direction from the last blind player shall open the first round of betting. The buck player shall open the betting in the following and final rounds of betting.
- 1.4 Should the buck player be an inactive player, the first active player in a clockwise direction to the buck player shall be the first person to act in relation to rule 1.3.

2. DEALING PROCEDURES

- 2.1 A player's completed hand shall consist of any two of the four hole-cards and any three of the five communal cards. The flop shall consist of three cards.
- 2.2 The dealer shall deal each player, in a clockwise direction starting with the buck player, one card face down and continue until each player receives four cards.
- 2.3 There shall be a round of betting after each active player receives four cards.
- 2.4 Subject to rule 1.2, if two or more players are still in the round of play and all bets have been met by these players, the dealer shall expose either the flop after the first round of betting or one communal card after the following rounds of betting.
- 2.5 There shall be a round of betting after the dealer exposes either the flop or each communal card.
- 2.6 Play shall continue until a player has won the pot or the active players, after all five communal cards have been dealt, complete the final round of betting.

3. OMAHA IRREGULARITIES

- 3.1** Should the dealer prematurely expose a communal card before the conclusion of a round of betting, the dealer shall shuffle the exposed communal card with the cards remaining in the shoe in accordance with Section 9 of these rules.
- 3.2** If at the conclusion of any round of betting the dealer exposes the first card in the shoe, that card shall be used in the normal sequence of play.
- 3.3** Where the casino operator decides to burn a card before exposing the communal cards under rule 1.2 and the dealer exposes one hole-card during the initial deal, the dealer shall replace that card with the first burn card. The dealer shall discard the exposed hole-card and shall not burn a card before dealing the flop.
- 3.4** Where the casino operator decides not to burn a card before exposing the communal cards under rule 1.2 and the dealer exposes one hole-card during the initial deal, the dealer shall declare a misdeal.

Appendix G

POKER – DRAW POKER ADDITIONAL RULES

1. BETTING ROUNDS

- 1.1 Draw Poker shall consist of a maximum of two rounds of betting.
- 1.2 The player in sequence in a clockwise direction from the last blind player shall open the first and final round of betting.
- 1.3 Should the last blind player be an inactive player, the first active player in a clockwise direction to the buck player shall be the first person to act in relation to rule 1.2.
- 1.4 The casino operator may refuse all players the option to check in the final round of betting provided that notice is given to the players before the start of a round of play.

2. DEALING PROCEDURES

- 2.1 A player's completed hand shall consist of five hole-cards.
- 2.2 The dealer shall deal each player, in a clockwise direction, starting with the buck player, one card face down and continue until each player receives five cards.
- 2.3 There shall be a round of betting after each active player receives five cards.
- 2.4 If two or more players are still in the round of play and all bets have been met by these players, each active player in sequence in a clockwise direction around the table, starting with the buck player, shall discard any or all of the cards in their hand. Each player shall then receive an identical number of replacement cards from the dealer.
- 2.5 Should the player wish to replace up to and including four cards, the player shall announce the total number of cards to be replaced, pass those cards face down to the dealer and immediately receive an identical number of replacement cards, dealt from the top of the deck.

2.6 Should a player wish to replace all five cards of the hand, the dealer shall accomplish this as follows:

- (a) if the player is not the last player to replace the cards then the dealer shall give the player four replacement cards immediately, dealt from the top of the deck. The dealer shall replace that player's fifth card from the top of the deck after the dealer provides the last player's replacements.
- (b) if the player is the last player to replace the cards then the dealer shall give the player four replacement cards immediately, dealt from the top of the deck. The dealer shall then discard the next card and deal the player the next card in sequence from the top of the deck.

2.7 If the dealer requires more cards to complete the draw, the dealer shall shuffle the discarded cards from every other player except those replacing all five cards in accordance with Section 9 of these rules.

2.8 On completion of the draw, the final round of betting shall take place.

3. DRAW POKER IRREGULARITIES

3.1 A misdeal will not be declared if the dealer exposes one or more of a player's hole-cards during the draw.