

Australian Capital Territory

Casino Control (Canberra Poker) Approval 2003 (No 1)*

Notifiable instrument NI2003—

made under the

Casino Control Act 1988, subsection 72(1) (Rules for authorised games)

I approve the rules for the authorised game of “Poker - Canberra Poker” as set out in the attached schedule.

The rules for “Poker – Canberra Poker” published in Australian Capital Territory Gazettes No. S49 of 27 August 1999 and No. 46 of 16 November 2000 are revoked.

Desmond Edward McKee
Delegate
ACT Gambling and Racing Commission
22 September 2003

*Name amended under Legislation Act 2001 s 60

Authorised by the ACT Parliamentary Counsel—also accessible at www.legislation.act.gov.au

SCHEDULE

This is the accompanying schedule to the instrument of approval made under subsection 72(1) of the *Casino Control Act 1988* on 22 September 2003 by Desmond Edward McKee, Delegate of the ACT Gambling and Racing Commission.

CASINO CANBERRA LIMITED

RULES OF CANBERRA POKER

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A. DICTIONARY OF TERMS USED IN CANBERRA POKER

(nb. terms defined in the dictionary are underlined throughout this document.)

Ante

The initial wager.

Approved

Means approved in writing by the Gambling and Racing Commission.

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 of the table for a player to place wagers.

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

Occurs if a player decides not to continue in the round of play by not making a bet and passes in his or her cards.

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 deals the cards.

Void

A round of play in which neither the player nor the dealer wins. Any chips wagered or paid shall be returned, as if the round of play had never occurred.

B. RULES OF CANBERRA POKER

1. CANBERRA POKER TABLE

- 1.1 A Canberra Poker table layout must be approved prior to use.

2. CARDS

- 2.1 Canberra Poker shall be played with one deck (52 cards), without jokers. One cutting card shall be used.
- 2.2 The cards shall be checked each day prior to the commencement of gaming and at or after the conclusion of gaming.
- 2.3 The casino operator may change any or all of the cards after a round of play. The casino supervisor and dealer shall check each replacement card prior to its introduction into play.
- 2.4 A casino supervisor may at any time instruct the dealer to check and verify the number of cards.
- 2.5 A player's completed hand shall consist of five cards. All cards shall count in determining the value of a hand.
- 2.6 The order of hands from highest to lowest shall be as follows:
- (a) Royal flush - the five top cards, ie. A; K; Q; J; 10, all of the same suit.
 - (b) Straight flush - five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, of Hearts. An Ace counts as 1 in a straight flush, e.g. 5; 4; 3; 2; A. (In the case of the dealer and a player both having a straight flush, the hand with the highest ranking card shall prevail).
 - (c) Four of a kind - e.g. A; A; A; A; 4. A four of a kind takes its rank from the four cards of the same rank.
 - (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 of the same rank.
 - (e) Flush - five cards of the same suit but not in sequence, e.g. K; J; 9; 7; 5, of Diamonds. (In the case of the dealer and a player both having a flush, the hand with the *highest ranking cards* shall prevail.)

- (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. (In the case of the dealer and a player both having a straight, the hand with the highest ranking card shall prevail).
- (g) Three of a kind, e.g. Q; Q; Q; 8; 5. A three of a kind takes its rank from the three cards of the same rank.
- (h) Two pairs, e.g. Q; Q; 4; 4; J. (If the dealer and a player have two pairs each, the hand with the highest ranking pair shall prevail. If the respective highest ranking pairs of the dealer and the player are of equal rank, the hand with the next highest ranking pair shall prevail. If the respective pairs of the dealer and the player are of equal rank, the hand with the highest ranking card that is not part of a pair shall prevail.)
- (i) One pair, e.g. 10; 10; K; 6; 2. (If the dealer and a player both have one pair, the hand with the highest ranking pair shall prevail. If the respective pairs of the dealer and the player are of equal rank, the hand with the *highest ranking cards* that are not part of a pair shall prevail.)
- (j) In a situation of competing hands of five non-matching, non-sequential cards not of the same suit, the hand with the *highest ranking cards* shall prevail.

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 Rules 2.6 (b) and (f) where the Ace may be counted low.

2.8 For the purposes of 2.6 (e), (i) and (j), *highest ranking cards* are determined by:

1. the highest ranking card; or
2. if the highest ranking card of the dealer and the player are of equal rank, the next highest ranking card, and so on until a result is determined.

2.9 The suit of a card does not affect its rank.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The casino operator shall display the minimum and maximum wagers allowed per box on a sign at or near the table and may change these limits provided that prior notice of the change is given to the players.
- 3.2 The casino operator may allow a player to wager in excess of the stated box maximum provided that a marker denoting the new limit is placed adjacent to the box.
- 3.3 The multiples of wagers permitted shall be displayed at the table.
- 3.4 Initially, a wager made by a player that is below the minimum shall be paid or collected and that player shall be advised of the fact that further wagers under the minimum shall be returned.
- 3.5 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 be given the opportunity to place an ante and a Boomerang Jackpot wager.
- 4.2 All wagers shall be made by placing gaming 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 his or her ante or place an additional wager until the dealer has received five cards.

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 Cards shall be dealt from a shoe.
- 6.2 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) continue dealing this sequence until the players and the dealer have each received five cards.

