

AUSTRALIAN CAPITAL TERRITORY

CASINO CONTROL ACT 1988

ALTERATION

Under sub-section 72(3) of the *Casino Control Act 1988*, the Commission HEREBY ALTERS the approved rules as set out in the attached schedule for the authorised game of Blackjack.

Dated this 15th day of February 2000.

John Broome
Chairman

for and on behalf of
The ACT Gambling and Racing Commission

SCHEDULE

This is the accompanying schedule to the Instrument of Alteration under sub-section 72(3) of the *Casino Control Act 1988* signed by John Broome, Chairman of the ACT Gambling and Racing Commission, on the 15th day of February 2000.

ALTERATIONS TO THE APPROVED RULES OF THE AUTHORISED GAME OF BLACKJACK

Delete existing rules 18 and 19.

Insert the following:

“18. PERFECT PAIRS

- 18.1 Where the game played includes the Perfect Pairs option, the approved rules of Blackjack shall apply except where they are inconsistent with the rules of Perfect Pairs in which case the rules of Perfect Pairs will prevail to the extent of the inconsistency.
- 18.2 The Perfect Pairs table shall be approved prior to use.
- 18.3 For the purposes of this section **face value** of a card shall mean:
 - (a) the number indicated on the card, namely, 2, 3, 4, 5, 6, 7, 8, 9 or 10; or
 - (b) the type of card, namely, Jack, Queen, King or Ace.
- 18.4 For the purposes of this section **pair** shall mean two cards with the same face value.
- 18.5 For the purposes of this section **mixed pair** shall mean a pair comprised of one red suited card and one black suited card.

- 18.6 For the purposes of this section **coloured pair** shall mean a pair comprised of two cards of different suits where either:
- (a) both cards are red suited cards; or
 - (b) both cards are black suited cards.
- 18.7 For the purposes of this section **perfect pair** shall mean a pair with both cards the same suit.
- 18.8 Prior to the first card being dealt by the Dealer, each player shall be given the opportunity to place a wager on the Perfect Pairs Box. All wagers shall be made by placing gaming chips on the Perfect Pairs Box.
- 18.9 The Casino Operator shall display the minimum and maximum wagers for Perfect Pairs on a sign at or near the table.
- 18.10 A Perfect Pairs wager not accompanied by a Blackjack wager shall be deemed Void.
- 18.11 A Perfect Pairs wager shall:
- (a) win, if the first two cards dealt to a player placing the wager are a mixed pair;
 - (b) win, if the first two cards dealt to a player placing the wager are a coloured pair;
 - (c) win, if the first two cards dealt to a player placing the wager are a perfect pair; and
 - (d) lose, if the first two cards dealt to a player placing the wager are not a pair.
- 18.12 Only the highest valid Perfect Pairs payout will be paid.
- 18.13 On completion of the Initial Deal and before the Subsequent Deal, the Dealer shall:
- (a) remove all losing wagers on the Perfect Pairs Boxes; and
 - (b) pay all Perfect Pair winners.

18.14 Perfect Pairs payout odds shall be as follows:

- (a) a mixed pair shall be paid at odds of 6 to 1;
- (b) a coloured pair shall be paid at odds of 12 to 1; and
- (c) a perfect pair shall be paid at odds of 25 to 1.

18.15 The Dealer shall then continue with the subsequent deal as per Rule 9.

19. TOURNAMENT PLAY

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

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

19.3 Where the conditions of entry and play for tournament play approved under Rule 19.2 are inconsistent with the rules set out in the preceding paragraphs, the conditions approved under Rule 19.2 shall prevail to the extent of the inconsistency for the duration of the tournament.

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

20. AUTOMATED SHUFFLING SHOE

20.1 When an automated shuffling Shoe is in use Rule 5 shall be replaced by Rule 20.2.

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

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

- (a) insert a cutting card in a position approximately one deck in from the back of the stack and continue to deal; or
- (b) shuffle the remaining cards in the Shoe and cut in accordance with these rules.

At the completion of that Shoe, the automated shuffling Shoe shall be replaced and new cards shall be used in accordance with these rules. If the new Shoe is not an automated shuffling Shoe Rule 20 shall no longer apply.

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