

Australian Capital Territory

Casino Control (Mini Baccarat) Approval 2016 (No 2)

Notifiable Instrument NI2016-401

made under the

Casino Control Act 2006, section 97 (Amendment of Rules for Authorised Games).

1 Name of instrument

This instrument is the *Casino Control (Mini Baccarat) Approval 2016 (No 2)*.

2 Commencement

This instrument commences on the day after the date of notification.

3 Revocation

I revoke NI2016-269 which was notified on the Legislation Register on 2 June 2016.

4 Approval

I approve the amended rules for the Authorised Game of “Mini Baccarat” as set out in the attached schedule.

Craig Simmons
Director
Community, Business and Transport Regulation

28 July 2016

CASINO CANBERRA LIMITED

RULES

OF

MINI-BACCARAT

MINI-BACCARAT INDEX

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A. DICTIONARY OF TERMS USED IN MINI-BACCARAT

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

Approved

Means approved in writing by the ACT Gambling and Racing Commission.

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 areas marked on the layout where a wager may be placed on the player, the banker, the tie, the perfect pair and Canberra pair options.

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.

Draw

To deal another card.

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.

Natural

A total point count of eight or nine after the initial deal.

No-Bet Coup

A round of play where players are not permitted to place a wager.

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.

Pre-shuffled cards

Playing cards from an approved supplier that are shuffled at the time of manufacture.

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.

Session

A session is the number of rounds of play or number of shoes, determined by the structure of the tournament.

Shoe

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

Stand

To draw no more cards.

Starting Marker

A marker 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.

Suit

Describes any of the four types of cards in a deck of playing cards: Hearts, Clubs, Diamonds or Spades.

Suited

Describes cards that are of the same suit.

Table Differential

The difference between the total amount wagered on all boxes on banker and the total amount wagered on all boxes on player.

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 that cannot be exchanged for money, are distinguishable from all other casino chips, and are used exclusively for the playing of tournaments.

Tournament Commission

The amount the casino operator collects from players as payment to the casino operator for conducting the game.

Tournament Director/Assistant

The person responsible for the conduct of the tournament.

Void

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

B. RULES OF MINI-BACCARAT

1. MINI-BACCARAT TABLE

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

2. CARDS

2.1 Mini-Baccarat shall be played with eight decks with each deck consisting of 52 cards, without jokers. Two cutting cards shall be used.

2.2 Before the start of a round of play the casino operator shall determine whether the cards are to be dealt face up or face down.

2.3 The casino operator may change any or all of the cards after any round of play. The casino supervisor 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, one by one, by the dealer prior to the commencement of gaming and at or after the conclusion of gaming.

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 casino operator shall display the minimum and maximum wagers per player 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 player maximum provided that a marker denoting the new limit for that player is placed adjacent to the player.

- 3.3 The multiples of wagers permitted shall be displayed at or near the table.
- 3.4 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.
- 3.5 Wagers above the maximum will be paid or collected to the maximum.
- 3.6 The casino operator may set a maximum table differential. The table differential shall be displayed on a sign at the table.
- 3.7 The casino operator may change the table differential, provided that prior notice of the change is given to the players.

4. WAGERS

- 4.1 Prior to the first card of a round of play being dealt by the dealer, each player shall be given the opportunity to place a wager.
- 4.2 All wagers shall be made by placing gaming chips on a box.
- 4.3 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 ;
 - (c) a wager on the tie; and
 - (d) a wager on the pairs.
- 4.4 Up to two players may wager on the player's hand, the banker's hand, a tie of any one box or a pairs bet on the player's hand, or the banker's hand.
- 4.5 During a round of play, each player may only place one wager on each of the following options: banker, player, tie or pairs, but may place a wager on more than one option. If the layout for Pairs bets have one common betting box on both sides of the layout, these boxes will be treated as one box.
- 4.6 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, except as authorised by Rules 12.4 and 12.6.
- 4.7 The casino supervisor may direct that there be no wager/s made on a round of play ie "no-bet coup" only if:
 - (a) a player at the table requests a no-bet coup; and
 - (b) all of the players agree to play a no-bet coup.

4.8 A no-bet coup must be played as per Rules 6 and 7.

5. SHUFFLE AND CUT OF THE CARDS

5.1 The dealer shall shuffle the cards:

- (a) in preparation for each new shoe (unless pre-shuffled cards are introduced);
- (b) as required by Rule 5.8 (unless pre-shuffled cards are introduced); and
- (c) after a round of play, if directed by a casino supervisor.

5.2 Where pre-shuffled cards are to be introduced, the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards immediately prior to the cut.

5.3 After the shuffle, or when pre-shuffled cards have been introduced, the cards will be offered to a player to be cut. If no player wishes to cut, a casino supervisor will cut the cards.

5.4 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 include 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.

5.5 Before the first round of play of each shoe, the dealer shall:

- (a) remove the first card from the shoe and place it face down in the discard rack without exposing it; or
- (b) remove the first card from the shoe and expose it face up on the table.

5.6 The point value of the card exposed under Rule 5.4 (b) will indicate the number of cards, which shall be drawn face down and discarded.

