

Australian Capital Territory

Casino Control (Multi Terminal Table Games) Approval 2016 (No 1)

Notifiable Instrument NI2016—267

made under the

Casino Control Act 2006, section 96 (Rules for Authorised Games).

1 Name of instrument

This instrument is the *Casino Control (Multi Terminal Table Games) Approval 2016 (No 1)*.

2 Commencement

This instrument commences on the day after notification.

3 Approval

I approve the rules for the Authorised Game of “Multi Terminal Table Games” as set out in the attached schedule.

Craig Simmons
Director
Community, Business and Transport Regulation

1 June 2016

CASINO CANBERRA



RULES OF MULTI TERMINAL TABLE GAMES

MULTI TERMINAL TABLE GAMES INDEX

- A. DICTIONARY OF TERMS USED IN RULES OF MULTI TERMINAL TABLE GAMES
- B. RULES FOR MULTI TERMINAL TABLE GAMES
 - 1. EQUIPMENT
 - 2. PLACEMENT OF WAGERS
 - 3. MINIMUM AND MAXIMUM WAGERS
 - 4. PLAYER CHIP ACCOUNTS
 - 5. DEALING THE GAME
 - 6. IRREGULARITIES
 - 7. GENERAL PROVISIONS
 - 8. MULTI TERMINAL BACCARAT
 - 9. MULTI TERMINAL ROULETTE
 - 10. MULTI TERMINAL SIC BO
 - 11. MULTI TERMINAL TABLE GAMES TOURNAMENT PLAY

A. DICTIONARY OF TERMS USED IN RULES FOR MULTI TERMINAL TABLE GAMES

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

A.1 In these Rules:

Casino Operator means the organisation or person responsible for the conduct of gaming in the casino.

Casino Supervisor means a person responsible for the overall supervision of the operation and conduct of gaming at a Multi Terminal Table Game (i.e. level of Pit Boss or above).

Dealer means a person responsible for the conduct of the game.

Dealer Terminal means a device:

- (a) designed to enable the Dealer to enter all information required for the operation of the Game System, including the result for a round of play; and
- (b) designed to provide the Dealer with all information in the Game System which is required for the purpose of conducting the game;
- (c) designed to enable a Casino Supervisor to manage the game functions; and
- (d) approved as an item of gaming equipment.

Game Hardware means all the computer and peripheral equipment needed for the conduct of the game, including one or more Player Terminals, a Dealer Terminal, ticket printers, note acceptors, a database, routing, networking and communications devices and cabling.

Game System means the configuration of software and Game Hardware:

- (a) necessary to conduct a Multi Terminal Table Game at any time; and
- (b) approved as gaming equipment for the purposes of these Rules,

but does not include a WND.

GRC means the ACT Gambling and Racing Commission.

Multi deck Shuffler (MD3) means a device designed to read and verify every card being shuffled. The Multi Deck Shuffler may be used for the Multi Terminal Table Games and when used shall be able to shuffle and verify up to three Shoes of cards.

Multi Terminal Table Game means Multi Terminal Baccarat, Multi Terminal Roulette and/or Multi Terminal Sic Bo.

Player Chip Account means an account established under **Rule 4**.

Player Terminal means a device featuring a touch screen monitor, which may have connectivity with one or more Multi Terminal Table Games and is:

- (a) designed to allow a Player to place wagers on a virtual layout in accordance with these Rules; and
- (b) approved as an item of gaming equipment.

Redeemable Ticket means a ticket issued by the Casino Operator that is for use with the Multi Terminal Table Games, and which records the value of credits accumulated and not otherwise redeemed during play on the Multi Terminal Table Games, when a player requests a cash-out in accordance with **Rule 4.5**. These tickets may only be redeemed at the Cash Desk of the Casino Operator.

Session means the number of rounds of play or number of Shoes, determined by the structure of the Tournament.

Shoe means an approved device from which the Dealer deals the cards.

Tournament means a competition conducted in accordance with **Rule 11**.

Tournament Director means the person responsible for the overall management of a Tournament.

Tournament Player means a player in a Tournament.

Tournament Terms and Conditions means the conditions of entry and of play for a Tournament established in accordance with **Rule 11**.

Void means an invalid round of play or wager (as the context requires).

Wagering Period means the period determined by the Casino Operator during which a player is permitted to place, move or cancel bets.

‘WND’ means a winning number display, which is a device designed to

display on a screen visible to all players at a Multi Terminal Table Game, the outcome of at least the most recent round of play.

A.2 A reference in these Rules to ‘the game’, is a reference to the Multi Terminal Table Game played at a particular gaming table.

A.3 A reference in these Rules:

A.3.1 to a ‘bet’, is a reference to the contingency or outcome on which a player may place a wager; and

A.3.2 to a ‘wager’, is to the money appropriated to such a bet in a particular case.

