

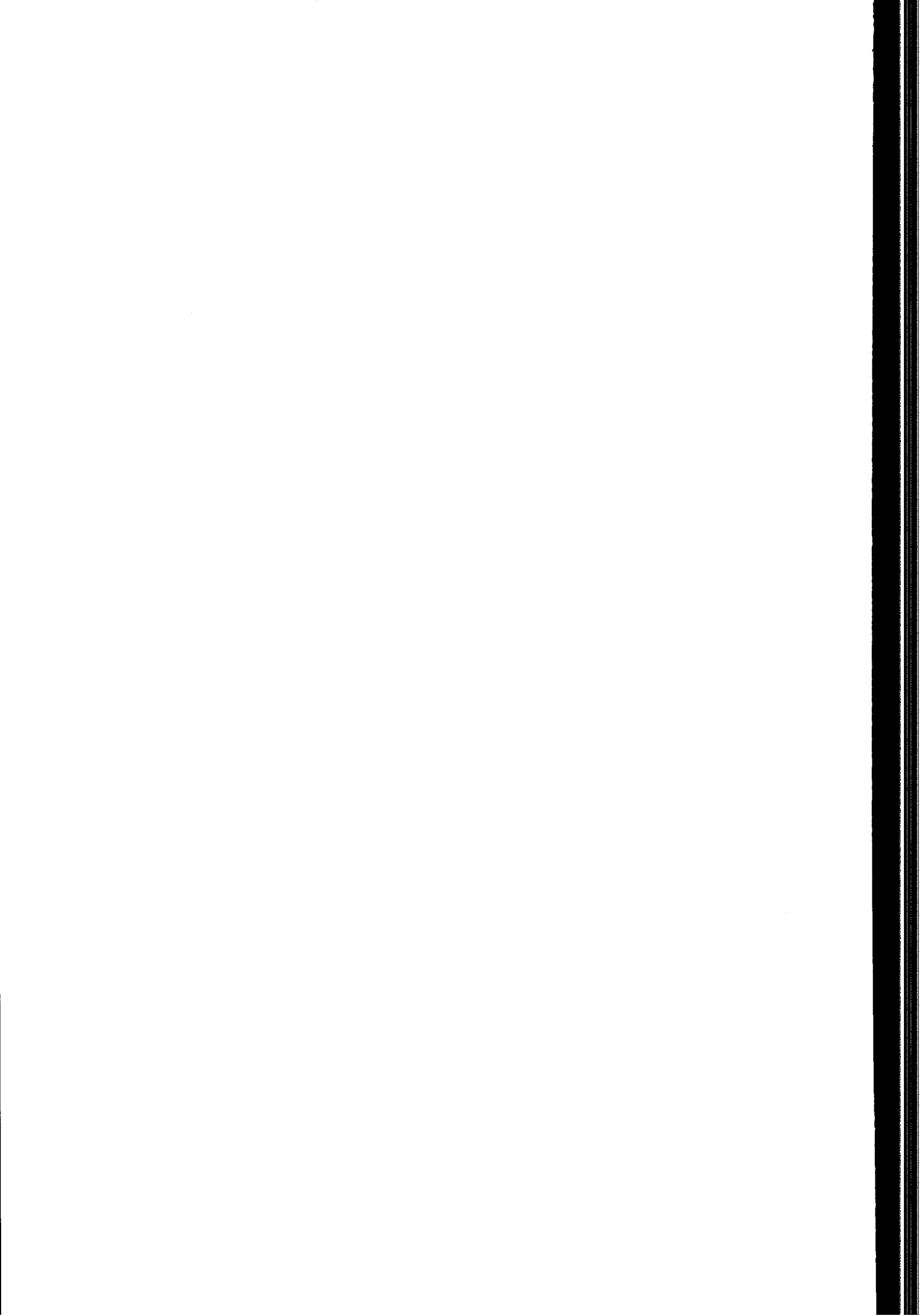


New Zealand Gazette

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RULES OF CASINO TABLE GAMES



CASINO CONTROL AUTHORITY**Notification of Approval for
Casino Games and the Rules for those Games**

Pursuant to section 63 of the Casino Control Act 1990, the Casino Control Authority on 12 January 1996 resolved that, with effect from 10.00am on Tuesday, 30 January 1996:

1. The following games be approved to be conducted and played in the licensed casino at 30-38 Victoria Street, Christchurch, namely:
 - a) Blackjack
 - b) Roulette
 - c) Mini Baccarat
 - d) Baccarat
 - e) Tai-Sai (Sic-Bo)
 - f) Money Wheel
 - g) Caribbean Stud Poker;

2. The following games be approved to be conducted and played in the licensed casino at the property bounded by Hobson, Victoria, Federal and Wellesley Streets, Auckland, namely:
 - a) Blackjack
 - b) Roulette
 - c) Mini Baccarat
 - d) Baccarat
 - e) Tai-Sai (Sic-Bo)
 - f) Money Wheel
 - g) Caribbean Stud Poker
 - h) Midi Baccarat
 - i) Craps;

3. The rules as set out in the schedule hereto be approved as the rules for those games, in substitution for the Rules of Casino Table Games set out in the Supplement dated Monday, 31 October 1994 to the *New Zealand Gazette* of Thursday, 27 October 1994, as subsequently amended.

