

Australian Capital Territory

Casino Control Approval 2002 (No 2)

Notifiable Instrument NI2002-45

made under the

Casino Control Act 1988, sub-section 72(1) (Rules for Authorised Games)

I APPROVE the rules for the authorised games of -

- Tournament Canberra Poker;
- Tournament Blackjack;
- Tournament American Roulette;
- Tournament Mini-Baccarat; and
- Tournament Pai Gow,

as set out in the attached Schedule.

Anthony Kevin Curtis
Delegate
ACT Gambling and Racing Commission

18 February 2002

SCHEDULE

This is the accompanying schedule to the Instrument of Approval under sub-section 72(1) of the *Casino Control Act 1988* signed by Anthony Kevin Curtis, Delegate of the ACT Gambling and Racing Commission, on the 18th day of February 2002.

CASINO CANBERRA LIMITED

TOURNAMENT CANBERRA POKER
RULES

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TERMS USED IN TOURNAMENT CANBERRA POKER

The following words/terms when used in these rules shall have the following meaning unless the context clearly indicates otherwise.

Ante

The initial wager.

Approved

Means approved in writing by a Government Casino Inspector.

Assistant to the Director

A person or persons nominated by the Tournament Director to assist with the conduct of the Tournament.

Bet

A second wager placed by a player to indicate that the player wishes to continue in that Round of Play.

Box

An area marked on the layout for the player to place their wager.

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 responsible for the operation of the game.

Dead Man's Hand

A poker hand as described in Rule 2.6 (h) consisting of A, A, 8, 8; and any other card that is not an Ace or Eight.

Fold

Where a player decides not to continue in the Round of Play by not making a Bet and passing in their cards.

Marker

A thing used to denote which player is to make the first wager for a Round of Play. After a Round of Play the Marker shall be moved to the next player in a clockwise direction.

Round of Play

That part of the game which commences when a card is first removed from the Shoe and concludes when all the cards are collected and placed in the discard rack.

Shoe

An approved container from which the Dealer will deal the cards.

Tournament Chips

Chips distinguishable from all other Casino value and non-value chips used exclusively for the playing of tournaments.

Tournament Director

The person responsible for the conduct of the Tournament.

Void

Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

TOURNAMENT CANBERRA POKER

1. TOURNAMENT CANBERRA POKER TABLE

- 1.1 A Tournament Canberra Poker table shall be approved prior to use.

2. CARDS

- 2.1 Tournament Canberra Poker shall be played with one (52 cards) deck, without jokers, with backs of the same colour and design, which shall be approved. One cutting card shall be used.
- 2.2 The cards shall be checked, card by card, by the Dealer prior to the commencement of the Tournament and at or after the conclusion of the Tournament.
- 2.3 The Tournament Director may change any or all of the cards after any Round of Play. The Tournament Director and Dealer shall check each replacement card prior to its introduction to play.
- 2.4 The Tournament Director may at any time instruct the Dealer to check and verify the proper amount of cards.
- 2.5 A player's completed hand shall consist of five cards. All cards shall count in determining the value of hands.
- 2.6 The order of hands from highest to lowest shall be as follows:
- (a) Royal flush - the five top cards, all of the same suit, e.g. A; K; Q; J; 10, of Spades.
 - (b) Straight flush - five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, of 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 the same rank plus another two cards of the same rank, e.g. K; K; K; J; J. A full house takes its rank from the three cards.

- (e) Flush - five cards of the same suit but not in sequence, e.g. K; J; 9; 7; 5, of Diamonds.
 - (f) Straight - any five cards in sequence but 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).
- 2.7 The rank of cards from highest to lowest shall be as follows:
- Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2;
- except as provided in Rule 2.6 (b) and (f) where the Ace may be counted low.
- 2.8 All suits are equal in rank.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The Tournament Director shall display the minimum and maximum wagers per Box on a sign at or near the table.
- 3.2 The multiples of wagers permitted shall be displayed at the table.
- 3.3 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 3.4 Wagers above the displayed maximum shall be paid or collected to the maximum.

4. WAGERS

- 4.1 Prior to the first card being dealt by the Dealer each player shall place an Ante. There shall be no Boomerang Jackpot wagers in Canberra Poker Tournaments.
- 4.2 All wagers shall be made by placing Tournament Chips on a Box.
- 4.3 One player only may wager on a Box and no player may wager on more than one Box.
- 4.4 Once the first card has been dealt, no player shall handle, remove or alter their original wager/s, or place an additional wager, until a decision has been rendered and implemented on that wager/s.

5. SHUFFLE AND CUT OF THE CARDS

- 5.1 The Dealer shall shuffle the cards in preparation for each Round of Play.
- 5.2 After shuffling, the Dealer shall cut the cards once and place the cards in the Shoe. The cut shall be made more than one card from either end of the deck.

6. DEALING THE CARDS

- 6.1 All cards shall be dealt from a Shoe.
- 6.2 All cards shall be dealt face downwards, except for the Dealer's last card which shall be dealt face upwards.
- 6.3 The Dealer shall deal the cards in a clockwise direction in the following manner:
 - (a) one card to each Box, containing an Ante;
 - (b) one card to the Dealer; and
 - (c) then continue dealing this sequence until each player and the Dealer has received five cards.

7. BET OR FOLD

- 7.1 After the Dealer receives their last card the players may pick up their cards and decide if they wish to Bet or Fold.

- 7.2 Where a player decides to Bet, a wager which is exactly twice the Ante must be placed on top of their cards which shall be placed face downwards on the appropriate area of the layout.
- 7.3 Where a player decides to Fold they shall lose their Ante.
- 7.4 The Dealer shall verify the number of cards prior to placing them in the discard rack.

8. PAYOUT ODDS

- 8.1 Winning wagers shall be paid as follows:

ANTE

All Antes 1 to 1

BET

One pair or less	1 to 1	(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)

- 8.2 The maximum payout on each table shall be displayed at the table.

9. SETTLEMENT OF WAGERS

- 9.1 The Dealer shall set his cards in accordance with Rules 2.6 and 2.7.
- 9.2 For the Dealer to participate in a Round of Play, the Dealer's hand must have an Ace and King or higher.
- 9.3 Where the Dealer's hand does not have an Ace and King or higher, the players' Antes shall win and the Bets shall be Void.

- 9.4 Where the Dealer's hand does have an Ace and King or higher, the players' Antes and Bets shall win if theirs is a higher hand than the Dealers' in accordance with Rules 2.6 and 2.7.
- 9.5 Where the Dealer's hand does have an Ace and King or higher, the players' Antes and Bets shall lose if theirs is a lower hand than the Dealers' in accordance with Rules 2.6 and 2.7.
- 9.6 Where the Dealer's hand and any player's hand are of equal value in accordance with Rules 2.6 and 2.7, the Ante and Bet wagers shall be Void.
- 9.7 The Dealer shall verify the number of cards in each hand prior to placing them in the discard rack.

10. COLLUSION

- 10.1 A player shall protect the identity of their cards which shall remain within the playing area and in view of both the Dealer and the Tournament Director or their Assistant.
- 10.2 Players may not:
- (a) exchange cards; or
 - (b) exchange or communicate or cause to exchange or communicate information regarding their hand.

Any violation of this rule may result in the player being excluded from that Round of Play and/or cause that Round of Play to be Void.

11. IRREGULARITIES

- 11.1 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 result in that round being declared Void.
- 11.2 If the Dealer exposes one of their first four cards that card shall be used as the face up card and the fifth card shall be dealt face down.
- 11.3 In the event of a hand being dealt to a player that is not in accordance with Rule 6.3, that hand shall be deemed Void.

- 11.4 A hand containing an incorrect number of cards dealt to a player shall be deemed Void.
- 11.5 Where the Dealer's hand contains an incorrect number of cards the Ante shall win and the Bet shall be Void.
- 11.6 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.
- 11.7 A hand relating to a Box containing no Ante shall be deemed Void.

12. COMMISSION

- 12.1 A commission may be charged for the conduct of Tournament Canberra Poker games which shall be included in the entry fee for the Tournament. The commission charged shall be no more than 10% of the entry fee.

13. HOURS OF GAMING

- 13.1 The hours of gaming shall be determined under the provisions of the *Casino Control Act 1988*.

14. GENERAL PROVISIONS

- 14.1 The Tournament Director may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 14.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:
- (a) capable of recording, projecting or analysing the outcome of a game;
 - (b) capable of changing the probabilities of a game; or
 - (c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this Rule.

- 14.3 Where a person has contravened any provision of these rules, the Tournament Director may:
- (a) declare that any wager(s) made by the player(s) shall be Void; and
 - (b) direct that the player(s) shall be excluded from further participation in the Tournament.
- 14.4 The Tournament Director may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.
- 14.5 Where the outcome of a Round of Play is invalidated, the Tournament Director may refund wagers made by players for that particular round.
- 14.6 The Tournament Director's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by a Government Casino Inspector, if requested.
- 14.7 An employee of the casino shall:
- (a) not advise a player on how to play his/her hand, except to ensure compliance with these rules;
 - (b) not give or allow any advantage to a person, or cause to or allow a change in any probabilities of the game by any means, other than that covered by these rules; and
 - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 14.8 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 14.9 Players are not permitted to have side bets against each other.
- 15. TOURNAMENT PLAY**
- 15.1 The Gaming Shift Manager shall nominate a person, known as the Tournament Director, who is responsible for the conduct of the Tournament.
- 15.2 The Tournament Director shall set the conditions of the Tournament which may include the following:
- (a) the Tournament starting date and time;

- (b) the heat structure of the Tournament;
 - (c) the entry fee and commission;
 - (d) the amount of Tournament Chips each player will receive for the entry fee;
 - (e) the minimum and maximum number of players;
 - (f) restrictions on player groups;
 - (g) the table limits; and
 - (h) the breakdown of the prize pool.
- 15.3 The Tournament conditions shall be approved prior to the commencement of the Tournament.
- 15.4 The Tournament Director may nominate a person or persons to assist in the conduct of the Tournament.
- 15.5 The Tournament Director shall allow players one entry only into the Tournament.
- 15.6 The Tournament Director shall allocate each player a table and seat position by ballot before the commencement of play and the player is restricted to playing in the assigned position for the duration of that session of play.
- 15.7 The Tournament Director shall determine the number of players allocated to any one table.
- 15.8 All entrants shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat, the entrant shall be deemed to have forfeited their position. The entry fee paid by the entrant is forfeited and remains as part of the prize pool.
- 15.9 Where a player has not taken their allocated seat prior to the commencement of the first session of play the Tournament Director may offer that seat to a reserve player on payment of the specified entry fee for the Tournament.
- 15.10 Approval for a substitute player shall be at the discretion of the Tournament Director.