A.4 A reference in these Rules to an ‘open Player Terminal’, is a reference to a Player Terminal in respect of which a Player Chip Account is active.

A.5 A reference in these Rules to ‘approved’, is a reference to something which has been approved by the GRC.

A.6 A Rule which is expressed to impose an obligation or a prohibition on a Player Terminal, the Dealer Terminal or the Game System shall be regarded as imposing an obligation on the Casino Operator to ensure that the Player Terminal, Dealer Terminal or Game System operates in the manner described.

1. EQUIPMENT

1.1 All equipment used for Multi Terminal Table Games shall be approved prior to use.

1.2 A gaming table for a Multi Terminal Table Game includes the following equipment:

(a) one or more Player Terminals (but no more than the maximum number of Player Terminals approved for use by the GRC);

(b) a Dealer Terminal;

(c) a Game System (other than a Dealer Terminal and one or more Player Terminals); and

(d) any additional approved equipment identified in these Rules with respect to the Multi Terminal Table Game,

and may also include a WND.

2. PLACEMENT OF WAGERS

- 2.1 A player shall gain control of a Player Terminal by buying-in and establishing an active Player Chip Account as described in **Rule 4**.
- 2.2 A wager in respect of an individual round of play is placed by a player using credit in their Player Chip Account on a particular bet prior to the end of the Wagering Period for that round of play.
- 2.3 Where a Player Terminal has connectivity to more than one Multi Terminal Table Game, a player may select the table the player wishes to wager on for an individual round of play, by selecting the relevant table from the player's Player Terminal. A player may wager on more than one table at a time if this functionality is available.
- 2.4 The method by which a player appropriates money standing to the credit of the player's Player Chip Account is by touching the display of the Player Terminal so as:
 - (a) to make one or more chips appear to move from one part of the display to another; or
 - (b) to make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's Player Chip Account.
- 2.5 The player who has control of a Player Terminal is solely responsible for:
 - (a) the placement of the chips appearing on the Player Terminal; and
 - (b) where a Player Terminal has connectivity to more than one Multi Terminal Table Game, selecting the table the player wishes to wager on from the Player Terminal.

- 2.6 Subject to **Rule 6**, the wager or wagers placed on a Player Terminal may only be settled in accordance with the position in which they are displayed on the Player Terminal at the time a Wagering Period expires.
- 2.7 The Game System shall not allow a wager in respect of a round of play to be placed, changed or withdrawn after the expiry of the Wagering Period for that round of play.
- 2.8 At the time for the settlement of wagers for a round of play:
- (a) the Game System shall:
- (i) clear any losing wager, by causing the chips representing that wager to disappear from the Player Terminal display; and
- (ii) pay any winnings, by causing an appropriate number of chips to appear, or by causing an appropriate adjustment to be made to the total credit of the player's Player Chip Account; and
- (b) any commission payable on a winning wager shall be deducted from the payout prior to any adjustment being made to the player's Player Chip Account, as described above.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The Casino Operator shall display the minimum and maximum wagers pertaining to the Multi Terminal Table Games at the Player Terminals and may change these limits provided that prior notice of the change is given to the players.
- 3.2 Wagers may only be placed in increments of the minimum wager.
- 3.3 If a player attempts to place an individual wager that is less than any minimum permissible wager for a particular bet, the Player Terminal shall not display any chips in respect of that wager.
- 3.4 If a player attempts to place an individual wager that is:

- (i) in a multiple over the minimum which is not permitted; or
- (ii) which is greater than the permitted maximum wager;

the Player Terminal shall display only so many chips or such denomination of chips as is the next lowest permitted wager.

3.5 Multi Terminal Baccarat may be configured by the Casino Operator to offer a differential which is inclusive of all Player Terminals and the differential shall apply only to the Player and Banker wagers and not to Tie or Pairs wagers. If the differential is exceeded those wagers may be rejected by the Game System.

4. PLAYER CHIP ACCOUNTS

4.1 An open Player Terminal shall display the active Player Chip Account for the Player Terminal.

4.2 A person wishing to play the game may buy-in by inserting an amount of cash into the Player Terminal note acceptor and may at any time insert a further amount of cash into the Player Terminal note acceptor.

4.3 Where a player inserts cash into a Player Terminal note acceptor, the value of the cash shall automatically be credited to the Player Chip Account in respect of that Player Terminal, thereby causing chips to appear on the display of the Player Terminal or an equivalent number of credits to be credited to the Player Chip Account. The credits to a Player Chip Account may be incremented by:

- (a) Australian legal tender (notes of acceptable denomination as indicated on each Player Terminal) inserted by the player;
- (b) winnings from Multi Terminal Table Game play; and
- (c) the centralised monitoring system transferring credits to the Player Chip Account.