R M IRVINE
CHAIRPERSON
CASINO CONTROL AUTHORITY

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DIVISION I - GENERAL RULES**1.0 Interpretation**

In these rules, unless the contrary intention appears:

“Act” means the Casino Control Act 1990;

“Authority” means the Casino Control Authority established by section 7 of the Act;

“Casino” means a casino licensed under the Act;

“Casino Operator”, in relation to a casino, means the operator for the time being of the casino, being the holder of a casino operator’s licence granted under section 37 of the Act;

“Casino Operator’s Licence” means the licence granted to a casino operator under section 37 of the Act;

“Casino Premises”, in relation to a casino, means the area defined as constituting the casino in the casino premises licence, which shall include any building or room in which games are conducted and played and in which money counting, surveillance, storage, and other activities related to the conduct and playing of games are carried on;

“Casino Premises Licence” means the casino premises licence issued under section 31 of the Act in relation to a casino;

“Casino Supervisor”, in relation to a casino, means a person other than a game supervisor who is responsible for the supervision and management of gaming operations in the casino;

“Certificate of Approval” means a certificate of approval as an employee in a casino issued under section 57 of the Act;

“Chips” means any tokens used or capable of being used in a casino in the conduct of gaming in the place of money and approved for the purpose by the Authority. The Authority may approve the use of particular types of chip in a casino for particular purposes, for example table games generally, one or more particular table games, keno, gaming machines, or a combination of any or all of the above;

“Dealer”, in relation to a game, means the person responsible for the operation of the game, including dealing the cards;

“Game Supervisor” means the person responsible for the supervision of the operation of a game;

“Gaming Area”, in relation to a casino, means the area of the casino designated by the Authority as the area in which gaming is to be conducted;

“Government Inspector” means an inspector appointed under section 80 of the Act;

“Stand Off” means, in relation to a wager, that the wager shall neither win nor lose;

“Void” means:

- (a) in relation to a wager, that the wager shall neither win nor lose and shall constitute a stand off;
- (b) in relation to a hand, round, roll or spin, an invalid hand, round, roll or spin with no result.

2.0 Application of Rules

- 2.1 These rules shall apply to the games described herein, being games that may be conducted or played in a casino pursuant to the casino premises licence and the casino operator’s licence, and shall be binding on the casino operator and its employees and agents.
- 2.2 By participating in a game a player undertakes to comply with and be bound by these rules.

3.0 Tips

No person employed in a casino in any capacity relating to the conduct of gaming, and no other holder of a certificate of approval employed in or associated with a casino, may solicit or accept any tip, gratuity, consideration or other benefit from any player or customer in the casino.

4.0 Advice

- 4.1 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 4.2 No spectator and no player wagering at a table may, unless requested by a player, influence or offer advice to that player regarding that player’s decisions of play.

5.0 Seat Allocation

A seated player who abstains from placing any wagers for three consecutive rounds of play, while all other seats at the table are in use, may be required to vacate his/her seat.

6.0 Closure of Table

A casino supervisor may, while the casino is operating, close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure. This rule applies subject to any requirement relating to the hours during which the casino may operate.

7.0 Side Bets

Players and spectators are not permitted to have side bets with or against each other.

8.0 Disputes/Complaints

8.1 Any dispute or complaint arising from these rules or not covered by the provisions of these rules shall be referred for decision in the first instance to the game supervisor, subject to a review (if requested) by a casino supervisor, whose decision shall be final subject to a review by a Government inspector, if requested.

8.2 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult, a Government inspector.

8.3 A copy of these rules shall be made available for examination upon request.

9.0 Minimum Age

No person under the age of 20 years shall be permitted to enter or remain in any part of the gaming area of a casino.

10.0 Entry/Exclusion

The fact that a casino is licensed under the Act shall not entitle any person to enter or remain on the casino premises as against the holder of the casino premises licence or the casino operator's licence; and, subject to any right conferred by or under any Act, every person shall leave the casino premises when required to do so by or on behalf of the holder of the licence.

11.0 Use of Calculators and Other Devices Prohibited

- 11.1 A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or any other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 11.2 Where the casino manager or shift manager is satisfied that a player has contravened any provision of rule 11.1 of this division he/she may:
- (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player be excluded from further participation in the game.
- 11.3 Rule 11.1 of this division shall not apply to possession, use or control by an agent or employee of the casino operator, a Government inspector or a member of the Police, where such person is acting in the course of his/her duty.

12.0 Invalidation of Games

- 12.1 The casino operator may invalidate the outcome of a game if:
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an act of God; or
 - (b) any fraudulent act is perpetrated by any player or dealer that, in the sole opinion of the casino operator, affects the outcome of the game.
- 12.2 Where the outcome of a game is invalidated pursuant to rule 12.1 of this division, all wagers made by the players for that particular hand or round shall be refunded, provided that the casino operator may direct that the wager of any player referred to in rule 12.1(b) be forfeited.

13.0 Minimum and Maximum Wagers

- 13.1 The casino operator shall set the minimum and maximum wagers at each gaming table, subject to any directions issued by the Authority.
- 13.2 The permissible minimum and maximum wagers pertaining to a game shall be displayed on a sign at the gaming table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum.
- 13.3 Any minimum wager indicated shall not be changed to a higher minimum limit, nor shall any maximum wager indicated be reduced to a lower maximum limit, unless:

- (a) a sign indicating the new minimum or maximum and the proposed time of change is displayed at the table at least 20 minutes prior to the time of the change; or
- (b) all players at the table agree to the new limit(s); or
- (c) the table is being opened for gaming for the first time in a gaming day; or
- (d) there is no gaming activity taking place at the table.

A Government inspector shall be notified of the proposed change where sub-paragraph (a) of this rule applies, and of the change where sub-paragraph (b), (c) or (d) applies.

- 13.4 A shift manager may allow a player to wager in excess of the stated maximum wager on that table, provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.
- 13.5 The casino operator may require that wagers be placed in increments of a specific amount, which amount shall not exceed the minimum wager specified for the table concerned. The amount of any such increment shall be displayed at the table or location on the sign on which the minimum and maximum wager values are displayed.