5.7 For the purpose of Rule 5.5 any 10, Jack, Queen or King shall have a value of 10.

5.8 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; then
 - (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 a casino supervisor.
- 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 or stand in accordance with the following tableau:

<u>Player’s Hand</u> Total	
0,1,2,3,4 or 5	<u>Draw</u>
6 or 7	<u>Stand</u>

7.3 The banker's hand shall draw or stand in accordance with the following tableau:

<u>Banker's Hand</u> Total	<u>Point count of third card drawn by the Player's Hand</u>										
	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 Before the start of a round of play the casino operator shall determine whether method A (Rule 8.8) or method B (Rule 8.9) of settlement of wagers is used.

8.2 Where Pairs are available, the casino operator shall determine whether Perfect Pairs or Canberra Pairs options will be used as a settlement of wagers.

8.3 The casino operator shall display the method of settlement of wagers in relation to rules 8.8 and 8.9 on a sign at or near the table, and may change the method provided that prior notice of the change is given to the players.

8.4 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.

8.5 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.

8.6 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.

8.7 A wager on the pairs shall:

- (a) win, if the cards of the banker's hand and/or the player's hand are of the same face value.
- (b) lose if the cards the banker's hand and/or the player's hand are of different values.

8.8 Method A -Settlement of winning wagers shall be as follows:

- (a) player's hand shall be paid at odds of 1 to 1;
- (b) banker's hand shall be paid at odds of 1 to 1 less 5%; and
- (c) tie shall be paid at odds of 8 to 1.
- (d) pairs – Perfect Pairs option:
 - a mixed pair shall be paid at odds of 5 to 1;
 - a coloured pair shall be paid at odds of 12 to 1; and
 - a perfect pair shall be paid at odds of 25 to 1.
- (e) pairs – Canberra Pairs option:
 - a pair shall be paid at odds of 11 to 1.

8.9 Method B - Settlement of winning wagers shall be as follows:

- (a) player's hand shall be paid at odds of 1 to 1;

- (b) banker's hand shall be paid at odds of 1 to 1 except when the banker's hand wins with a total of 6 then it will be paid 1 to 1 less 50%; and
- (c) tie shall be paid at odds of 8 to 1.
- (d) pairs – Perfect Pairs option:
 - a mixed pair shall be paid at odds of 5 to 1;
 - a coloured pair shall be paid at odds of 12 to 1; and
 - a perfect pair shall be paid at odds of 25 to 1.
- (e) pairs – Canberra Pairs option:
 - a pair shall be paid at odds of 11 to 1.

9. PAIRS

- 9.1 Where the game in play has the option of “Pairs”, the rules for Mini-Baccarat will apply, except where the rules are inconsistent with the rules for “Pairs”, in which case the rules for “Pairs” will prevail to the extent of the inconsistency.
- 9.2 The Pairs table layout shall be approved prior to use.
- 9.3 The casino operator shall display the Pairs option plus the minimum and maximum wagers for Pairs on a sign at or near the table.
- 9.4 A player may place a Pairs wager regardless of whether they or any other player has placed a valid wager on the Player, the Banker or Tie.
 - (a) When no valid wagers have been placed on the Player, the Banker or Tie, the coup will still be completed in accordance with rules 6 and 7.
- 9.5 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.
- 9.6 Only the first two cards dealt to the Player and to the Banker determine the pairs.
- 9.7 Prior to the first card being dealt, each player shall be given the opportunity to place a wager in the Pairs box. All wagers shall be made by placing gaming chips in the Pairs box.
- 9.8 A Pairs wager:

- (a) a Pairs wager on the banker's hand wins if the first two cards dealt to the banker's hand are the same face value,
 - (b) a Pairs wager on the player's hand wins if the first two cards dealt to the player's hand are the same face value,
 - (c) a Pairs wager loses on the banker's hand if the first two cards dealt to the banker's hand are not the same face value,
 - (d) a Pairs wager loses on the player's hand if the first two cards dealt to the player's hand are not the same face value.
- 9.9 On completion of the banker and the player receiving two cards and before any additional cards are dealt, the dealer shall:
- (a) remove all losing wagers in the Pairs boxes; and
 - (b) pay all Pairs winners.
- 9.10 The dealer shall then continue with any additional cards in accordance with Rule 7.

10. PERFECT PAIRS

This section applies if the Perfect Pairs option has been elected.

- 10.1 For the purposes of this section, **pair** means two cards with the same *face value*.
- 10.2 For the purposes of this section **mixed pair** shall mean a *pair* comprised of one red suit and one black suit.
- 10.3 For the purposes of this section, **coloured pair** means a *pair* comprised of cards of different suits where either:
- (a) both cards are red; or
 - (b) both cards are black.
- 10.4 For the purposes of this section, **perfect pair** means a suited pair.
- 10.5 Only the highest valid Perfect Pairs payout will be paid to each Perfect Pairs winner.
- 10.6 Perfect Pairs payout odds are as follows:
- (a) a **mixed pair** shall be paid at odds of 5 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.

11. CANBERRA PAIRS

This section applies if the Canberra Pairs option has been elected.