4.5 A player:

- (a) may leave the game at any time within the Wagering Period by activating the 'cash out' option on the Player Terminal, providing no wagers have been placed on the current round of play; and
- (b) shall leave the game if:

- (i) the Dealer or Casino Supervisor determines that there is a malfunction at the player's Player Terminal that is not able to be immediately rectified; or
 - (ii) the Dealer or Casino Supervisor, having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.
- 4.6 When a player leaves the Player Terminal, the player shall activate the 'cash-out' option on the Player Terminal, in which case:
- (a) a Redeemable Ticket shall be issued to the player for the full value of the player's Player Chip Account; or
 - (b) in circumstances where the Game System is configured by the Casino Operator so as to place a limit on the value of Redeemable Tickets that may be issued, a manual hand pay voucher will be issued to the player for the full value of the player's Player Chip Account.
- 4.7 On the issuance of a Redeemable Ticket or manual hand pay voucher, the player's Player Chip Account shall then be closed. The Redeemable Ticket or manual hand pay voucher shall be exchanged by the player for cash or cash equivalent at the Cash Desk.
- 4.8 Once a Redeemable Ticket is printed, the player is responsible for presenting the Redeemable Ticket for redemption at the Cash Desk of the Casino Operator.
- 4.9 The Casino Operator accepts no liability for any:
- (a) loss arising from a player leaving a Player Terminal unattended and not redeeming the credits on the Player Terminal; and
 - (b) lost or stolen Redeemable Tickets or Redeemable Tickets which become illegible after printing.
- 4.10 If, at the time the player elects to cash-out, it is determined that a fault in any gaming equipment has resulted in a failure to print a Redeemable Ticket or an illegible Redeemable Ticket has been produced, the Casino Supervisor shall arrange for a manual hand pay voucher to be issued to the player.

5. DEALING THE GAME

- 5.1 A Wagering Period shall be determined by the Casino Operator.
- 5.2 Each Player Terminal shall clearly display a countdown of the remaining portion of the Wagering Period for the next round of play.
- 5.3 If, prior to the expiry of the nominated Wagering Period, in the case of:
- (a) Multi Terminal Roulette, the Ball comes to rest in the Wheel; or
 - (b) Multi Terminal Sic Bo, the concealed dice are exposed,
- the Game System shall cease to accept wagers and all wagers already placed stand.
- 5.4 A Dealer may be directed by the Casino Supervisor to deal additional or continuous rounds of play (Coups, spins, hands):
- (a) at the commencement of a new Shoe;
 - (b) at any time during the course of a Shoe; and
 - (c) continuously until a player places a wager at the table.

6. IRREGULARITIES

- 6.1 If, during a round of play, an error occurs that is not disclosed until after the commencement of a subsequent round of play, that error shall be deemed to not have any effect on the outcome of subsequent rounds of play.
- 6.2 Unless covered by the situations described in **Rules 6.6** and **6.7** below, the Casino Supervisor may invalidate the outcome of a game if the result of that game is affected by the malfunction of any gaming equipment approved for use on that game.

- 6.3 If an incorrect outcome has been entered into the Dealer Terminal for a round of play, the Dealer shall cease dealing the relevant game and the Casino Supervisor shall consider what has occurred and the results of the round of play shall be recalculated based on the actual outcome.
- 6.4 If a player claims that an incorrect outcome has been entered into the Dealer Terminal or that any part of the Game System has malfunctioned, the claim shall be considered by the Casino Supervisor and whatever appropriate action as permitted by these Rules shall be taken.
- 6.5 The WND shall be disregarded if the WND displays a result other than the actual outcome.
- 6.6 If a Player Terminal experiences a malfunction (including by reason of physical damage):
- (a) prior to the expiry of the Wagering Period, all wagers placed on that Player Terminal for the relevant round of play shall be treated as Void; and
 - (b) on, or after, the expiry of the Wagering Period, an analysis of available records shall be completed so as to confirm what wagers were placed and to cause the appropriate adjustments to be made.
- 6.7 If the Game System (other than a Player Terminal) experiences a malfunction (including by reason of physical damage):
- (a) prior to the expiry of the Wagering Period, all wagers placed on the Player Terminals for the relevant round of play shall be treated as Void; and
 - (b) on, or after, the expiry of the Wagering Period, an analysis of available records shall be completed so as to confirm what wagers were placed and to cause the appropriate adjustments to be made.