- 15.11 All Tournament Chips shall remain in full view of the players and the Tournament Director or their Assistant while the Tournament is in progress.
- 15.12 Players shall not remove, add to, exchange or reduce their amount of Tournament Chips other than in accordance with these rules.
- 15.13 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a Round of Play shall be eliminated from the Tournament and must vacate their seat.
- 15.14 A marker shall be used to indicate the player who must make the first Ante for that round of play. Other players shall place their Antes in order and in a clockwise direction from the first player. Once an Ante has been placed and a player's opportunity to wager has been completed the Ante may not be changed. An Ante placed out of order shall stand and the player in question shall be advised that further infringement may result in the Ante being declared void.
- 15.15 A player's opportunity to wager begins when they are asked by the Dealer to place a wager and ends when the Dealer asks the next player to place their wager.
- 15.16 Players shall not seek advice from other Tournament players or persons not involved in the Tournament.
- 15.17 The tournament Director may offer the players the opportunity to take a break during the Tournament and shall specify the amount of time allowed for the break.
- 15.18 The Tournament Director may determine the speed at which the Tournament shall be played and may give direction to players in order to achieve that rate of play.
- 15.19 The Tournament Director shall be responsible for calculating and awarding the places.
- 15.20 The Casino Operator shall return 100% of the prize pool to the players by way of prizes.
- 15.21 In the event of two or more players holding an equal value of Tournament Chips at the completion of any heat, semi-final or the final session those players shall be given an additional round/s of play until a result is achieved.

- 15.22 In the event of two or more players being eliminated in the same round of play and one or more of the players is eligible for a prize then the prize money associated with the tied placing/s shall be combined and/or divided between the relevant players.
- 15.23 All entry fees and commissions are non-refundable. Casino Canberra reserves the right to cancel the Tournament without liability. In the event of cancellation, Casino Canberra shall refund all entry fees and commissions in full.

CASINO CANBERRA LIMITED

TOURNAMENT BLACKJACK RULES

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TERMS USED IN TOURNAMENT BLACKJACK

The following words/terms when used in these rules shall have the following meaning unless the context clearly indicates otherwise.

Approved

Means approved in writing by a Government Casino Inspector.

Assistant to the Director

A person or persons nominated by the Tournament Director to assist with the conduct of the Tournament.

Blackjack

Means an ace and any card having a point value of ten (10) dealt as the initial two cards to a player or Dealer.

Box

An area marked on the layout for the player to place their wager.

Burn

Means to remove a card from play by placing it in the discard rack.

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 responsible for the operation of the game.

Double

A wager equal to the player's original wager for which the player will receive one additional card.

Hard Total

Means the total of a hand which contains no ace, or which contains an ace or aces that only count as a point value of one.

Initial Deal

That part of a Round of Play where each player has received two cards and the Dealer one card.

Marker

A thing used to denote which player is to make the first wager for a Round of Play. After a Round of Play the Marker shall be moved to the next player in a clockwise direction.

Round of Play

That part of the game which commences when a card is first removed from the Shoe and concludes when all the cards are collected.

Shoe

An approved container from which the Dealer will deal the cards.

Soft Total

Means the total of a hand containing an ace or aces, where one ace can be counted as one or eleven.

Split

Where the initial cards are of equal value a player may place a wager equal to their original wager and separate the cards to form two hands.

Stand Off

A wager which neither the player nor the Dealer wins.

Subsequent Deal

That part of a Round of Play which follows the Initial Deal and allows players to draw extra cards.

Tournament Chips

Chips distinguishable from all other Casino value and non-value chips used exclusively for the playing of tournaments.

Tournament Director

The person responsible for the conduct of the Tournament.

Void

Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

TOURNAMENT BLACKJACK

1. TOURNAMENT BLACKJACK TABLE

- 1.1 A Tournament Blackjack table shall be approved prior to use.

2. CARDS

- 2.1 Tournament Blackjack shall be played with five to eight (52 cards) decks, without jokers, with backs of the same colour and design, which shall be approved.
- 2.2 The cards shall be checked, card by card, by the Dealer prior to the commencement of the Tournament and at or after the conclusion of the Tournament.
- 2.3 Before the start of a Tournament, the Tournament Director shall determine:
- (a) the number of decks of cards; and
 - (b) the approved shuffle;
- provided that prior notice is given to the players.
- 2.4 The Tournament Director may change any or all of the cards after any Round of Play. The Tournament Director and Dealer shall check each replacement card prior to its introduction to play.
- 2.5 The value of the cards shall be as follows:
- (a) any Ace shall have a value of 1 or 11;
 - (b) any card from 2 to 10 inclusive shall have its face value; and
 - (c) any Jack, Queen or King shall have a value of 10.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The Tournament Director shall display the minimum and maximum wagers per Box on a sign at or near the table.
- 3.2 The multiples of wagers permitted shall be displayed at the table.
- 3.3 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 3.4 Wagers above the displayed maximum shall be paid or collected to the maximum.

4. WAGERS

- 4.1 Prior to the first card of a Round of Play being dealt, each player shall place a wager.
- 4.2 All wagers shall be made by placing Tournament Chips on the Box.
- 4.3 Once the first card has been dealt, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager other than as provided for in Rules 7, 10 and 11.

5. SHUFFLE AND CUT OF THE CARDS

- 5.1 The Dealer shall shuffle the cards in preparation for each new Shoe.
- 5.2 After the shuffle the cards will be offered to a player to be cut. This player will be:
 - (a) the first player to the table if the game is just beginning;
 - (b) the player on whose Box the cutting card appeared during the last Round of Play;
 - (c) the player at the farthest point to the right of the Dealer, if the cutting card appeared on the Dealer's hand during the last Round of Play; or

- (d) if the player designated above declines to cut the cards, the cards shall be offered to each player moving clockwise around the table, until a player accepts the cut.

If no player wishes to cut a Casino Supervisor will cut the cards.

- 5.3 The person designated in Rule 5.2 shall cut the cards by placing a cutting card at least one deck in from either end. Once the cutting card has been inserted the Dealer shall take all cards in front of the cutting card and place them at the back of the stack. The Dealer shall then insert the cutting card in a position at least one deck in from the back of the stack and no more than approximately half the number of decks in play from the back of the stack.

For the purpose of Rule 5.3, *approximately* means plus or minus half a deck.

- 5.4 The cards shall be shuffled:
 - (a) when the cutting card is drawn as the first card of a new round; or
 - (a) at the end of that Round of Play if the cutting card is drawn during the Round of Play.

6. INITIAL DEAL

- 6.1 All cards shall be dealt face up from a Shoe.
- 6.2 The Dealer shall announce “NO MORE BETS” and starting from the first Box containing a wager and in a clockwise direction around the table, deal the cards in the following manner:
 - (a) one card to each Box;
 - (b) one card to the Dealer; and
 - (c) another card to each Box.

7. INSURANCE

- 7.1 Where the Dealer's first card is an ace, a player may place a wager on the Dealer achieving Blackjack on their hand. The maximum wager allowed is half the total of the player's original wager.

- 7.2 Players shall place insurance wagers on the insurance line before the commencement of the Subsequent Deal.
- 7.3 All insurance wagers shall be in multiples of half the smallest denomination Tournament Chip in the float.
- 7.4 Winning insurance wagers shall be paid at odds of two to one.
- 7.5 Settlement of insurance wagers shall be as follows:
- (a) when the Dealer's second card is not a 10 value card all losing insurance wagers are collected and the Dealer shall complete the Round of Play; and
 - (b) when the Dealer's second card is a 10 value card the winning insurance wagers shall be paid on completion of Rule 13.

8. INTERIM SETTLEMENT

- 8.1 An interim settlement shall occur on completion of the Initial Deal and before the Subsequent Deal:
- (a) where a player has a Blackjack and the Dealer's card is neither a 10 nor an ace, the Dealer shall pay the wager, or wagers, on that hand at odds of 3 to 2; or
 - (b) where a player has a Blackjack and the Dealer's first card is an ace, the Dealer shall, at the player's request, pay the wager, or wagers, on that hand at odds of 1 to 1.

9. SUBSEQUENT DEAL

- 9.1 Starting with the first Box containing a wager, and continuing clockwise around the table, each player shall be given the opportunity to:
- (a) Split;
 - (b) Double;
 - (c) draw additional cards, subject to Rule 9.2; and/or
 - (d) stand, subject to Rule 9.2.

9.2 When a player has:

- (a) a Blackjack or a Hard or Soft Total of 21, they shall not draw additional cards; or
- (b) a Hard Total of less than 12, they shall be required to draw cards until the total is 12 or greater, unless they Double.