14.0 Wagers

- 14.1 A player shall not make, and the casino operator, its employees and agents shall not accept, in connection with any game, a wager if:
- (a) the wager is not expressly permitted by the rules of the game; or
 - (b) the amount thereof is contrary to the permissible minimum or maximum wager applying to that player and indicated on the sign displayed in accordance with rule 13.2 or rule 13.4, as the case may be, of this division; or
 - (c) partnership between players, with a view to exceeding any maximum wager, has occurred.
- 14.2 Where a wager is inadvertently made and accepted in contravention of rule 14.1 of this division, such a wager shall:
- (a) if less than the permissible minimum be regarded as valid once only in respect of any player but otherwise shall be void;

- (b) if in excess of the permissible maximum be void to the extent of such excess.

14.3 All wagers shall be made using chips that are approved by the Authority for use in the game.

14.4 A wager (other than a wager on the Caribbean Stud Poker jackpot) may be refused prior to a hand, round, spin or roll if, in the event of the player winning, it would not be possible to pay the wager exactly in chips.

15.0 Payment of Winning Wagers

15.1 All wagers placed with a casino operator shall be paid, taken or disposed of by the casino operator strictly in accordance with these rules. A player's entitlement to winnings shall be governed by and determined in accordance with the rules, irrespective of any overpayment by the casino operator, and the casino operator shall be entitled to recover any such overpayment.

15.2 The casino operator shall ensure that all winning wagers are paid in chips, unless the rules of a game specifically permit payment in cash or by cheque.

15.3 Subject to any rule providing otherwise or permitting the payment of a winning wager in cash or by cheque, where it is not possible to pay a wager exactly in chips, it shall be paid to the next highest amount to which payment can be made in chips.

16.0 Unclaimed Wagers and Winnings

16.1 Players are responsible for claiming and collecting winning wagers and winnings due to them pursuant to these rules.

16.2 Where a winning wager is, or winnings are, not collected by the player, the casino operator shall hold and dispose of it or them in accordance with procedures approved from time to time by the Authority.

17.0 Issue and Redemption of Chips

17.1 The casino operator shall, during the hours of operation of the casino, at the request of a casino patron:

- (a) exchange chip purchase vouchers or chips issued by the casino for chips or other chips, as the case may be, as requested of an equivalent total value;
- (b) redeem chips or chip purchase vouchers issued by the casino for cash of an amount equivalent to the value of the chips or chip purchase vouchers, provided however that the casino operator, if requested by

the patron, may in its discretion issue for the whole or any part of the amount to be paid in cash, in lieu of cash, a cheque made payable to the patron.

17.2 Rule 17.1 shall not apply to chips issued by a casino for promotional purposes.

18.0 Value and Non-Value Chips

18.1 Where the rules of a game provide for wagers to be made with or represented by chips, such chips shall be value chips (i.e. chips marked with denominations of value) unless the rules permit non-value chips (i.e. chips without denomination markings) to be used.

18.2 The following provisions shall apply to non-value chips:

- (a) the non-value chips in use at a table shall constitute a set each bearing the same distinguishing emblem or mark to differentiate it from non-value chips of other sets in use at other tables. Each set shall be subdivided into various colours;
- (b) non-value chips issued at a gaming table shall be used only for gaming at that table and shall not be used for gaming at any other table or location in the casino;
- (c) non-value chips shall be presented for redemption only at the table from which they were issued, and shall not be redeemed or exchanged at any other location in the casino;
- (d) no person shall be issued with non-value chips which are identical in colour and design to non-value chips which have been issued to any other person at the same table;
- (e) where a person purchases non-value chips, the specific cash value to be assigned to such chips shall be declared by that person at the time of purchase and before play. This value shall be clearly denoted by a non-value chip and a corresponding marker button displayed at the table.

18.3 Where the rules of a game permit the use of non-value chips for wagering, the casino operator, its employees or agents may limit the use of value chips by a player, or require a player to use non-value chips in lieu of value chips, at any table where that game is conducted.

19.0 Playing Cards, Dealing Shoes and Automatic Shufflers

19.1 Decks of cards used in the games shall consist of fifty-two cards each, each card being identical in size and shape to every other card in such deck. Each deck shall comprise four suits (diamonds, spades, clubs and hearts), of thirteen

cards each, consisting of ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two.

- 19.2 The backs of all cards in the deck(s) used in a game shall be identical, shall bear the casino logo and shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon. No back of any card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from that of any other card used in the game (other than cutting cards).
- 19.3 Cutting cards used in games shall be coloured plastic or plastic-coated cards similar in size to the playing cards.
- 19.4 Subject to these rules, in any game in which playing cards are used such cards shall at all times be dealt from gaming equipment specifically designed and approved by the Authority for that purpose, being either:
- (a) a dealing shoe; or
 - (b) an automatic shuffler from which cards can be dealt.

An automatic shuffler shall be designed, constructed and operated so that, when activated, the cards being shuffled within it, whether within separate decks or otherwise, are randomly and thoroughly intermixed.

20.0 Private Tables

- 20.1 The casino operator may from time to time reserve a table or a number of tables for:
- (a) the private use of an individual or group of individuals; or
 - (b) the purposes of a specific promotion, tournament or other event.
- 20.2 Where a table is reserved for private use or purposes, a sign designating it as a private table shall be displayed on it, and the table shall not be open for gaming by the general public.

DIVISION II - BLACKJACK

1.0 Interpretation

In this division, unless the contrary intention appears:

“Blackjack” means an ace and any card having a point value of ten dealt as the initial two cards to a player or a dealer;

“Box” means an area on the blackjack table layout designated for the placement of wagers;

“Hard Total” means the point total of a hand which contains no aces or which contains aces that are each counted as one in value;

“Initial Deal” means the first two cards dealt to each player and the first card dealt to the dealer;

“Insurance Wager” means an optional additional wager which may be made by a player in accordance with part 9 of this division;

“Round” means a period of play commencing when the first card is removed from the shoe by the dealer and concluding when all the cards are collected by the dealer and placed in the discard rack;

“Soft Total” means the point total of a hand containing an ace when the ace is counted as eleven in value;

“Super Sevens Wager” means an optional additional wager which may be made by a player in accordance with part 14 of this division.