- 6.8 If, for the purposes of **Rule 6.6(b)** or **Rule 6.7(b)**, the relevant wagers placed are unable to be confirmed through the analysis of available records, those wagers shall be Void.
- 6.9 Players are required to notify the Casino Operator in the event of any malfunction of a Player Terminal at which they are playing. Failure to do so, and the retention of any benefit, credit to the Player Chip Account or free play as result of the malfunction, may be considered to be a contravention of these Rules.
- 6.10 Where the outcome of a game is voided or invalidated as a result of an irregularity, all wagers made by the players for that particular result will be re-credited.

7. GENERAL PROVISIONS

- 7.1 A person shall not, with respect to a Multi Terminal Table Game or part thereof, either alone or in concert with any other person, use or intend to use any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 7.2 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 7.3 Where a player has contravened any provision of these Rules, the Casino Operator may:
- (a) declare that any wager made by the player(s) shall be Void; and
 - (b) direct that the player(s) be excluded from further participation in the game.
- 7.4 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 of play.
- 7.5 An employee of the Casino Operator 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.
- 7.6 A person may not occupy a place at a Multi Terminal Table Game without actively placing wagers on a Player Terminal, or occupy an area so that he or she restricts another player from gaining access to play that game.
- 7.7 A person shall not hinder, harass, intimidate or interfere in any way with another person's playing of a Multi Terminal Table Game, or with any employee of the Casino Operator performing duties related to a Multi Terminal Table Game.
- 7.8 A person shall not induce a player to vacate a Player Terminal at a Multi Terminal Table Game, whether by threats, unpleasant behaviour, financial offer or any other method.
- 7.9 A person shall not instruct or influence another player's decision of play.
- 7.10 Players are not permitted to have side bets with each other.
- 7.11 The Casino Operator may close a gaming table for Multi Terminal Table Games, at which players are present, provided that a minimum of three rounds of play is given to the players.
- 7.12 The Casino Operator's decision in any dispute arising from these Rules is final, subject to a review by the GRC if requested by the player.
- 7.13 Upon request, the Casino Operator shall make a copy of these Rules available.

8. MULTI TERMINAL BACCARAT

8.1 Additional Definitions

In these Rules:

Coup means a round of play comprising a Player hand and a Banker hand.

Method (A) Baccarat means a form of baccarat played where:

- (a) winning Banker wagers are paid at odds of 1 to 1 less 5% commission; and
- (b) winning Player wagers are paid at odds of 1 to 1.

Method (B) Baccarat means a form of baccarat played where:

- (a) winning Banker wagers are paid at odds of 1 to 1, except when the Banker's hand wins with a point count of 6. In this instance, winning Banker wagers are paid at odds of 1 to 1 less 50% commission (i.e. \$100 pays \$50); and
- (b) winning Player wagers are paid at odds of 1 to 1.

Multi Terminal Baccarat means a variation of the table game of baccarat played using the Game System and certain other equipment identified in these Rules.

Natural means a two-card total of eight or nine achieved by either the Player hand or the Banker hand.

No-Bet Coup means a Coup where players are not permitted to place a wager.

Pairs means a wager which wins if the first two cards dealt to the Player or the Banker (as nominated by the player) constitute a pair and loses on all other outcomes. Players may place a wager on Player Pair, Banker Pair or both.

Table of Play (Tableau) means a set of mandatory instructions that dictate whether the Player and Banker should stand or draw an additional card.

Tie means a wager which wins if both the Player and the Banker hands have the same point count.

8.2 Additional Equipment

- (a) A Shoe shall be used from which the cards are dealt.
- (b) In respect of the display of the touch screen monitor of an open Player Terminal:

- (i) betting areas shall be provided for Banker, Player and Tie; and
- (ii) betting areas shall be provided for Player Pair and Banker Pair wagers.

8.3 Cards

- (a) Multi Terminal Baccarat shall be played with eight decks, with each deck consisting of 52 cards without jokers, with backs of the same colour and design. Two cutting cards shall be used.
- (b) The value of the cards shall be as follows:
 - (i) any card from 2 to 9 inclusive shall have its face value;
 - (ii) any 10, Jack, Queen or King shall have a value of zero; and
 - (iii) any Ace shall have a value of 1.
- (c) 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 8.3(b)**. The ten unit value of a particular hand shall be ignored.
- (d) The cards shall be checked by the Dealer or a Casino Supervisor, or by the use of a Multi-Deck Shuffler, prior to use on a gaming table.
- (e) The cards shall be shuffled:
 - (i) prior to the cards being used for play (unless approved pre-shuffled cards are introduced);
 - (ii) as required by **Rule 8.3(h)** (unless approved pre-shuffled cards are introduced); and
 - (iii) after a Coup, if directed by a Casino Supervisor.
- (f) After the cards have been shuffled, or when approved pre-shuffled cards have been introduced, the Dealer shall cut the cards by placing a cutting card in the stack at least one deck in from either end. Once that cutting card has been inserted, the Dealer shall take the cards in front of the cutting card (including that 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. The stack of cards

shall then be inserted in the Shoe ready for the commencement of play.