10. SPLITTING

- 10.1 After the Initial Deal a player may elect to Split cards of equal value.
- 10.2 A maximum of four hands may be formed from Splitting, apart from aces which may be Split only once.
- 10.3 When a player Splits, the first hand shall be completed before continuing to the next hand.
- 10.4 Where aces have been Split, one card only shall be dealt to each hand.
- 10.5 Where a hand has been Split, the hands shall be completed according to Rule 9.
- 10.6 After a Split, a ten value card dealt to an ace, or an ace dealt to a ten value card shall not constitute a Blackjack.

11. DOUBLING

- 11.1 After the Initial Deal a player may elect to Double.
- 11.2 Where a player elects to Double only one additional card shall be dealt to that hand.
- 11.3 A player may Double on a Split hand.

12. SUBSEQUENT DEAL TO DEALER'S HAND

- 12.1 The Subsequent Deal to the Dealer's hand shall be as follows:
 - (a) once the Subsequent Deal to all players' hands has been completed, the Dealer shall deal additional cards to the Dealer's

hand. The Dealer must draw to 16 and if a count value of 17, 18, 19, 20, 21, or Blackjack has been achieved the Dealer shall not draw additional cards; and

- (b) additional cards shall not be drawn to the Dealer's hand if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the Round of Play.

13. FINAL SETTLEMENT

13.1 A wager by a player (except insurance under Rule 7) shall:

- (a) win, if the total of the player's hand is 21 or less and that of the Dealer's is in excess of 21;
- (b) win, if the total of the player's hand exceeds that of the Dealer, without exceeding 21;
- (c) win, if the player has achieved a Blackjack and the Dealer has not;
- (d) lose, if the total of the player is in excess of 21;
- (e) lose, if the total of the Dealer exceeds that of the player, without exceeding 21;
- (f) lose, if the Dealer has achieved a Blackjack and the player has not;
or
- (g) be a Stand Off, if the player's and the Dealer's total are the same without exceeding 21, or if the player and the Dealer both have achieved a Blackjack.

13.2 Settlement of winning wagers shall be as follows:

- (a) a wager on a Blackjack shall be paid at odds of 3 to 2 if the Dealer does not also have a Blackjack; and
- (b) a wager on a hand other than a Blackjack shall be paid at odds of 1 to 1.

14. IRREGULARITIES

14.1 A card found face upwards in the Shoe shall be Burnt.

- 14.2 A card drawn in error whether or not its face has been exposed, shall be used as though it were the next card from the Shoe, except where the card drawn is Burnt in error, in which case it shall remain discarded and shall not be used.
- 14.3 Any card(s) drawn to the Dealer's hand not in accordance with Rule 12 shall be Burnt.
- 14.4 If during a Round of Play an error of card placement is detected, that hand shall be reconstructed in accordance with these rules.
- 14.5 If an error of card placement is detected to have occurred in a Round of Play after the next round has commenced, the round in which the error occurred shall be deemed Void and any subsequent round(s) that have commenced shall remain as played.
- 14.6 If there are insufficient cards remaining in the Shoe to complete a Round of Play, all the cards in the discard rack shall be shuffled and cut in accordance with these Rules and dealt to complete that round.
- 14.7 Where a player is not present to render a decision on his hand, the Dealer shall deal cards to that hand until the total of that hand exceeds 11.

15. HOURS OF GAMING

- 15.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.

16. GENERAL PROVISIONS

- 16.1 The Tournament Director may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 16.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:
- (a) capable of recording, projecting or analysing the outcome of a game;
 - (c) capable of changing the probabilities of a game; or

- (c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this Rule.
- 16.3 Where a person has contravened any provision of these rules, the Tournament Director may:
 - (a) declare that any wager(s) made by the player(s) shall be Void; and
 - (b) direct that the player(s) shall be excluded from further participation in the game.
- 16.4 The Tournament Director may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.
- 16.5 Where the outcome of a Round of Play is invalidated, the Tournament Director may refund wagers made by players for that particular round.
- 16.6 The Tournament Director's decision shall be final in any dispute arising from, or not covered by, the provisions of these rules, subject to a review by a Government Casino Inspector, if requested.
- 16.7 An employee of the casino shall:
 - (a) not advise a player on how to play his/her hand, except to ensure compliance with these rules;
 - (b) not give or allow any advantage to a person, or cause to or allow a change in any probabilities of the game by any means other than that covered by these rules; and
 - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 16.8 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 16.9 Players are not permitted to have side bets against each other.

17. COMMISSION

- 17.1 A commission may be charged for the conduct of Tournament Blackjack games which shall be included in the entry fee for the Tournament. The commission charged shall be no more than 10% of the entry fee.

18. PERFECT PAIRS

- 18.1 Where the Tournament played includes the Perfect Pairs option, sections 1 to 17 of these rules shall apply except where they are inconsistent with the rules in this section, in which case, the rules in this section shall prevail to the extent of the inconsistency.
- 18.2 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.
- 18.3 For the purposes of this section **pair** shall mean two cards with the same face value.
- 18.4 For the purposes of this section **mixed pair** shall mean a pair comprised of one red suited card and one black suited card.
- 18.5 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.
- 18.6 For the purposes of this section **perfect pair** shall mean a pair with both cards the same suit.
- 18.7 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 Perfect Pairs wagers shall be made by placing gaming chips on the Perfect Pairs Box.
- 18.8 The Tournament Director shall display the minimum and maximum wagers for Perfect Pairs on a sign at or near the table.
- 18.9 A Perfect Pairs wager not accompanied by a Blackjack wager shall be deemed Void.
- 18.10 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.

18.11 Only the highest valid Perfect Pairs payout will be paid.

18.12 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 Pairs winners.

18.13 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.

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

19. TOURNAMENT PLAY

19.1 The Gaming Shift Manager shall nominate a person, known as the Tournament Director, who is responsible for the conduct of the Tournament.

19.2 The Tournament Director shall set the conditions of the Tournament which may include the following:

- (a) the Tournament starting date and time;
- (b) the heat structure of the Tournament;
- (c) the entry fee and commission;

- (d) the amount of Tournament Chips each player will receive for the entry fee;
 - (e) the minimum and maximum number of players;
 - (f) restrictions on player groups;
 - (g) whether or not the Perfect Pairs option will be allowed;
 - (h) the table limits; and
 - (i) the breakdown of the prize pool.
- 19.3 The Tournament conditions shall be approved prior to the commencement of the Tournament.
- 19.4 The Tournament Director may nominate a person or persons to assist in the conduct of the Tournament.
- 19.5 The Tournament Director shall allow players one entry only into the Tournament.
- 19.6 The Tournament Director shall allocate each player a table and seat position by ballot before the commencement of play and the player is restricted to playing in the assigned position for the duration of that session of play.
- 19.7 The Tournament Director shall determine the number of players allocated to any one table.
- 19.8 All entrants shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat, the entrant shall be deemed to have forfeited their position. The entry fee paid by the entrant is forfeited and remains as part of the prize pool.
- 19.9 Where a player has not taken their allocated seat prior to the commencement of the first session of play the Tournament Director may offer that seat to a reserve player on payment of the specified entry fee for the Tournament.
- 19.10 Approval for a substitute player shall be at the discretion of the Tournament Director.

- 19.11 All Tournament Chips shall remain in full view of the players and the Tournament Director or their Assistant while the Tournament is in progress.
- 19.12 Players shall not remove, add to, exchange or reduce their amount of Tournament Chips other than in accordance with these rules.
- 19.13 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a Round of Play shall be eliminated from the Tournament and must vacate their seat.
- 19.14 A marker shall be used to indicate the player who must make the first wager for that round of play. Other players shall place their wagers in order and in a clockwise direction from the first player. Once a wager has been placed and a player's opportunity to wager has been completed the wager may not be changed. A wager placed out of order shall stand and the player in question shall be advised that further infringement may result in the wager being declared void.
- 19.15 A player's opportunity to wager begins when they are asked by the Dealer to place a wager and ends when the Dealer asks the next player to place their wager. A player may place only one wager in their allocated box. Players are not permitted to back-bet other players.
- 19.16 Players shall not seek advice from other Tournament players or persons not involved in the Tournament.
- 19.17 The Tournament Director may offer the players the opportunity to take a break during the Tournament and shall specify the amount of time allowed for the break.
- 19.18 The Tournament Director may determine the speed at which the Tournament shall be played and may give direction to players in order to achieve that rate of play.
- 19.19 The Tournament Director shall be responsible for calculating and awarding the places.
- 19.20 The Casino Operator shall return 100% of the prize pool to the players by way of winnings.
- 19.21 In the event of two or more players holding an equal value of Tournament Chips at the completion of any heat, semi-final or the final session those players shall be given an additional round/s of play until a result is achieved.

19.22 In the event of two or more players being eliminated in the same round of play and one or more of the players is eligible for a prize then the prize money associated with the tied placing/s shall be combined and/or divided between the relevant players.

19.23 All entry fees and commissions are non-refundable. Casino Canberra reserves the right to cancel the Tournament without liability. In the event of cancellation, Casino Canberra shall refund all entry fees and commissions in full.

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.

CASINO CANBERRA LIMITED

**TOURNAMENT AMERICAN
ROULETTE RULES**

TOURNAMENT AMERICAN ROULETTE INDEX

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- 1. TOURNAMENT AMERICAN ROULETTE TABLE**
- 2. TOURNAMENT AMERICAN ROULETTE WHEEL AND BALL**
- 3. MINIMUM AND MAXIMUM WAGERS**
- 4. WAGERS**
- 5. DEALING THE GAME**
- 6. PAYOUT ODDS**
- 7. SETTLEMENT OF WAGERS**
- 8. HOURS OF GAMING**
- 9. IRREGULARITIES**
- 10. GENERAL PROVISIONS**
- 11. COMMISSION**
- 12. TOURNAMENT PLAY**

APPENDIX A – THE TOURNAMENT AMERICAN ROULETTE WHEEL

APPENDIX B – WAGERS ON TOURNAMENT AMERICAN ROULETTE

APPENDIX C – WAGERS ON THE RACE TRACK

TERMS USED IN TOURNAMENT AMERICAN ROULETTE

The following words/terms when used in these rules shall have the following meaning unless the context clearly indicates otherwise.