2.0 Table Layout and Equipment

2.1 Blackjack shall be played at a table having on one side places for up to seven players, and on the opposite side a place for the dealer.

2.2 The layout cloth covering the blackjack table shall display the name and/or logo of the casino and shall have areas designated for the placement of wagers. The layout cloth shall be marked in a manner substantially similar to that shown in Diagram 1 or Diagram 2.

2.3 Inscriptions to the following effect shall appear on the layout cloth:

- (a) Blackjack pays 3 to 2;
- (b) Dealer must stand on 17 and must draw to 16;

- (c) Insurance pays 2 to 1.

2.4 The following equipment shall also be used in the game of blackjack:

- (a) a dealing shoe capable of holding four to eight decks of cards, constructed of wood or plastic, which may be clear or opaque, may have a sliding cover, and shall be located on the table to the left of the dealer, from which all cards shall be dealt;
- (b) a discard rack constructed of plastic or brass and capable of holding four to eight decks of cards, with, at the option of the casino operator, a lockable cover, and which shall be attached to the table; and
- (c) a chip tray constructed of metal and with a clear lockable lid, which shall be attached to the table and shall house the chips.

2.5 Each blackjack table shall have a drop box attached to it.

Diagram 1 Blackjack Table Layout

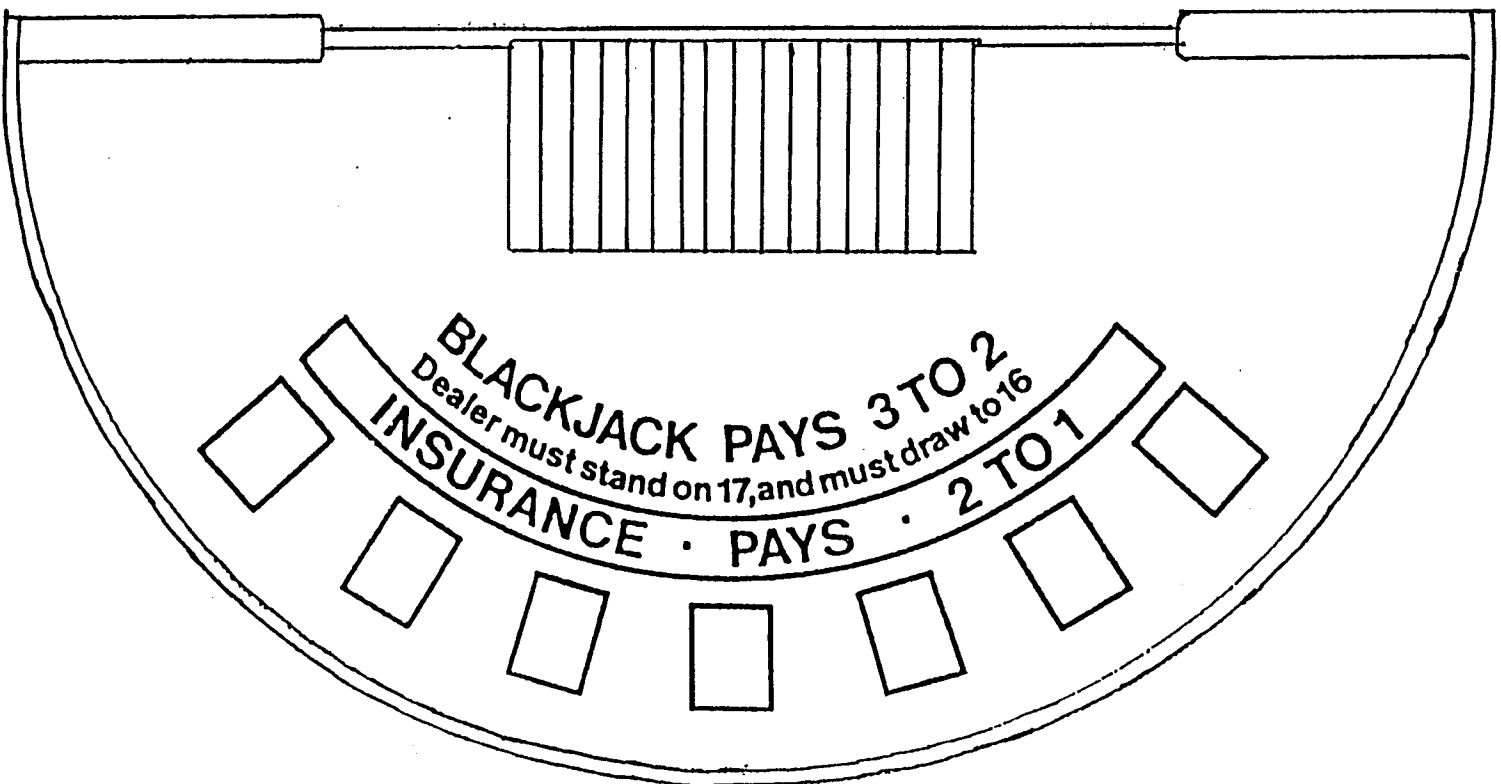
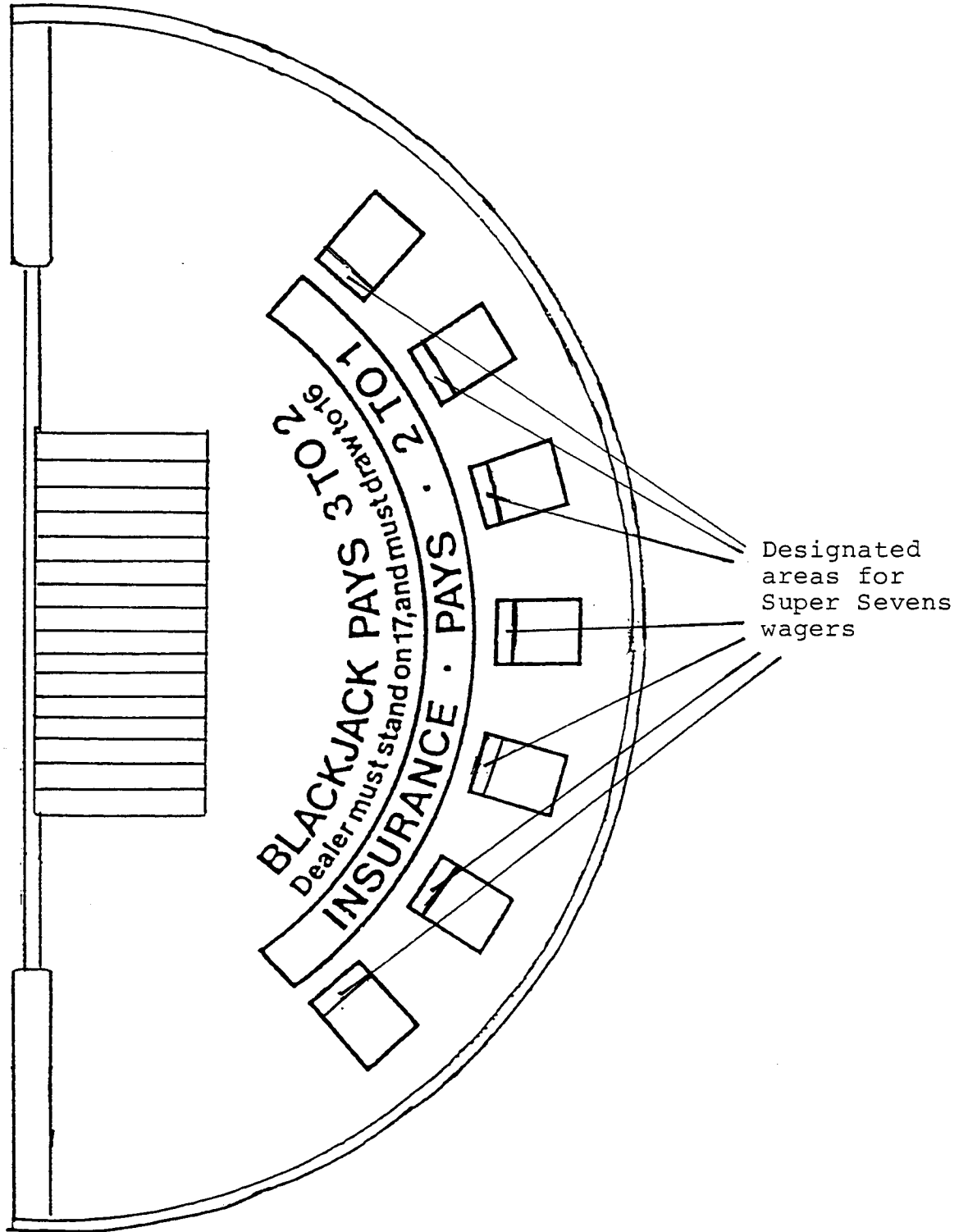