- (g) Before the first Coup of each Shoe, the Dealer shall remove the first card from the Shoe and expose it face up on the table. The point value of the exposed card shall indicate the number of cards which shall then be drawn face down from the Shoe and discarded.
- (h) When the cutting card is drawn as the first card of a Coup or during a Coup, upon completion of the Coup, the cards shall be replaced or re-shuffled, unless the result of the Coup is a Tie, in which case the Dealer shall deal one more Coup before the cards are replaced or reshuffled.
- (i) At the discretion of the Casino Supervisor, at the completion of the final Coup, the cards may be removed from the gaming table, checked and replaced by new cards.
- (j) Where a Casino Supervisor forms the opinion that any or all of the cards have become unfit for further use and provided that no Coup is in progress, the Casino Supervisor shall direct that the cards be replaced.

8.4. Placement of Wagers

- (a) Wagers may be made by a player on:
 - (i) the Player hand;
 - (ii) the Banker hand;
 - (iii) the Tie;
 - (vi) the Player Pair; and
 - (vii) the Banker Pair.
- (b) In the case of Pairs wagers, these wagers may only be placed when a valid wager has been placed by the player on Player, Banker or Tie.
- (c) A player may place a wager on both Player Pair and Banker Pair.

8.5 The Initial Deal

- (a) All the cards shall be dealt face up from a Shoe designed for the purpose.
- (b) At the end of the Wagering Period, the cards shall be dealt in the following manner:
 - (i) one card to the player and one card to the banker; then
 - (i) another card to the player and banker.

8.6 Additional Cards

- (a) After the initial deal, the point count of each hand shall be displayed, and if required, further cards shall be dealt in accordance with **Rules 8.6(c) and (d)**.
- (b) Where either the Player hand or the Banker hand or both is a Natural, no further cards shall be drawn for that Coup.
- (c) If the point count of the Banker hand is 0 to 7 inclusive, the Player hand shall draw or stand in accordance with the following Table of Play:

Player hand total	
0,1,2,3,4 or 5	Draw
6 or 7	Stand

- (d) The Banker hand shall draw or stand in accordance with the following Table of Play:

Banker hand total	Point count of third card drawn by the Player 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

Where: D = Draw S = Stand

- (d) At the completion of the Coup, the Dealer shall confirm the outcome in the Dealer Terminal.

8.7 Settlement

- (a) The Casino Operator may configure Multi Terminal Baccarat to use the Method (A) Baccarat and the Method (B) Baccarat settlement odds in accordance with **Rule 8.7(b)** and to offer Pairs wagers.
- (b) The bets which may be placed in respect of a Coup and the odds payable for them are:

<u>Method (A) Baccarat</u>		
Name	Definition	Odds
Player	The cards dealt to the Player hand have a higher point count than that of the cards dealt to the Banker hand.	1 to 1
Banker	The cards dealt to the Banker hand have a higher point count than that of the cards dealt to the Player hand.	1 to 1 less 5% commission
<u>Tie</u>	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand are of equal value*.	8 to 1
* In the event of a <u>Tie</u> , a wager placed on the Player and/or the Banker shall be <u>Void</u> .		
<u>Method (B) Baccarat</u>		
Name	Definition	Odds
Player	The cards dealt to the Player hand have a higher point count than that of the cards dealt to the Banker hand.	1 to 1
Banker	The cards dealt to the Banker hand have a higher point count than that of the cards dealt to the Player hand.	1 to 1, except where the Banker wins with a point count of 6, where winning wagers are paid at odds of 1:1 less 50% commission
<u>Tie</u>	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand are of equal value*.	8 to 1
*In the event of a <u>Tie</u> , a wager placed on the Player and/or the Banker shall be <u>Void</u> .		

<u>Pairs</u>		
Name	Definition	Odds
<u>Pairs</u>	The first two cards of either the Player hand or the Banker hand as nominated by the player, form a pair (for example 10, 10 or K, K).	11 to 1

8.8 Irregularities

- (a) A card drawn to the Player hand in error shall become the next card to the Banker hand in the event of the Banker hand being obliged to draw according to these Rules.
- (b) 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 No-Bet Coup played to a conclusion.
- (c) A card drawn in excess from the Shoe, and not exposed, shall be used as the first card of the next round of play.
- (d) Cards drawn out of sequence to either the Banker hand or the Player hand shall be reconstructed in accordance with **Rules 8.5** and **8.6**.
- (e) If a card is found face-upwards in the Shoe, if it:
 - (i) is the first card of a Coup, the Coup shall be dealt as a No-Bet Coup; or
 - (ii) is not the first card of a Coup, the Coup shall be dealt as though the card has come from the Shoe face-down.
- (f) If an error of card placement has been detected in a round of play after the next round of play has commenced, the round of play in which the error occurred shall be deemed Void and any subsequent rounds of play that have commenced shall remain as played.
- (g) If there are insufficient cards in the Shoe to complete a round of play, that round of play shall be Void.
- (h) In the event that the cards are not cut in accordance with **Rule 8.3(f)**, the Dealer shall complete the Coup. The cards shall then be shuffled and cut in accordance with these Rules.