Approved

Means approved in writing by a Government Casino Inspector.

Assistant to the Director

A person or persons nominated by the Tournament Director to assist with the conduct of the Tournament.

Ball

An approved non-metallic Ball used in the game.

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.

Colour Chips

Chips having a nominated value which may be used only at the table at which they were issued.

Dealer

A person responsible for the operation of the game.

Dolly

A marker used to indicate the winning number.

Marker Button

A round object used to denote the value of colour chips when that value is higher than the table minimum.

Maximum Marker

A pair of triangular objects of the same colour used to accept a maximum bet on a single number.

Race Track

An area of the approved layout used for neighbour and section wagers.

Round of Play

That part of the game which commences when the Dealer removes the dolly from the layout and concludes when the Dealer has completed all payouts.

Tournament Chips

Chips distinguishable from all other Casino value and non-value chips used exclusively for the playing of tournaments.

Tournament Director

The person responsible for the conduct of the Tournament.

Void

Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

Wheel

An approved apparatus described in Rule 2.1 used to determine the outcome of a game.

TOURNAMENT AMERICAN ROULETTE

1. TOURNAMENT AMERICAN ROULETTE TABLE

- 1.1 A Tournament American Roulette table shall be approved prior to use.

2. TOURNAMENT AMERICAN ROULETTE WHEEL AND BALL

- 2.1 The Wheel shall have 37 equal compartments with one marked zero (coloured green) and the others marked 1 to 36, coloured alternately red and black around the Wheel. The numbers shall be arranged around the Wheel in accordance with Appendix A.
- 2.2 Each Ball used in the game of Tournament American Roulette shall not be less than 17 mm nor more than 22 mm in diameter.
- 2.3 The Ball may be changed at any time with the Tournament Director's approval.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The Tournament Director shall display the minimum and maximum wagers on a sign at the table.
- 3.2 The multiples of wagers allowable shall be displayed at the table.
- 3.3 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 3.4 Wagers above the displayed maximum shall be paid or collected to the maximum.

4. WAGERS

- 4.1 Prior to the Dealer indicating and announcing “NO MORE BETS” each player shall place a wager.
- 4.2 All wagers shall be made by placing either Tournament Chips, Colour Chips or a Maximum Marker on the appropriate area(s) of the layout.
- 4.3 The following wagers, as illustrated in Appendix B, are permitted:
 - (a) Straight Up which is a wager on any one number or Zero;
 - (b) Split which is a wager on two numbers which are adjacent on the layout;
 - (c) Street which is a wager on three numbers which are adjacent in one row on the layout or Zero, 1 and 2 or Zero, 2 and 3;
 - (d) Corner which is a wager on four numbers which are adjacent on the layout;
 - (e) Six-line which is a wager on six numbers which are adjacent on the layout;
 - (f) Column which is a wager on twelve numbers which are adjacent in one column on the layout;
 - (g) Dozen which is a wager on twelve numbers in a particular dozen (1-12, 13-24, or 25-36);
 - (h) Low which is a wager on the numbers 1 – 18;
 - (i) High which is a wager on the numbers 19 – 36;
 - (j) Even which is a wager on all the even numbers;
 - (k) Odd which is a wager on all the odd numbers;
 - (l) Red which is a wager on all the red numbers around the Wheel;
and
 - (m) Black which is a wager on all the black numbers around the Wheel.

- 4.4 Once the Dealer has indicated and announced "NO MORE BETS" no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.
- 4.5 Each player shall be responsible for the correct positioning of their wager/s regardless of whether or not they are assisted by the Dealer. It is each player's responsibility to ensure that any instructions given to the Dealer regarding the placement of wagers are correctly carried out.
- 4.6 The Tournament Director may require a player to use Colour Chips.
- 4.7 A Maximum Marker may be used where a player requests to place the maximum wager on a single number and the combinations of that number. The Dealer shall place a marker for the wager on the layout and an identical marker with the correct amount of Tournament Chips for that particular maximum wager on the perimeter of the Wheel.
- 4.8 Where a Race Track is used, wager/s requested by a player must be placed on the layout or on the appropriate area of the Race Track before "NO MORE BETS" is announced.

Wagers permitted on the Race Track, as illustrated in Appendix C, are:

- (a) Serie 5/8 - Tier (six piece wager);
5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.
- (b) Orphelins - Orphans (five piece wager);
1, 6/9, 14/17, 17/20 and 31/34.
- (c) Serie 0/2/3 - Voisins de Zero (nine piece wager);
0/2/3, 4/7, 12/15, 18/21, 19/22, 25/26/28/29 and 32/35
- (d) 0-Spel - Zero Game (four piece wager);
0/3, 12/15, 26 and 32/35.
- (e) Voisins - Neighbours (five piece wager);
a specific number with the two numbers either side of it on the Wheel.

5. DEALING THE GAME

- 5.1 The Dealer shall spin the Ball in the opposite direction to the rotation of the Wheel.
- 5.2 The Ball shall complete at least three revolutions around the track of the Wheel to constitute a valid spin.
- 5.3 The Dealer shall indicate and announce “NO MORE BETS” prior to the Ball coming to rest in the Wheel.
- 5.4 No person, other than a casino employee, shall, at any time, interfere with the Wheel or the Ball.

6. PAYOUT ODDS

- 6.1 Winning wagers shall be paid as follows:

WAGERS	PAYOUT ODDS
(a) Straight up	35 to 1
(b) Split	17 to 1
(c) Street	11 to 1
(d) Corner	8 to 1
(e) Six line	5 to 1
(f) Column	2 to 1
(g) Dozen	2 to 1
(h) Low	1 to 1
(i) High	1 to 1
(j) Even	1 to 1
(k) Odd	1 to 1
(l) Red	1 to 1
(m) Black	1 to 1

7. SETTLEMENT OF WAGERS

- 7.1 A wager shall win if the number in which the Ball has come to rest is the number wagered on or is one of a combination of numbers wagered on.
- 7.2 Each wager shall be settled in accordance with its position on the layout when the Ball falls to rest in a compartment of the Wheel, subject to wagers placed in accordance with Rules 4.7 and 4.8.

7.3 When the result is zero:

- (a) wagers placed on Zero or on a combination of Zero with 1, 2 or 3 shall win at odds in accordance with Rule 6.1; and
- (b) all other wagers shall lose.

8. HOURS OF GAMING

8.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.

9. IRREGULARITIES

- 9.1 If the Ball is spun in the same direction as the Wheel is rotating it is a Void spin.
- 9.2 If the Dealer anticipates that the Ball will not complete three revolutions around the track of the Wheel, the Dealer shall announce "NO SPIN" and shall attempt to remove the Ball from the Wheel prior to its coming to rest in one of the compartments.
- 9.3 If a foreign object enters the Wheel prior to the Ball coming to rest, the spin is Void.
- 9.4 If the Ball fails to fall into one of the compartments, the spin is Void.
- 9.5 If the Ball is propelled or falls out of the Wheel, the spin is Void.

10. GENERAL PROVISIONS

- 10.1 The Tournament Director may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 10.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

- (a) capable of recording, projecting or analysing the outcome of a game;
 - (d) capable of changing the probabilities of a game; or
 - (c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.
- 10.3 Where a person has contravened any provision of these rules, the Tournament Director may:
 - (a) declare that any wager(s) made by the player(s) shall be Void; and
 - (b) direct that the player(s) shall be excluded from further participation in the Tournament.
- 10.4 The Tournament Director may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.
- 10.5 Where the outcome of a Round of Play is invalidated, the Tournament Director may refund wagers made by players for that particular round.
- 10.6 All players shall comply with directions given by the Tournament Director. The Tournament Director's decision shall be final in any dispute arising from, or not covered by, the provisions of these rules, subject to a review by a Government Casino Inspector, if requested.
- 10.7 An employee of the casino shall:
 - (a) not advise a player on how to play, except to ensure compliance with these rules;
 - (d) not give or allow any advantage to a person, or cause to or allow a change in any probabilities of the game by any means other than that covered by these rules; and
 - (e) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 10.8 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 10.9 Players are not permitted to have side bets against each other.

11. COMMISSION

- 11.1 A commission may be charged for the conduct of Tournament American Roulette games which shall be included in the entry fee for the Tournament. The commission charged shall be no more than 10% of the entry fee.