Diagram 2 Blackjack Table Layout with Super Sevens



3.0 Cards, Number of Decks and Value

3.1 Blackjack shall be played with four to eight decks of cards and, at the option of the casino operator, either one or two cutting cards, provided however that the Super Sevens variation described in part 14 of this division shall be played with six to eight decks.

3.2 The value of the cards in each deck shall be as follows:

- (a) a card from two to ten (inclusive) shall have its face value;
- (b) a jack, queen or king shall have a value of ten;
- (c) an ace shall have a value of eleven except where that would give a player or the dealer a point total in excess of twenty-one, in which case it shall have a value of one.

3.3 No player or spectator shall handle, alter or withdraw any cards used in the game of blackjack, except as expressly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so. The dealer shall at all times deal the cards.

4.0 Wagers

4.1 Prior to the first card being dealt for each round, each player at the game of blackjack shall make a wager against the dealer which shall:

- (a) win if the point total of the player is twenty-one or less and that of the dealer is in excess of twenty-one;
- (b) win if the point total of the player exceeds that of the dealer without either exceeding twenty-one;
- (c) win if the player has a blackjack and the dealer has achieved a point total of twenty-one either in more than two cards or in two cards without achieving a blackjack;
- (d) lose if the dealer has a blackjack and the player has achieved a point total of twenty-one either in more than two cards or in two cards without achieving a blackjack;
- (e) except as provided in sub-paragraphs (c) and (d) above, be a stand off if the point total of the player is the same as that of the dealer or if the dealer and the player both have a blackjack;
- (f) lose if the point total of the player is in excess of twenty-one;
- (g) lose if the point total of the dealer exceeds that of the player without either exceeding twenty-one.