- (i) Where the Dealer fails to burn cards in accordance with these Rules, then play shall continue with those cards remaining in play.
- (j) If in a Coup, despite no wagers being placed, the Wagering Period as described in **Rule 5** has elapsed, the Dealer may deal the next Coup in accordance with **Rule 5.4**.
- (k) If in a Coup, despite no wagers being placed, the Wagering Period as described in **Rule 5** has elapsed and the Dealer has dealt one or more cards to the Player hand or the Banker hand, the Dealer shall deal the Coup as a No-Bet Coup.
- (l) In the event that a card is found to be missing from the Shoe, or a card(s) is found that does not form part of the 52 cards that make up a deck in accordance with **Rule 8.3(a)**, the following shall apply:
 - (i) the result of any previous Coups completed shall stand;
 - (ii) the Coup where the missing card(s) is discovered or foreign card(s) is found shall be declared Void and all money returned for that Coup; and
 - (iii) the remainder of the cards in the Shoe shall then be removed and the decks checked for any missing or foreign cards.
- (m) When a Dealer is conducting two Multi Terminal Baccarat games and incorrectly deals from a Shoe that does not correspond to the correct game, the Casino Supervisor shall authorise that the Coup be declared Void and that all money be returned for that Coup. Play shall then continue with the remaining cards from the correct Shoe.
- (n) When a Dealer has drawn cards as described in **Rule 8.5(b)**, prior to the expiry of the nominated Wagering Period (as described in **Rule 5.1** and **5.2**), the Casino Supervisor shall authorise that the Coup be declared Void and that all money be re-credited for that Coup. Play shall then continue with the remaining cards from the correct Shoe.

9. MULTI TERMINAL ROULETTE

9.1 Additional Definitions

In these Rules:

Ball means an approved Roulette ball.

Individual spin means a single spin.

Multi Terminal Roulette means a variation of the table game of American Roulette played using the Game System and certain other equipment identified in these Rules.

Wheel means an approved Roulette wheel.

9.2 Additional Equipment

- (a) The display of the touch screen monitor of an open Player Terminal, shall provide betting areas to allow players to place wagers on those bets described in **Rule 9.4(a)** and, where applicable, **Rule 9.4(d)**.
- (b) In addition to the equipment mentioned in **Rule 1.2**, Multi Terminal Roulette shall include the following equipment:
 - (i) An approved Wheel which shall be configured to have 37 equally spaced compartments around its perimeter, one being marked with the numeral '0' and coloured green and the others marked with the numerals from '1' to '36', arranged and coloured red and black; and
 - (ii) An approved Ball.

9.3 Dealing the Game

- (a) The Ball may be spun at any time after the start of the Wagering Period.
- (b) If the Ball has not been spun before the end of the Wagering Period, it shall be spun as soon as is practicable after the Wagering Period expires.

- (c) After the Ball is spun and it comes to rest, the Dealer shall confirm the outcome in the Dealer Terminal.

9.4 Settlement

- (a) The bets which may be placed in respect of an Individual spin and, the odds payable for them are—

Name	Definition	Odds
Straight Up	The <u>Ball</u> comes to rest in the compartment designated by a chip on that square	35 to 1
Split	The <u>Ball</u> comes to rest in one of the two compartments designated by a chip on the line between adjacent squares	17 to 1
Street	The <u>Ball</u> comes to rest in one of the three compartments designated by a chip on a street	11 to 1
Corner	The <u>Ball</u> comes to rest in one of the four compartments designated by a chip on the point where four squares meet (or—in the case of 0, 1, 2, 3—where 0, 1 and 1 st 12 meet)	8 to 1
Six Line or Double Street	The <u>Ball</u> comes to rest in one of the six compartments designated by a chip on the point where two streets meet	5 to 1
Column	The <u>Ball</u> comes to rest in one of the twelve compartments designated by a chip on a column	2 to 1
Dozen	The <u>Ball</u> comes to rest in one of the twelve compartments designated by the range 1–12, 13–24 or 25–36	2 to 1
Low (1-18)	The <u>Ball</u> comes to rest in one of the eighteen compartments designated by the range 1–18	1 to 1
High (19-36)	The <u>Ball</u> comes to rest in one of the eighteen compartments designated by the range 19–36	1 to 1
Even	The <u>Ball</u> comes to rest in one of the eighteen compartments designated by an even number in the range 2–36	1 to 1
Odd	The <u>Ball</u> comes to rest in one of the eighteen compartments designated by an odd number in the range 1–35	1 to 1
Red	The <u>Ball</u> comes to rest in one of the eighteen compartments coloured red	1 to 1
Black	The <u>Ball</u> comes to rest in one of the eighteen compartments coloured black	1 to 1