12. TOURNAMENT PLAY

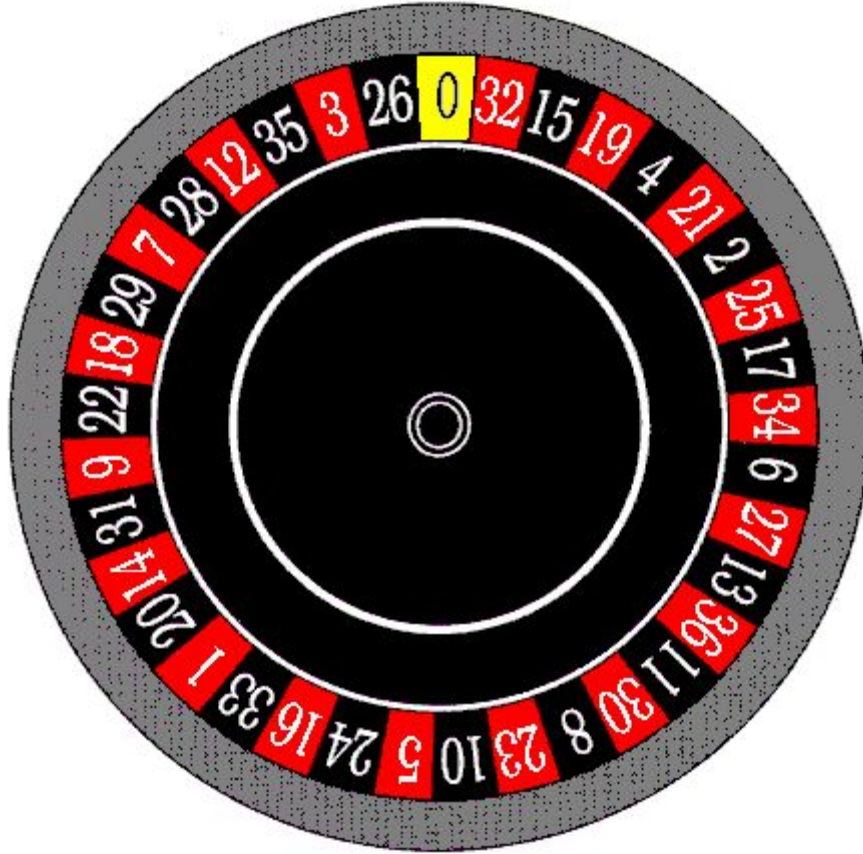
- 12.1 The Gaming Shift Manager shall nominate a person, known as the Tournament Director, who is responsible for the conduct of the Tournament.
- 12.2 The Tournament Director shall set the conditions of the Tournament which may include the following:
- (a) the Tournament starting date and time;
 - (b) the heat structure of the Tournament;
 - (c) the entry fee and commission;
 - (d) the amount of Tournament Chips each player will receive for the entry fee;
 - (e) the minimum and maximum number of players;
 - (f) restrictions on player groups;
 - (g) the table limits; and
 - (h) the breakdown of the prize pool.
- 12.3 The Tournament conditions shall be approved prior to the commencement of the Tournament.
- 12.4 The Tournament Director may nominate a person or persons to assist in the conduct of the Tournament.
- 12.5 The Tournament Director shall allow players one entry only into the Tournament.
- 12.6 The Tournament Director shall allocate each player a table and seat position by ballot before the commencement of play and the player is

restricted to playing in the assigned position for the duration of that session of play.

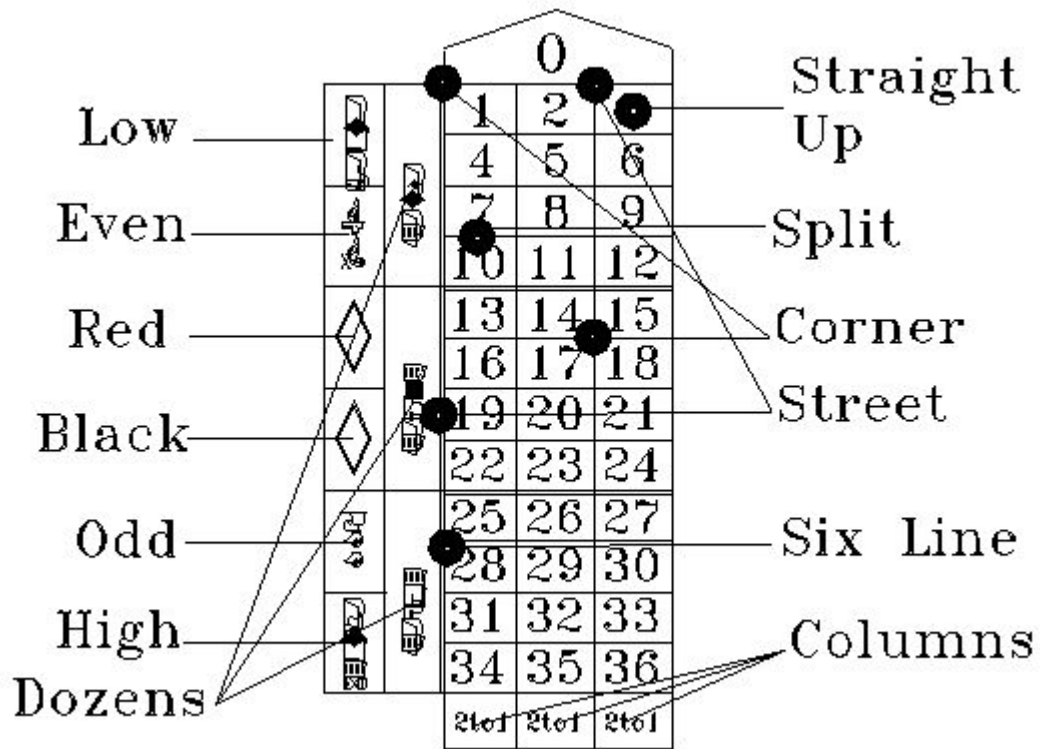
- 12.7 The Tournament Director shall determine the number of players allocated to any one table.
- 12.8 All entrants shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat, the entrant shall be deemed to have forfeited their position. The entry fee paid by the entrant is forfeited and remains as part of the prize pool.
- 12.9 Where a player has not taken their allocated seat prior to the commencement of the first session of play the Tournament Director may offer that seat to a reserve player on payment of the specified entry fee for the Tournament.
- 12.10 Approval for a substitute player shall be at the discretion of the Tournament Director.
- 12.11 All Tournament Chips shall remain in full view of the players and the Tournament Director or their Assistant while the Tournament is in progress.
- 12.12 Players shall not remove, add to, exchange or reduce their amount of Tournament Chips other than in accordance with these rules.
- 12.13 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a Round of Play shall be eliminated from the Tournament and must vacate their seat.
- 12.14 Players shall not seek advice from other Tournament players or persons not involved in the Tournament.
- 12.15 The Tournament Director may determine the speed at which the Tournament shall be played and may give direction to players in order to achieve that rate of play.
- 12.16 The tournament Director may offer the players the opportunity to take a break during the Tournament and shall specify the amount of time allowed for the break.
- 12.17 The Tournament Director shall be responsible for calculating and awarding the places.

- 12.18 The Casino Operator shall return 100% of the prize pool to the players by way of winnings.
- 12.19 In the event of two or more players holding an equal value of Tournament Chips at the completion of any heat, semi-final or the final session those players shall be given an additional round/s of play until a result is achieved.
- 12.20 In the event of two or more players being eliminated in the same round of play and one or more of the players is eligible for a prize then the prize money associated with the tied placing/s shall be combined and/or divided between the relevant players.
- 12.21 All entry fees and commissions are non-refundable. Casino Canberra reserves the right to cancel the Tournament without liability. In the event of cancellation, Casino Canberra shall refund all entry fees and commissions in full.

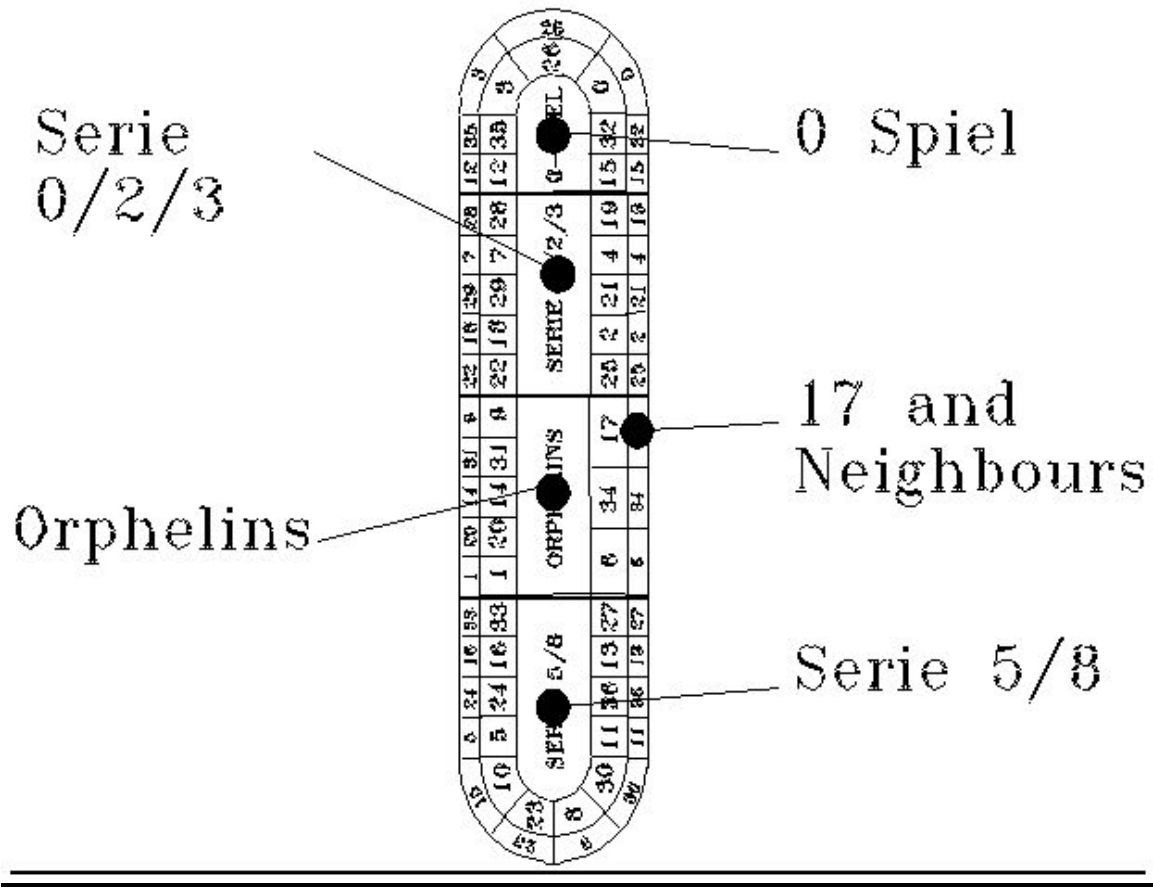
The Tournament American Roulette Wheel



Wagers on Tournament American Roulette



Wagers on the Race Track



CASINO CANBERRA LIMITED

TOURNAMENT MINI-BACCARAT

RULES

TOURNAMENT MINI-BACCARAT INDEX

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- 2. CARDS**
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- 5. SHUFFLE AND CUT OF THE CARDS**
- 6. THE INITIAL DEAL**
- 7. ADDITIONAL CARDS**
- 8. SETTLEMENT OF WAGERS**
- 9. IRREGULARITIES**
- 10. TABLE CLOSURE**
- 11. GENERAL PROVISIONS**
- 12. COMMISSION**
- 13. TOURNAMENT PLAY**

TERMS USED IN TOURNAMENT MINI-BACCARAT

The following words/terms when used in these rules shall have the following meaning unless the context clearly indicates otherwise.