- 4.2 Except as otherwise provided in these rules, no wager shall be made, altered or withdrawn after the first card of a round has been removed from the shoe.
- 4.3 All wagers at the game of blackjack shall be made by placing chips, with the smaller denomination chips on top, within the appropriate wager area of the blackjack layout.
- 4.4 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has sufficient time to place the wager on the layout prior to "No more bets" being called.
- 4.5 All winning wagers made in accordance with rule 4.1 of this division shall be paid at odds of one to one with the exception of blackjack, which (subject to rule 8.3) shall be paid at odds of three to two. Winning insurance wagers shall be paid in accordance with rule 9.5, and winning Super Sevens wagers in accordance with rules 14.4 and 14.5, of this division.
- 4.6 Once the dealer has called "No more bets" and the first card of any round has been removed from the shoe and dealt by the dealer, no player shall handle, alter or withdraw any wager until a decision has been rendered and implemented with respect to the wager, except as expressly permitted by these rules, and no dealer or other person shall permit any player to do so.
- 4.7 Once an insurance wager or other optional wager (Super Sevens wager, double down, or split pairs) has been made and confirmed by the dealer, no player shall handle, alter or withdraw such wager until a decision has been rendered and implemented with respect to the wager, except as expressly permitted by these rules, and no dealer or other person shall permit any player to do so.
- 4.8 No player shall handle, alter or withdraw a losing wager. Subject to rule 8.3, a winning wager may not be collected until the dealer has completed the payment of all winning wagers within the box.
- 4.9 The casino operator may require any person:
- (a) who has not made a wager on the first round of a shoe; or
 - (b) who, after placing a wager on a round, declines to place a wager on any subsequent round of play,

to wager only the minimum wager displayed at the table until the cards are reshuffled and a new shoe is commenced. A Government inspector must be notified prior to a player being limited to a table minimum wager under this rule.

5.0 Opening of Table for Gaming

- 5.1 After receiving the designated number of sealed decks of cards at the table, both the dealer and the game supervisor shall sort and inspect the cards independently of each other.
- 5.2 After the cards are inspected, they shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped rows by deck according to suit and sequence. The cards in each suit shall be laid out in sequence within the suit.
- 5.3 After the first player is or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, then:
- (a) chemmy shuffled (washing of the cards);
 - (b) stacked; and
 - (c) riffle shuffled.

6.0 Shuffle and Cut of Cards

- 6.1 The dealer shall shuffle the cards so that they are randomly intermixed:
- (a) immediately prior to the start of play;
 - (b) when the cutting card or one of the cutting cards, as the case may be, is drawn as the first card of the new round (refer rule 7.9);
 - (c) subject to sub-paragraph (b) of this rule, at the completion of the round during which the cutting card or one of the cutting cards, as the case may be, is reached in the shoe (refer rule 7.8);
 - (d) at the recommencement of play following any period that the table has been vacant.
- 6.2 After the cards have been shuffled they shall be cut. The dealer shall offer the stack of cards, with backs facing away from him/her, to the players to be cut.
- 6.3 The cards shall be cut by the person designated in accordance with rules 6.7 and 6.8 by placing the cutting card or one of the cutting cards, as the case may be, in the stack at least one deck in from either end.
- 6.4 After the cutting card has been inserted into the stack by the designated person the dealer shall remove all of the cards in front of the cutting card to the back of the stack and then insert the cutting card in a position approximately one and

a half decks in from the back of the stack. Where two cutting cards are being used, the second shall be placed at the back of the stack.

- 6.5 Notwithstanding rule 6.4, the dealer may at the direction of the casino manager or shift manager insert the cutting card or (where two cutting cards are in use) the one used to cut the deck into the stack in another position, being not more than half way in from the back of the stack, but may do so only after a Government inspector has been notified of the direction.
- 6.6 The stack of cards shall then be inserted in the dealing shoe for commencement of play.
- 6.7 The player to cut the cards shall be:
- (a) the first player to the table immediately prior to the start of play; or
 - (b) the player on whose box the cutting card or the first of the cutting cards, as the case may be, appeared during the last round of play; or
 - (c) the player at the farthest point to the right of the dealer if the cutting card or the first of the cutting cards, as the case may be, appeared on the dealer's hand during the last round of play; or
 - (d) the player at the farthest point to the left of the dealer if the cards are being shuffled and cut as a result of having been introduced into the game under rule 6.9.
- 6.8 If the player designated in rule 6.7 refuses to cut the cards, the cut shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut an authorised casino employee shall cut the cards.
- 6.9 The casino manager or shift manager may, after any round of play, direct that the cards shall be replaced and, if he/she does so, a Government inspector shall be advised and the new cards shall be checked, shuffled and cut in accordance with the parts 5 and 6 of this division
- 7.0 Dealing of Cards**
- 7.1 After the cards have been shuffled the dealer may, at the option of the casino operator, draw and discard face down the first card of the shoe before the commencement of the first round of play. Players may upon request view the card that was drawn and discarded.
- 7.2 Before the commencement of each round of play the dealer shall call "No more bets", and at the same time run a hand along the insurance line.

- 7.3 The dealer shall then, starting on his/her left and continuing clockwise around the table, deal the cards in the following order:
- (a) one card face up to each box on the layout containing a wager or wagers;
 - (b) one card face up to the dealer;
 - (c) a second card face up to each box containing a wager or wagers.
- 7.4 After the initial deal the dealer, beginning with the player at the farthest point to the left of the dealer and continuing clockwise around the table, shall announce the player's point total and allow each player in turn to indicate whether he/she wishes to double down, split pairs, stand (i.e. have no further cards) or draw (i.e. take further cards).
- 7.5 As each player indicates his/her decision(s), the dealer shall deal face up whatever additional cards are required to give effect to such decision(s), and shall announce the point total of the player's hand after each additional card is dealt.
- 7.6 After the decisions of each player have been completed and any additional cards required have been dealt, the dealer shall deal a second card face up to his/her hand. Any additional cards to the dealer's hand shall then be dealt face up, after which the dealer shall announce his/her point total.
- 7.7 At the conclusion of a round of play the dealer shall:
- (a) collect all of the players' cards remaining on the layout face up, in order, starting with the cards of the player to the farthest right of the dealer and moving counter-clockwise around the table; and then
 - (b) pick up his/her cards against the underside of the stack of players' cards and place all of the cards face down in the discard rack.
- 7.8 Subject to rule 7.9 whenever the cutting card or the first of the cutting cards, as the case may be, is reached during a round, the dealer shall continue dealing the cards until that round of play is completed, after which the cards used in the game shall be reshuffled.
- 7.9 Whenever the cutting card or the first of the cutting cards, as the case may be, is drawn as the first card of a new round, the cards shall be reshuffled immediately.
- 7.10 Each player at the table shall be responsible for correctly computing the point total of his/her hand and no player shall be entitled to rely on the point total announced by the dealer.