- (b) In **Rule 9.4(a)**, a reference to:
- (i) a 'square' is a reference to an area on the layout marked with a number in the range 0 – 36;
 - (ii) a 'street' is a reference to the group of three squares marked with:
 - (A) the numbers 0, 1, 2;
 - (B) the numbers 0, 2, 3;
 - (C) any three consecutive numbers ending in a multiple of 3; and
 - (iii) a 'column' is a reference to the twelve numbers which are adjacent in one column on the layout.
- (c) In **Rule 9.4(a)**, if the outcome of an Individual spin is '0', only wagers placed on the bets of a Straight-Up on '0' or a Split, Street or Corner which involve a '0' and any of '1', '2' or '3' are winning wagers; and all other wagers are losing wagers.
- (d) Where the Player Terminal includes a race-track system, the bets which can be placed in respect of an Individual spin are:

Name	Definition
Tier or Serie 5/8	A six piece wager with one piece on each of 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.
Orphelins	A five piece wager with one piece on each of 1, 6/9, 14/17, 17/20 and 31/34.
Grand Series or Near of 0	A nine piece wager with one piece on each of 4/7, 12/15, 18/21, 19/22, 32/35 and two pieces on 25/29 and 0/2/3.
Zero Spiel or Zero	A four piece wager with one piece on each of 0/3, 12/15, 26 and 32/35.
Neighbours	A five piece wager with one piece on a specific number and each of the two neighbouring numbers either side, e.g. 17 and the neighbours = 2, 25, 17, 34 and 6.

9.6 Irregularities

- (a) If the Ball is spun in the same direction in which the Wheel is rotating it is a Void spin.
- (b) If the Dealer anticipates that the Ball shall 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.
- (c) If a foreign object enters the Wheel prior to the Ball coming to rest, the spin is Void.
- (e) If the Ball fails to fall into one of the compartments, the spin is Void.
- (f) If the Ball is propelled or falls out of the Wheel, the spin is Void.
- (g) If a person interferes with the Ball or the rotation of the Wheel, or it is reasonably assumed that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, the spin is Void.

10. MULTI TERMINAL SIC BO

10.1 Additional Definitions

In these Rules:

Dice Recognition System means a system that is designed to recognise the format of the dice in order to determine the result.

Dice tumbler means an approved container which houses the dice and is used to agitate the dice to determine the result.

Dice tumbler controller means the interface between the Dice tumbler and the Dealer Terminal.

Individual spin means a single activation of the Dice tumbler that causes the dice to be tumbled.

Multi Terminal Sic Bo means a variation of the table game of Sic Bo played using the Game System and certain other equipment identified in these Rules.

Total means the sum total of the uppermost sides of the three dice resulting from a valid spin.

10.2 Additional Equipment

- (a) The display of the touch screen monitor of an open Player Terminal, shall provide betting areas to allow players to place wagers on those bets described in **Rule 10.4**.
- (b) In addition to the equipment mentioned in **Rule 1.2**, a Multi Terminal Sic Bo is made up of the following equipment:
 - (i) a Dice tumbler; and
 - (ii) a set of three (3) approved dice which shall be sealed in the Dice tumbler.

10.3 Dealing the game

- (a) The Dice tumbler shall be activated manually by the Dealer:
 - (i) at the commencement of a new game; or
 - (ii) at end of the Wagering Period.
- (b) The result shall be determined and the uppermost face of each die displayed. The total of the three dice may also be displayed.
- (c) The result shall be entered either manually by the Dealer into the Dealer Terminal or automatically where a Dice Recognition System is in place.