Approved

Means approved in writing by a Government Casino Inspector.

Assistant to the Director

A person or persons nominated by the Tournament Director to assist with the conduct of the Tournament.

Banker

One of two Hands formed during a Round of Play and denoted in a Box where players may wager on the Banker's Hand.

Box

Those three areas marked on the layout and identified by a single number where wagers may be placed on the Player, the Banker or Tie.

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 responsible for the operation of the game.

Hand

The cards used by either the Banker or the Player to determine the outcome of a Round of Play.

Initial Deal

That part of a Round of Play where the player and the Banker have both received two cards.

Marker

A thing used to denote which player is to make the first wager for a Round of Play. After a Round of Play the Marker shall be moved to the next player in a clockwise direction.

Natural

A total point count of eight or nine after the Initial Deal.

Player

One of two Hands formed during a Round of Play and denoted in a Box where players may wager on the Player's Hand.

Round of Play

That part of the game which commences when a card is first removed from the Shoe and concludes when all the cards are collected and placed in the discard rack.

Shoe

An approved container from which the Dealer will deal the cards.

Tableau (Table of Play)

A table of mandatory rules for the drawing of cards in Mini-Baccarat and outlined in Rules 7.2 and 7.3.

Tie

The final outcome of a Round of Play where the total point count of the Banker's Hand is equal to the total point count of the Player's Hand and is denoted in a Box where players may wager on Tie.

Tournament Chips

Chips distinguishable from all other Casino value and non-value chips used exclusively for the playing of tournaments.

Tournament Director

The person responsible for the conduct of the Tournament.

Void

Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

TOURNAMENT MINI-BACCARAT

1. TOURNAMENT MINI-BACCARAT TABLE

- 1.1 The Tournament Mini-Baccarat table shall be approved prior to use.

2. CARDS

- 2.1 Tournament Mini-Baccarat shall be played with eight (52 cards) decks, without jokers, with backs of the same colour and design, which shall be approved. Two cutting cards shall be used.
- 2.2 Before the start of the Tournament the Tournament Director shall determine whether the cards are to be dealt face up or face down.
- 2.3 The Tournament Director may change any or all of the cards after any Round of Play. The Tournament Director and Dealer shall check each replacement card prior to its introduction to play.
- 2.4 The value of the cards shall be as follows:
- (a) any card from 2 to 9 inclusive shall have its face value;
 - (b) any 10, Jack, Queen or King shall have a value of zero; and
 - (c) any Ace shall have a value of 1.
- 2.5 The cards shall be checked, card by card, by the Dealer prior to the commencement of the Tournament and at or after the conclusion of the Tournament.
- 2.6 The total of a particular Hand shall be a single digit number from zero to nine inclusive and shall be determined by totalling the value of the cards in the Hand in accordance with Rule 2.4. The ten unit value of a particular Hand shall be ignored.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The Tournament Director shall display the minimum and maximum wagers per player on a sign at or near the table.
- 3.2 The multiples of wagers permitted shall be displayed at or near the table.
- 3.3 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 3.4 Wagers above the maximum will be paid or collected to the maximum.

4. WAGERS

- 4.1 Prior to the first card of a Round of Play being dealt by the Dealer each player shall place a wager.
- 4.2 All wagers shall be made by placing Tournament Chips on a Box.
- 4.3 Only one player may wager on a Box.
- 4.4 No player may place a wager on more than one Box.
- 4.5 Once the first card has been dealt, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.
- 4.6 The wagers that may be made by a player are as follows:
 - (a) a wager on the Banker's Hand;
 - (b) a wager on the Player's Hand; and
 - (c) a wager on the Tie.
- 4.7 A player may not wager on the Banker's Hand and the Player's Hand in the same Round of Play.

5. SHUFFLE AND CUT OF THE CARDS

- 5.1 The Dealer shall shuffle the cards in preparation for each new Shoe.

- 5.2 After the shuffle the cards will be offered to a player to be cut. If no player wishes to cut, the Tournament Director will cut the cards.
- 5.3 The cards shall be cut by placing a cutting card at least one deck in from either end. Once the cutting card has been inserted, the Dealer shall take the cards in front of the cutting card and the cutting card, and place them at the back of the stack. The Dealer shall then insert the other cutting card at least twelve cards in from the back of the stack.
- 5.4 Before the first Round of Play of each Shoe, the first card shall be displayed to the players. The point value of the exposed card will indicate the number of cards which shall be drawn face down and discarded.
- 5.5 For the purpose of Rule 5.4 any 10, Jack, Queen or King shall have a value of 10.
- 5.6 When the cutting card is drawn as the first card of a Round of Play or during a Round of Play the Dealer shall shuffle upon completion of that Round of Play, unless the result is a Tie in which case the Dealer shall deal one more Round of Play.

6. THE INITIAL DEAL

- 6.1 All cards shall be dealt from a Shoe.
- 6.2 The Dealer shall announce “NO MORE BETS” and deal the cards in the following manner:
- (a) one card to the Player and one card to the Banker; and
 - (b) another card to the Player and to the Banker.
- 6.3 A player or players or the Dealer may expose a Hand that is dealt face down as determined by the Tournament Director.
- 6.4 Where either the Player’s Hand or the Banker’s Hand or both is a Natural no further cards shall be drawn for that Round of Play.

7. ADDITIONAL CARDS

- 7.1 The Dealer shall deal a third card to each Hand if required as outlined in Rules 7.2 and 7.3.

- 7.2 The Player's Hand shall draw (ie take a third card) or stand (ie not take any more cards) in accordance with the following table:

Player's Hand Total	
0,1,2,3,4 or 5	Draw
6 or 7	Stand

- 7.3 The Banker's Hand shall draw (ie take a third card) or stand (ie not take any more cards) in accordance with the following table:

Banker's Hand Total	Point count of third card drawn by the Player's Hand										
	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S

D = Draw

S = Stand

8. SETTLEMENT OF WAGERS

- 8.1 For the purposes of Mini-Baccarat Tournament play all winning wagers on the Banker and on the Player shall be paid at even money. All winning wagers on the Tie shall be paid at odds of 8:1.

- 8.2 A wager on the Banker's Hand shall:

- (a) win, if the Banker's Hand has a total higher than that of the Player's Hand;

- (b) lose, if the Banker's Hand has a total lower than that of the Player's Hand; and
- (c) neither win nor lose, if the totals of the Banker's Hand and the Player's Hand are equal.

8.3 A wager on the Player's Hand shall:

- (a) win, if the Player's Hand has a total higher than that of the Banker's Hand;
- (b) lose, if the Player's Hand has a total lower than that of the Banker's Hand; and
- (c) neither win nor lose, if the totals of the Banker's Hand and the Player's Hand are equal.

8.4 A wager on the Tie shall:

- (a) win, if the totals of the Banker's Hand and the Player's Hand are equal; and
- (b) lose if either the Player or Banker win.

9. IRREGULARITIES

- 9.1 A card dealt to the Player's Hand in error shall become the next card to the Banker's Hand in the event of the Banker's Hand being obliged to draw according to these Rules.
- 9.2 A card drawn in excess from the Shoe, and exposed, shall be used as the first card of the next Round of Play. This Round of Play shall be a non-betting round played to a conclusion. Prior to the commencement of a non-betting round, all wagers shall be removed from the betting areas on the table.
- 9.3 A card drawn in excess from the Shoe, and not exposed, shall be used as the first card of the next Round of Play.

- 9.4 Cards drawn out of sequence to either the Banker's Hand or the Player's Hand shall be reconstructed in accordance with Rules 6.4, 7.2 and 7.3.
- 9.5 In the case of a misdeal where the Round of Play cannot be reconstructed, that Round of Play shall be Void.
- 9.6 If there are insufficient cards in the Shoe to complete a Round of Play, that Round of Play shall be Void.

10. TABLE CLOSURE

- 10.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.

11. GENERAL PROVISIONS

- 11.2 The Tournament Director may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 11.3 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:
- (a) capable of recording, projecting or analysing the outcome of a game;
 - (e) capable of changing the probabilities of a game; or
 - (c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.
- 11.3 Where a person has contravened any provision of these rules, the Tournament Director may:
- (a) declare that any wager(s) made by the player(s) shall be Void; and
 - (b) direct that the player(s) shall be excluded from further participation in the game.
- 11.4 The Tournament Director may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.