7. BET OR FOLD

- 7.1 After the dealer receives the last card each player may pick up his or her cards and decide whether to bet or fold.
- 7.2 If a player decides to bet, a wager which is exactly twice the ante must be placed on top of his or her cards, which shall be placed face downwards on the appropriate area of the layout on the box.
- 7.3 If a player decides to fold, the player loses his or her ante and any Boomerang Jackpot wager.
- 7.4 The dealer shall verify the number of cards of each player who has folded 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 or her 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 If the dealer's hand does not have an Ace and King or higher, the antes of each player shall win.

9.4 If the dealer's hand does have an Ace and King or higher, the antes and bets of each player shall win for those with a hand higher than the dealer's hand, in accordance with Rules 2.6 and 2.7.

9.5 If the dealer's hand does have an Ace and King or higher, the antes and bets of a player shall lose if he or she has a lower hand than the dealers' in accordance with Rules 2.6 and 2.7.

9.6 If 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. BOOMERANG JACKPOT

- 10.1 A player may wager on a Boomerang Jackpot only if an ante has been made by that player.
- 10.2 The Boomerang Jackpot Wager amount is \$1.
- 10.3 A player is responsible for declaring his or her hand as a qualifying Boomerang Jackpot hand prior to the collection of the cards by the dealer.
- 10.4 A player who has wagered on a Boomerang Jackpot and has a hand which has been declared by the dealer as qualifying for a jackpot prize shall win the jackpot prize whether the dealer's hand has an Ace and a King or higher, or not.
- 10.5 Non winning wagers on the Boomerang Jackpot shall form part of either a jackpot prize pool or a reserve pool. The distribution of wagers to the prize pools shall be approved.

11. BOOMERANG JACKPOT PAYOUTS

- 11.1 Subject to Rules 11.2 and 11.3, the payouts for Boomerang Jackpot winning hands shall be as follows:

Royal Flush	\$10,000 or 100% of the jackpot amount displayed at the table at the commencement of the <u>round of play</u> in which the winning hand was dealt, whichever is greater.
Straight Flush	\$1,000 or 10% of the jackpot amount displayed at the table at the commencement of the <u>round of play</u> in which the winning hand was dealt, whichever is greater.
Four of a Kind	\$500 bonus payout.
Full House	\$150 bonus payout.
Flush	\$100 bonus payout.
<u>Dead Man's Hand</u>	\$50 bonus payout.

- 11.2 The maximum aggregate liability for all major jackpot winning hands in a single round of play shall be the Boomerang Jackpot amount displayed at the table at the time the round of play commenced. If there are multiple jackpot winners in a

single round of play, the Boomerang Jackpot payouts will be divided on a pro rata basis. For example:

- a ratio of 10:1 for Royal Flush : Straight Flush;
- a ratio of 20:1 for 2 Royal Flushes : Straight Flush.

- 11.3 The casino operator's maximum liability for major jackpot winning hands in different rounds of play shall be limited to the amount of the applicable jackpot prize pool, as re-calculated following any earlier major jackpot win, at the time the winning hand is determined (ie. the player's fifth card is dealt) whether the table signage has been adjusted or not.

For the purpose of Rules 11.2 and 11.3, a "major jackpot winning hand" is either a Royal Flush or a Straight Flush.

12. COLLUSION

- 12.1 A player shall protect the identity of his or her cards, and these cards shall remain within the playing area in view of both the dealer and the casino supervisor.

- 12.2 A player may not:

- (a) exchange cards; or
- (b) exchange or communicate or cause to exchange or communicate information regarding his or her hand.

Any violation of this rule may result in a player being excluded from that round of play or cause that round of play to be void.

13. IRREGULARITIES

- 13.1 Two or less exposed cards being dealt in a round of play shall not constitute a misdeal. In such a case the dealer shall turn the exposed cards 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.

- 13.2 If the dealer exposes one of his or her first four cards, that card shall be used as the face up card and the fifth card shall be dealt face down.

- 13.3 In the event of a round of play being dealt not in accordance with Rule 6.3, that round of play shall be deemed void.

- 13.4 If a player's hand or part thereof enters the discard rack before that player has acted on his or her hand or the hand requires verification, the player's hand shall be reconstructed if possible.
- 13.5 A hand relating to a box containing no ante is void, and any Boomerang Jackpot wager is consequently void.

14. TABLE CLOSURE

- 14.1 The hours of gaming shall be determined under the provisions of the *Casino Control Act 1988*.
- 14.2 Subject to Rule 14.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

15. GENERAL PROVISIONS

- 15.1 The casino operator may invalidate the outcome of a game prior to its completion if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 15.2 A person in the casino shall not use or have in his or her possession or control any electronic, electrical or mechanical device that 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.
- 15.3 If a person has contravened any provision of these rules, the casino operator may:
- (a) declare any wager made by a player void; and
 - (b) direct that the player be excluded from further participation in the game.
- 15.4 The casino operator may declare a round of play void if it is impractical to continue or a person commits a fraudulent act that affects the outcome for that particular round.
- 15.5 If the outcome of a round of play is void, the casino operator must refund wagers made by each player for that particular round.

- 15.6 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the Gambling and Racing Commission if requested.
- 15.7 An employee of the casino shall:
- (a) not advise a player on how to play his or her hand, except to ensure compliance with these rules;
 - (b) not give or allow any advantage to a person, or cause or allow a change in any probabilities of the game by any means, other than that covered by these rules; and
 - (c) ensure that the game is conducted in accordance with the approved procedures.
- 15.8 A seated player who abstains from betting for three consecutive rounds while all other seats at that table are in use may be required to vacate that seat.
- 15.9 A person shall not instruct or influence another player's decisions of play.
- 15.10 Players are not permitted to have side bets with each other.
- 15.11 A copy of these rules shall be made available by the casino operator, upon request.