10.4 Settlement

- (a) The bets which can be placed in respect of an Individual spin when playing Multi Terminal Sic Bo and the odds payable for them are—

Name	Definition	Odds
Small	Small, which shall win if the total of the 3 dice is from 4 to 10 inclusive, with the exception of a triple where the wager shall lose.	1 to 1

Big	Big, which shall win if the total of the 3 dice is from 11 to 17 inclusive, with the exception of a triple where the wager shall lose.	1 to 1
Specific Triples	Specific Triple, which shall win if each of the 3 dice show the same nominated number.	180 to 1
Specific Doubles	Specific Double, which shall win if 2 of the 3 dice show the same nominated number.	11 to 1
Any Triple	Any Triple, which shall win if each of the 3 dice show the same number.	31 to 1
Three Dice Totals 4 or 17 5 or 16 6 or 15 7 or 14 8 or 13 9 or 12 10 or 11	Three Dice Totals, which shall win if the total of the 3 dice corresponds to the nominated number.	62 to 1 31 to 1 18 to 1 12 to 1 8 to 1 7 to 1 6 to 1
Two Dice Combinations 1&2,1&3,1&4,1&5,1&6 2&3, 2&4, 2&5, 2&6 3&4, 3&5, 3&6 4&5, 4&6 5&6.	Two Dice Combinations, which shall win if 2 of the 3 dice show the nominated numbers.	6 to 1
Single Die Bet Number on one Die Number on two Dice Number on three Dice	Single Die Bet, which shall win if 1, 2 or 3 dice show the nominated number.	1 to 1 2 to 1 12 to 1

10.5 Irregularities

- (a) If any of the 3 dice fail to come to rest with one surface flat to the base of the Dice tumbler all wagers shall be Void.
- (b) If one or more dice break during the conduct of a game all wagers for that game shall be Void.
- (c) In the event the result is exposed before the Wagering Period has concluded, all wagers shall be Void.
- (d) If the Dice tumbler does not operate correctly all wagers shall be Void.

- (d) In the event that the Dealer has announced a no spin, the result shall be Void and the Dice tumbler shall be reactivated.

11. MULTI TERMINAL TABLE GAME TOURNAMENT PLAY

11.1 During Tournament play, the rules for playing Multi Terminal Table Games shall apply, except where the rules are inconsistent with the rules for Tournament play in this **Rule 11**, in which case the rules for Tournament play shall prevail.

11.2 Prior to a Tournament being conducted and entries taken, the Casino Operator shall:

- (a) in accordance with **Rule 11.3**, document the Tournament conditions;
- (b) make the Tournament conditions available to patrons; and
- (c) notify the GRC and provide the GRC with a copy of the Tournament conditions.

11.3 The Tournament conditions, referred to in **Rule 11.2**, shall include:

- (a) information pertaining to:
 - (i) the Tournament starting date and time;
 - (ii) the heat structure of the Tournament (including the number of Player Terminals to be active in each round or Session, or the basis on which the Player Terminals to be active in each round or Session shall be determined);
 - (iii) the entry fee and Tournament commission;
 - (iv) the amount of Tournament chips each player shall receive for the entry fee;
 - (v) the minimum and maximum number of players;
 - (vi) restrictions on player groups;
 - (vii) Whether there is one or more opportunities for an eliminated Tournament player to buy back into the

Tournament, and the method and timing of those opportunities;

(viii) the table limits; and

(ix) the breakdown of the prize pool; and

(b) a statement that the Tournament shall be conducted by the Tournament Director in accordance with the Tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the Rules shall prevail.

11.4 The relevant Gaming Shift Manager shall appoint a Tournament Director who shall be present for the duration of the Tournament.

11.5 The Tournament Director may require each Tournament player to agree in writing with the rules and Tournament conditions prior to accepting entry into the Tournament.

11.6 Subject to **Rule 11.3(a)(vii)**, the Tournament Director shall allow players one entry only into the Tournament.

11.7 The Tournament Director shall allocate each player a Player Terminal in relation to a gaming table, by ballot before the commencement of a Session and the player is restricted to playing in the assigned position for the duration of that Session.

11.8 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.

11.9 Where a player has not taken their seat prior to the commencement of the first Session, the Tournament Director may offer that seat to a reserved player on payment of the specified entry fee for the Tournament.

11.10 Approval of a substitute player shall be at the discretion of the Tournament Director.

11.11 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 shall vacate their seat.

- 11.12 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.
- 11.13 The Tournament Director shall be responsible for calculating and awarding the places.
- 11.14 The Casino Operator shall return 100% of the prize pool to the players by way of prizes.
- 11.15 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 additional rounds of play until a result is achieved.
- 11.16 In the event that a round of play results in two or more players contesting the same division of the prize pool, the prize money shall be combined and split equally between those players.
- 11.17 The Casino Operator may charge an entry fee for the Tournament and may retain an amount of the total entry fees as Tournament commission. The Casino Operator shall offer the balance of the entry fees as prize money in accordance with the conditions of Tournament play.
- 11.18 All entry fees and Tournament commissions are non-refundable. The Casino Operator reserves the right to cancel the Tournament without liability. In the event of cancellations, the Casino Operator shall refund all entry fees and Tournament commissions in full.