- 11.5 Where the outcome of a Round of Play is invalidated, the Tournament Director may refund wagers made by players for that particular round.
- 11.6 The Tournament Director's decision shall be final in any dispute arising from, or not covered by, the provisions of these rules, subject to a review by a Government Casino Inspector, if requested.
- 11.7 An employee of the casino shall:
- (a) not advise a player on how to play his/her Hand, except to ensure compliance with these rules;
 - (f) not give or allow any advantage to a person, or cause to or allow a change in any probabilities of the game by any means other than that covered by these rules; and
 - (g) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 11.8 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 11.9 Players are not permitted to have side bets against each other.

12. COMMISSION

- 12.1 A commission may be charged for the conduct of Tournament Mini-Baccarat games which shall be included in the entry fee for the Tournament. The commission charged shall be no more than 10% of the entry fee.

13. TOURNAMENT PLAY

- 13.1 The Gaming Shift Manager shall nominate a person, known as the Tournament Director, who is responsible for the conduct of the Tournament.
- 13.2 The Tournament Director shall set the conditions of the Tournament which may include the following:
- (a) the Tournament starting date and time;
 - (b) the heat structure of the Tournament;

- (c) the entry fee and commission;
 - (d) the amount of Tournament Chips each player will receive for the entry fee;
 - (e) the minimum and maximum number of players;
 - (f) restrictions on player groups;
 - (g) the table limits; and
 - (h) the breakdown of the prize pool.
- 13.3 The Tournament conditions shall be approved prior to the commencement of the Tournament.
- 13.4 The Tournament Director may nominate a person or persons to assist in the conduct of the Tournament.
- 13.5 The Tournament Director shall allow players one entry only into the Tournament.
- 13.6 The Tournament Director shall allocate each player a table and seat position by ballot before the commencement of play and the player is restricted to playing in the assigned position for the duration of that session of play.
- 13.7 The Tournament Director shall determine the number of players allocated to any one table.
- 13.8 All entrants shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat, the entrant shall be deemed to have forfeited their position. The entry fee paid by the entrant is forfeited and remains as part of the prize pool.
- 13.9 Where a player has not taken their allocated seat prior to the commencement of the first session of play the Tournament Director may offer that seat to a reserve player on payment of the specified entry fee for the Tournament.
- 13.10 Approval for a substitute player shall be at the discretion of the Tournament Director.

- 13.11 All Tournament Chips shall remain in full view of the players and the Tournament Director or their Assistant while the Tournament is in progress.
- 13.12 Players shall not remove, add to, exchange or reduce their amount of Tournament Chips other than in accordance with these rules.
- 13.13 All players shall wager and risk at least the table minimum for each Round of Play. Any player who cannot wager at least the table minimum before the commencement of a Round of Play shall be eliminated from the Tournament and must vacate their seat.
- 13.14 A marker shall be used to indicate the player who must make the first wager for that round of play. Other players shall place their wagers in order and in a clockwise direction from the first player. Once a wager has been placed and a player's opportunity to wager has been completed the wager may not be changed. A wager placed out of order shall stand and the player in question shall be advised that further infringement may result in the wager being declared void.
- 13.15 A player's opportunity to wager begins when they are asked by the Dealer to place a wager and ends when the Dealer asks the next player to place their wager.
- 13.16 Players shall not seek advice from other Tournament players or persons not involved in the Tournament.
- 13.17 The Tournament Director may offer the players the opportunity to take a break during the Tournament and shall specify the amount of time allowed for the break.
- 13.18 The Tournament Director may determine the speed at which the Tournament shall be played and may give direction to players in order to achieve that rate of play.
- 13.19 The Tournament Director shall be responsible for calculating and awarding the places.
- 13.20 The Casino Operator shall return 100% of the prize pool to the players by way of winnings.
- 13.21 In the event of two or more players holding an equal value of Tournament Chips at the completion of any heat, semi-final or the final session those players shall be given an additional round/s of play until a result is achieved.

- 13.22 In the event of two or more players being eliminated in the same round of play and one or more of the players is eligible for a prize then the prize money associated with the tied placing/s shall be combined and/or divided between the relevant players.
- 13.23 All entry fees and commissions are non-refundable. Casino Canberra reserves the right to cancel the Tournament without liability. In the event of cancellation, Casino Canberra shall refund all entry fees and commissions in full.

CASINO CANBERRA LIMITED

**TOURNAMENT PAI GOW
RULES**

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Appendix A

Appendix B

TERMS USED IN TOURNAMENT PAI GOW

The following words/terms when used in these rules shall have the following meaning unless the context clearly indicates otherwise.

Approved

Means approved in writing by a Government Casino Inspector.

Assistant to the Director

A person or persons nominated by the Tournament Director to assist with the conduct of the Tournament.

Bank

The Hand against which all other players wager.

Box

An area marked on the layout for the player to place their wager.

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.

Chung

A marker used to indicate the Banker.

Dealer

A person responsible for the operation of the game.

Dice Cup

An approved container for the shaking of the dice.

Hand

The four Tiles dealt to a Box.

High Part of the Hand

The two Tiles that make up the higher value of the Hand.

House

Means Casino Canberra.

House Way

Mandatory instructions which dictate the Setting of a Hand.

La Ja

An approved additional variation of the shuffle.

Low Part of the Hand

The two Tiles that make up the lower value of the Hand.

Marker

A thing used to denote which player is to make the first wager for a Round of Play. After a Round of Play the Marker shall be moved to the next player in an anti-clockwise direction.

Point

A single red or white indentation on a Tile.

Point Count

The value of two Tiles forming part of the Hand.

Push

A wager which neither the player nor Bank wins.

Round of Play

That part of the game which commences with the opening of the dice cup and concludes with the collection of all Tiles by the Dealer.

Set

The action used to divide a Hand into a high and low part.

Tile

An approved small oblong piece marked with points.

Tournament Chips

Chips distinguishable from all other Casino value and non-value chips used exclusively for the playing of tournaments.

Tournament Director

The person responsible for the conduct of the Tournament.

Traditional Cut

An approved formation of the Tiles.

Void

Neither the Player's Hand nor the Bank wins; any chips wagered or paid shall be returned.

TOURNAMENT PAI GOW

1. TOURNAMENT PAI GOW TABLE

- 1.1 A Tournament Pai Gow table shall be approved prior to use.

2. THE DICE AND TILES

- 2.1 Tournament Pai Gow shall be played with three identical dice and a Set of 32 Tiles which shall be approved.
- 2.2 The Dealer shall check each Tile before the start and at or after the conclusion of gaming.
- 2.3 The Tournament Director may change any or all of the Tiles after any Round of Play. The Tournament Director and Dealer shall check each replacement Tile prior to its introduction to play.

3. RANKING OF THE TILES

- 3.1 The ranking of pairs, Wongs, Gongs and High Nines from highest to lowest is illustrated in Appendix A.
- 3.2 The ranking of individual Tiles from highest to lowest is illustrated in Appendix B.

4. POINT COUNT

- 4.1 The Point Count shall be a single digit number from zero to nine inclusive and shall be determined by totalling the points of two Tiles. If the total Point Count of the Tiles is a two digit number, the left digit of the number shall have no value and the right digit shall constitute the Point Count total of either the low or high part of a Hand.
- 4.2 A Point Count of 3 or 6 may be used for individual Tiles which have a ranking of Gee Jun.

5. MINIMUM AND MAXIMUM WAGERS

- 5.1 The Tournament Director shall display the minimum and maximum wagers per Box on a sign at or near the table.
- 5.2 The multiples of wagers permitted shall be displayed at the table.
- 5.3 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 5.4 Wagers above the displayed maximum shall be paid or collected to the maximum.

6. THE BANK

- 6.1 The House shall be the Bank for the purpose of Tournament Pai Gow play.

7. WAGERS

- 7.1 Prior to the dice cup being opened by the Dealer, each player shall place a wager.
- 7.2 All wagers shall be made by placing Tournament Chips on the Box.
- 7.3 No wagers shall be accepted on Box one. This is the House Box.
- 7.4 Once the Dealer has called "NO MORE BETS" no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.

8. DEALING THE TILES

- 8.1 The Dealer shall shuffle the Tiles face downwards on the table in preparation for each Round of Play.
- 8.2 The Dealer shall stack the Tiles into eight groups of four and cut the Tiles. For the purpose of Tournament Pai Gow the Tiles shall always be cut Yat Dong Dong (right).
- 8.3 The Dice Cup shall be shaken by the Dealer for each Round of Play.

- 8.4 The total of the three dice shall determine the Box that receives the first Set of Tiles. The Dealer shall count anticlockwise commencing with the Box designated by the “Chung”, that Box shall be counted as 1, 9 or 17.
- 8.5 The Dealer shall distribute four Tiles face down in an anticlockwise direction starting with the Box determined by Rule 8.4. The Tiles dealt to Boxes which do not contain a wager shall then be retrieved by the Dealer.

9. SETTING OF THE TILES

- 9.1 A player shall be responsible for the Setting of their Hand into the two individual parts.
- 9.2 A player may request the Dealer to Set their Hand according to House Way.
- 9.3 Once the Hand has been Set and placed in front of the Box containing the player’s wager, it shall not be altered during that Round of Play.

10. SETTING OF HANDS - HOUSE WAY

- 10.1 The Dealer shall Set a Hand in the following House Way. Hands shall be Set in the following sequence, except for the Hands listed in Rule 10.2:

(a) Pairs

Set pairs in the same part of the Hand, unless they can be split to achieve the following outcomes:

- (i) Teen and Day to make 6 - 8 or higher;
- (ii) Nines to make 9 - 9 or higher;
- (iii) Eights to make 7 - 9, 8 - 8 or higher; and
- (iv) Sevens to make 7 - High Nine or higher.

(b) Wongs, Gongs and High Nines

The order to Set Wongs, Gongs and High Nines in the High Part of the Hand shall be High Nine, Gong and Wong, unless Chong ranking 3 or better is not achieved on the low Hand, then the order shall be Gong, Wong and High Nine.