8.0 Payment of Blackjack

- 8.1 If the first face up card dealt to the dealer is two, three, four, five, six, seven, eight or nine and a player has blackjack, the dealer shall announce and pay the blackjack at odds of three to two and shall remove the player's cards to the discard rack before any player receives a third card.
- 8.2 If the first face up card dealt to the dealer is an ace, king, queen, jack or ten and a player has a blackjack, the dealer shall announce the blackjack but shall make no payment nor remove any cards until all other cards have been dealt to the players and the dealer has received his/her second card. If the dealer's second card does not give the dealer a blackjack, the dealer shall complete his/her hand and any player having blackjack shall be paid at the odds of three to two. If the dealer's second card gives a blackjack, the wager of any player having a blackjack shall constitute a stand off.
- 8.3 When a player has blackjack and the dealer's first card is an ace, the dealer shall pay the player immediately at odds of one to one in full settlement of the player's wager if requested by the player, who may remove the wager and winnings from the box before the completion of the round. The dealer shall then collect the cards of the player and place them in the discard rack before any further cards are dealt, unless more than one person has wagered on the box and not all of the persons so wagering elect to be paid immediately under this rule, in which event the dealer shall not collect or discard the cards until the round is complete.

9.0 Insurance Wagers

- 9.1 Whenever the first card dealt to the dealer is an ace, each player may make an insurance wager in accordance with these rules, which shall win if the dealer's second card is a king, queen, jack or ten and shall lose if the dealer's second card is an ace, two, three, four, five, six, seven, eight or nine.
- 9.2 If the first card dealt to the dealer is an ace, the dealer shall first complete the initial deal, and then:
- (a) announce the word "Insurance" in a clearly audible voice; and
 - (b) at the same time run a hand along the insurance line.
- 9.3 Players may then make an insurance wager by placing on the insurance line an amount, being not more than half the amount staked in the player's original wager but at least the minimum permissible wager, which shall be accomplished prior to any additional cards being dealt after the initial deal.
- 9.4 The amount of an insurance wager shall be such that, if the wager wins, the dealer will be able to effect payment in chips.

- 9.5 All winning insurance wagers shall be paid at odds of two to one.
- 9.6 All losing insurance wagers shall be collected by the dealer immediately after the dealer's second card is drawn and before any additional cards are drawn.

10.0 Doubling Down

- 10.1 A player may elect to double down if:
- (a) the point total of the first two cards dealt to him/her, or of the first two cards of any split pair, is either nine, ten or eleven; and
 - (b) those two cards do not include any aces.
- 10.2 To double down the player shall make an additional wager of at least the permitted minimum but no more than the amount of his/her original wager.
- 10.3 Only one additional card shall be dealt to a hand on which the player has elected to double down. That card shall be dealt face up and placed sideways on the layout.
- 10.4 Subject to rule 10.5 of this division, where a player elects to double down, the original and additional wagers made on the player's hand shall win, lose or constitute a stand off in accordance with sub-paragraphs (a) to (g) of rule 4.1, and shall be paid at odds of one to one if they win.
- 10.5 If the dealer obtains blackjack after a player has doubled down, the dealer shall collect only the amount of the player's original wager but not the additional amount wagered in doubling down.

11.0 Splitting Pairs

- 11.1 A player may elect to split pairs, i.e. to divide his/her hand into two separate hands, when the initial two cards dealt to the player are both aces or both cards of the same value.
- 11.2 A player wishing to split pairs shall make an additional wager on the second hand so formed in an amount equal to that of his/her original wager.
- 11.3 When a player splits pairs, the dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to the second hand.
- 11.4 After a second card is dealt to a split pair, the dealer shall announce the point total of the hand and the player shall indicate whether he/she wishes to stand, draw, split or double down with respect to the hand, subject to the following:

- (a) a player may split pairs a second time if the second card dealt to a hand formed from a split pair, and the first split card in that hand, are both cards of the same value, and the provisions of rules 11.2, 11.3 and 11.4 shall apply accordingly, except that a player shall not split pairs more than twice, and no more than a total of three hands per box may be formed in any round;
 - (b) aces may be split only once. A player splitting aces shall have only one card dealt to each ace and may not receive any additional cards. The card dealt to a split ace shall be placed sideways on the layout;
 - (c) a player splitting aces or pairs of ten point value cards shall not be capable of achieving a blackjack from those cards.
- 11.5 A player who has previously elected not to split a pair formed in his/her hand may not split any further pairs formed in the hand.
- 11.6 Where a pair has or pairs have been split in conformity with these rules the hands so formed shall be completed under the terms of part 12 of this division, subject to the rules contained in this part. Subject to rule 11.7 of this division, wagers made on the hands shall win, lose or constitute a stand off in accordance with sub-paragraphs (a) to (g) of rule 4.1, and shall be paid at odds of one to one if they win.
- 11.7 If the dealer obtains blackjack after a player has split pairs, the dealer shall collect only the amount of the player's original wager but not the additional amount(s) wagered in splitting pairs.
- 12.0 Drawing of Additional Cards**
- 12.1 A player may elect to draw additional cards whenever the point total of his/her hand is less than twenty-one except that:
- (a) a player having blackjack or a hard or soft total of twenty-one may not draw additional cards;
 - (b) a player electing to double down shall draw one and only one additional card;
 - (c) a player electing to split aces shall only have one card dealt to each ace, and may not elect to receive additional cards;
 - (d) subject to sub-paragraph (b) of this rule, a player with a point total of eleven or less in his/her hand shall be required to draw a further card or cards until the hand has a point total of twelve or more.