11.1 For the purposes of this section, **pair** means two cards with the same *face value*.

11.2 Canberra Pairs payout odds are as follows:

- (a) a **Canberra Pair** shall be paid at odds of 11 to 1.

12. IRREGULARITIES

12.1 A card drawn 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.

12.2 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 of play played to a conclusion. Prior to the commencement of a non-betting round of play, all wagers shall be removed from the betting areas on the table.

12.3 A card drawn in excess from the shoe, and not exposed, shall be used as the first card of the next round of play.

12.4 If an error of card placement has been detected during a round of play, cards drawn out of sequence to either the banker's hand or the player's hand shall be reconstructed in accordance with Rules 6.2, 7.2 and 7.3. In circumstances where the cards have not been exposed, each player shall have the option of removing his or her wager prior to the round of play resuming, provided that once a wager is removed, it cannot be replaced or remaining wagers added to or reduced. If all wagers are removed, then a no-bet coup shall be dealt. Where a round of play cannot be reconstructed, the casino supervisor shall authorise that the round of play be declared void. Subject to Rule 5.1(c), play shall then continue with the remaining cards in the shoe.

12.5 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.

12.6 In respect of a round of play (and providing the cards are dealt according to rule 6.2):

(a) where any one or more of the first four cards of the initial deal have been dealt from the shoe and none have been exposed, a casino supervisor may permit players to:

(i) change the position of their wager; and/or

(ii) alter the amount of their initial wager/s; or

(iii) place a new wager/s; or

(iv) withdraw their wager/s; and

(b) where all players withdraw their wagers, the hand will be completed by dealing a no-bet coup.

12.7 If there are insufficient cards in the shoe to complete a round of play, that round of play shall be void.

12.8 Where the dealer fails to burn cards the dealer shall continue the round of play.

13. TABLE CLOSURE

13.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.

13.2 Subject to Rule 13.1, the casino operator may close any table before the close of gaming provided that notice is given to the player.

14. GENERAL PROVISIONS

14.1 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.

14.2 Where a person has contravened any provision of these rules, the casino operator may:

(a) declare that any wager made by the player shall be void;
and

(b) direct that the player shall be excluded from further participation in the game.

- 14.3 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.
- 14.4 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the ACT Gambling and Racing Commission if requested.
- 14.5 An employee of the casino shall:
- (a) not advise a player on how to play, 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) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 14.6 A seated player who abstains from betting for three consecutive rounds of play whilst all other seats at that table are in use may be required to vacate that seat.
- 14.7 A person shall not instruct or influence another player's decisions of play.
- 14.8 Players are not permitted to have side bets against each other.
- 14.9 A copy of these rules shall be made available by the casino operator upon request.

15. TOURNAMENT PLAY

- 15.1 During tournament play, the rules for playing Mini-Baccarat shall apply, except where the rules are inconsistent with the rules for tournament play in this rule 15, in which case the rules for tournament play shall prevail.
- 15.2 Prior to a tournament being conducted and entries being taken, the casino operator shall:
- (a) in accordance with rule 15.3, document the tournament conditions;
 - (b) make the tournament conditions available to patrons; and
 - (c) notify and provide the ACT Gambling and Racing Commission with a copy of the tournament conditions.
- 15.3 The tournament conditions, referred to in rule 15.2, shall include:

- (a) information pertaining to:
 - (i) the tournament starting date and time;
 - (ii) the heat structure of the tournament;
 - (iii) the entry fee and tournament commission;
 - (iv) the amount of tournament chips each player will 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/Assistant in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.
- 15.4 The Gaming Shift Manager shall nominate a person, known as the Tournament Director/Assistant.
- 15.5 The Tournament Director/Assistant may require each tournament player to agree in writing with the approved rules and tournament conditions prior to accepting entry into the tournament.
- 15.6 Subject to rule 15.3(a)(vii), the Tournament Director/Assistant shall allow players one entry only into the tournament.
- 15.7 The Tournament Director/Assistant shall allocate each player a table and seat position 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.
- 15.8 The Tournament Director/Assistant shall determine the number of players allocated to any one table.
- 15.9 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.
- 15.10 Where a player has not taken their seat prior to the commencement of the first session the Tournament

Director/Assistant may offer that seat to a reserved player on payment of the specified entry fee for the tournament.

- 15.11 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 15.12 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 15.13 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 15.14 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.
- 15.15 A starting marker shall be used to indicate the player who must make the 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 (refer Rule 15.16) 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.
- 15.16 A player's opportunity to wager begins when they are asked by the dealer to place an wager and ends when the dealer asks the next player to place their wager.
- 15.17 Players shall not seek advice from other tournament players or persons not involved in the tournament.
- 15.18 The Tournament Director/Assistant may offer the players the opportunity to take a break during the tournament and shall specify the amount of time allowed for the break.
- 15.19 The Tournament Director/Assistant 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.
- 15.20 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.
- 15.21 The casino operator shall return 100% of the prize pool to the players by way of prizes.

- 15.22 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.
- 15.23 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 divided equally between those players.
- 15.24 The casino operator may charge an entry fee for the tournament and may retain an approved 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 approved conditions of tournament play.
- 15.25 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.