(c) Point Count and Individual Tile Ranking

The order to Set Hands not listed above shall be Set with the highest possible Point Count in the Low Part of the Hand unless Chong ranking 3 or better is not achieved in the Low Part of the Hand; in which case:

- (i) Set the highest Point Count on the High Part of the Hand; and
- (ii) if a Point Count of 7 or higher is not achieved on the High Part of the Hand make the Point Count of the high part and Low Part of the Hand as close together as possible; and

if the Point Count of the low part and high part of a Hand is not altered and:

- (i) the High Part of the Hand has a Point Count of 7 or less, the highest ranking Tile shall be Set in the Low Part of the Hand; or
- (ii) the High Part of the Hand has a Point Count of 8 or higher, Set the highest ranking Tile in the High Part of the Hand; or
- (iii) two Chong ranking Tiles or higher are in the same part of the Hand, do not Set the two high ranking Tiles together.

10.2 Hands containing the listed Tiles shall be Set as follows:

- (a) Teen, Teen, 9 and 11 or Day, Day, 9, and 11, Set the Hand 3-Wong.
- (b) high 8, high 10 and 11 with any 7, Set the Hand 7-9.
- (c) Gee Jun, 6, 5 and Teen or Day, Set the Hand 7-9.
- (d) Gee Jun, 4, 5, and any Tile not making a pair, Set the 4 and 5 in the High Part of the Hand.
- (e) high 8, low 8, 9 and low 10, Set the high 8 in the Low Part of the Hand.
- (f) high 6, low 6 and Gee Jun with any 7, Set the high 6 in the Low Part of the Hand.
- (g) Teen or Day, 8, 9 and low 4, Set the Hand 3-Gong.

- (h) high 6, 11, low 6 and 5, Set the high 6 in the High Hand.
- (i) high 8, 9, low 8 and low 4, Set the high 8 in the High Hand.

11. SETTLEMENT OF WAGERS

- 11.1 A winning Hand shall be determined in the following order and shall be higher than the Bank's Hand for both the High and the Low Part of the Hand:
 - (a) the Tiles ranking (as determined by Rule 3.1); and
 - (b) Point Count.
- 11.2 In the event the Point Count of the Bank's High or Low Part of the Hand is equal to the player's corresponding part of the Hand, the highest ranking individual Tile will be considered to determine the winning result.
- 11.3 A Push occurs when one part of the player's Hand is higher and one part is lower than the Bank's Hand.
- 11.4 A losing Hand shall be determined in the following order and shall be lower than the Bank's Hand for both the High and the Low Part of the Hand:
 - (a) the Tiles ranking (as determined by Rule 3.1); and
 - (b) Point Count.
- 11.5 The Bank shall win the High and/or Low Part of Hands that have an equal Point Count and the same high Tile as the corresponding part of the player's Hand.
- 11.6 When the Bank's and player's Low Part of the Hand each total zero, the Bank shall win the Low Part of the Hand.
- 11.7 A player shall have the option to instruct the Dealer to take their wager(s) without displaying their Hand.
- 11.8 Winning wagers on all players' Hands shall be paid at even money.

12. COLLUSION

12.1 A player shall protect the identity of their Tiles which shall remain within the playing area and in view of both the Dealer and the Tournament Director.

12.2 Players may not:

- (a) exchange Tiles;
- (b) exchange or communicate or cause to exchange or communicate information regarding their Hand(s); or
- (c) speak any other language apart from English while the Tiles are being Set.

Any violation of this rule may result in the player being excluded from that Round of Play, or cause that Round of Play to be Void.

13. IRREGULARITIES

13.1 The dice cup shall be re-shaken when any of the three dice are not lying flat on the base of the dice cup when opened.

13.2 A misdeal occurs if the Dealer exposes one or more Tiles during the shuffle or cut.

13.3 Where a misdeal occurs the round is declared Void and there shall be a new shuffle and cut in accordance with section 8 of these rules.

13.4 The Tournament Director may require a re-shuffle if it is deemed necessary due to suspected Tile tracking.

13.5 Where any Tiles are exposed in the House's Hand, the Hand shall be played.

13.6 Where the player exposes any of their own Tiles the Hand shall be played.

13.7 Where the Dealer exposes one Tile on a player's Hand, the Hand shall be played.

13.8 Where the Dealer exposes two or more Tiles on a player's Hand, the player has the option of calling their Hand Void as long as the decision is made before viewing the remaining Tile(s).

13.9 Should the House's Hand be Set contrary to House Way, the Hand shall be re-Set correctly.

13.10 In the event a dispute arises from a player instructing the Dealer to take their wager(s) without displaying their Hand, that Hand where possible shall be reconstructed in accordance with these rules and the disputed Hand displayed.

13.11 If during a Round of Play an error of Tile placement is detected, that Round shall be reconstructed in accordance with these rules.

13.12 If an error of Tile placement is detected to have occurred in a Round of Play after the next Round has commenced, the Round in which the error occurred shall remain as played.

14. COMMISSION

14.1 A commission may be charged for the conduct of Tournament Pai Gow games which shall be included in the entry fee for the Tournament. The commission charged shall be no more than 10% of the entry fee.

15. TABLE CLOSURE

15.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.

16. GENERAL PROVISIONS

16.1 The Tournament Director may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

16.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device which is:

- (a) capable of recording, projecting or analysing the outcome of a game;
- (f) capable of changing the probabilities of a game; or
- (c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.

- 16.3 Where a person has contravened any provision of these rules, the Tournament Director may:
- (a) declare that any wager(s) made by the player(s) shall be Void; and
 - (b) direct that the player(s) shall be excluded from further participation in the game.
- 16.4 The Tournament Director may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.
- 16.5 Where the outcome of a Round of Play is invalidated, the Tournament Director may refund wagers made by players for that particular round.
- 16.6 The Tournament Director's decision shall be final in any dispute arising from, or not covered by, the provisions of these rules, subject to a review by a Government Casino Inspector, if requested.
- 16.7 An employee of the casino shall:
- (a) not advise a player on how to play his/her Hand, except to ensure compliance with these rules;
 - (b) not give or allow any advantage to a person, or cause to or allow a change in any probabilities of the game by any means other than that covered by these rules; and
 - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 16.8 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 16.9 Players are not permitted to have side bets against each other.

17. TOURNAMENT PLAY

- 17.1 The Gaming Shift Manager shall nominate a person, known as the Tournament Director, who is responsible for the conduct of the Tournament.
- 17.2 The Tournament Director shall set the conditions of the Tournament which may include the following:

- (a) the Tournament starting date and time;
 - (b) the heat structure of the Tournament;
 - (c) the entry fee and commission;
 - (d) the amount of Tournament Chips each player will receive for the entry fee;
 - (e) the minimum and maximum number of players;
 - (f) restrictions on player groups;
 - (g) the table limits; and
 - (h) the breakdown of the prize pool.
- 17.3 The Tournament conditions shall be approved prior to the commencement of the Tournament.
- 17.4 The Tournament Director may nominate a person or persons to assist in the conduct of the Tournament.
- 17.5 The Tournament Director shall allow players one entry only into the Tournament.
- 17.6 The Tournament Director shall allocate each player a table and seat position by ballot before the commencement of play and the player is restricted to playing in the assigned position for the duration of that session of play.
- 17.7 The Tournament Director shall determine the number of players allocated to any one table.
- 17.8 All entrants shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat, the entrant shall be deemed to have forfeited their position. The entry fee paid by the entrant is forfeited and remains as part of the prize pool.
- 17.9 Where a player has not taken their allocated seat prior to the commencement of the first session of play the Tournament Director may offer that seat to a reserve player on payment of the specified entry fee for the Tournament.

- 17.10 Approval for a substitute player shall be at the discretion of the Tournament Director.
- 17.11 All Tournament Chips shall remain in full view of the players and the Tournament Director or their Assistant while the Tournament is in progress.
- 17.12 Players shall not remove, add to, exchange or reduce their amount of Tournament Chips other than in accordance with these rules.
- 17.13 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a Round of Play shall be eliminated from the Tournament and must vacate their seat.
- 17.14 A marker shall be used to indicate the player who must make the first wager for that round of play. Other players shall place their wagers in order and in an anti-clockwise direction from the first player. Once a wager has been placed and a player's opportunity to wager has been completed the wager may not be changed. A wager placed out of order shall stand and the player in question shall be advised that further infringement may result in the wager being declared void.
- 17.15 A player's opportunity to wager begins when they are asked by the Dealer to place a wager and ends when the Dealer asks the next player to place their wager. A player may place only one wager in their allocated box. Players are not permitted to back-bet other players.
- 17.16 Players shall not seek advice from other Tournament players or persons not involved in the Tournament.
- 17.17 The tournament Director may offer the players the opportunity to take a break during the Tournament and shall specify the amount of time allowed for the break.
- 17.18 The Tournament Director may determine the speed at which the Tournament shall be played and may give direction to players in order to achieve that rate of play.
- 17.19 The Tournament Director shall be responsible for calculating and awarding the places.
- 17.20 The Casino Operator shall return 100% of the prize pool to the players by way of winnings.

- 17.21 In the event of two or more players holding an equal value of Tournament Chips at the completion of any heat, semi-final or the final session those players shall be given an additional round/s of play until a result is achieved.
- 17.22 In the event of two or more players being eliminated in the same round of play and one or more of the players is eligible for a prize then the prize money associated with the tied placing/s shall be combined and/or divided between the relevant players.
- 17.23 All entry fees and commissions are non-refundable. Casino Canberra reserves the right to cancel the Tournament without liability. In the event of cancellation, Casino Canberra shall refund all entry fees and commissions in full.