- 12.2 If a player's point total exceeds twenty-one, that hand shall lose and the dealer shall immediately collect all wagers on that box, and collect the cards and place them in the discard rack.
- 12.3 Except as provided in rule 12.4, additional cards shall be drawn to the dealer's hand until a hard total or soft total of seventeen, eighteen, nineteen, twenty or twenty-one has been reached, at which point no additional cards shall be drawn.
- 12.4 No additional cards shall be drawn to a dealer's hand, regardless of the point total, 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.

13.0 Wagering on Boxes

- 13.1 The casino operator may permit up to three players to wager on any one box at a blackjack table.
- 13.2 The casino operator may direct that the total of all players' wagers on any one box shall not exceed the table maximum, or that the total of the wagers of any particular player(s) on any one box shall not exceed the permitted maximum. Where the casino operator issues such a direction, a sign stating the box maximum and/or player maximum, as the case may be, shall be displayed at the gaming table.
- 13.3 Whenever more than one player wagers on a box:
- (a) the player seated at the playing area shall have the exclusive right to make the decisions with regard to the cards dealt to the box;
 - (b) the seated player shall place his/her wager in that portion of the box closest to the dealer's side of the table and the other players shall place their wagers immediately behind and in a straight line with the wager of the seated player;
 - (c) if the seated player decides to double down, as provided in rule 10.1, the other players may also elect to double down in accordance with part 10, but shall not be required to do so. In any event, only one additional card shall be dealt to the hand on which the election to double down was made;
 - (d) if the seated player elects to split pairs, each of the other players with a wager on the hand may either make an additional wager as provided in part 11 to cover both of the pairs resulting from the split, or designate the split pair to which he/she wishes his/her original wager to apply before any further cards are dealt;

- (e) if the seated player declines the option to double down or split, the other players shall not be entitled to make an additional wager and shall abide by the decision;
 - (f) each player shall have the right to make an insurance wager as provided in part 9;
 - (g) each player shall have the right to elect to be paid in accordance with rule 8.3 regardless whether any of the other players on the box so elect.
- 13.4 The casino operator may permit a player to wager on more than one box at a blackjack table, provided that and for so long as there are sufficient places at blackjack tables with equivalent limits operating in the casino to accommodate patron demand. The casino operator may determine the number of boxes a player may wager on, provided that a player may wager on at least one box.
- 13.5 In the case of full patronage, and where approval has been given in accordance with rule 13.1 or 13.4, a seated player may wager on more than one box at a blackjack table but shall be entitled to make the decisions only with the respect to the box at which he/she is seated.
- 13.6 Where a player is permitted to wager on more than one box, the player shall make at least the minimum wager on each box played.
- 14.0 Super Sevens (Optional)**
- 14.1 The casino operator may in its discretion offer players the opportunity to place Super Sevens wagers in accordance with this part of this division.
- 14.2 Where the option is offered and the game of blackjack is played at a table with a layout cloth marked in a manner similar to that shown in Diagram 2, any player may elect to place a Super Sevens wager at the time of placement of his/her initial wager as provided in rule 4.1. The Super Sevens wager shall be placed in the appropriate wager area of the layout corresponding to the area where the initial wager was placed.
- 14.3 The amount of a Super Sevens wager shall be that displayed on the sign at the table indicating the minimum and maximum wagers pertaining to the table.
- 14.4 A Super Sevens wager shall:
- (a) win if the first card dealt to the player's hand in that round is a seven (of any suit), paying odds of three to one, unless the next card dealt to the hand is also a seven;
 - (b) win if the first two cards dealt to the player's hand in that round are both sevens (of different suits), paying odds of fifty to one, unless the next card dealt to the hand is also a seven;

- (c) win if the first two cards dealt to the player's hand in that round are both sevens of the same suit, paying odds of one hundred to one, unless the next card dealt to the hand is also a seven;
 - (d) win if the first three cards dealt to the player's hand in that round are all sevens, but are not all of the same suit, paying odds of five hundred to one;
 - (e) win if the first three cards dealt to the player's hand in that round are all sevens of the same suit, paying odds of five thousand to one; and
 - (f) otherwise lose.
- 14.5 Notwithstanding rule 14.4, if the first two cards dealt to a box with respect to which a Super Sevens wager has been made are both sevens and the option to split them is taken, the Super Sevens wager shall be paid immediately at either fifty to one in accordance with rule 14.4(b), or one hundred to one in accordance with rule 14.4(c), whichever applies, and that wager shall be completed, irrespective of whether or not the next card dealt to the box is a seven.
- 14.6 Winning Super Sevens wagers shall be paid, and losing Super Sevens wagers collected, by the dealer as soon as a result has been rendered with respect to the wager. The dealer shall, in the case of a winning wager, pass the winnings to the player, who may remove the original wager and the winnings from the box before the completion of the round.
- 15.0 Irregularities**
- 15.1 A card found turned face up in the shoe shall be removed from play and placed in the discard rack.
- 15.2 A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
- 15.3 If a card is or cards are dealt to a box on which no wager has been placed, and no decisions have been made by any of the players in relation to their hands (for example to make an insurance wager, stand, draw, double down or split pairs), the hands shall be reconstructed under the supervision of a casino supervisor. If any of the players has made a decision in relation to his/her hand, the card(s) on the box without a wager shall be regarded as void, be collected by the dealer and placed in the discard rack, and the game shall continue.
- 15.4 If the dealer omits to deal a card or cards to a box containing a wager or wagers, and no decisions have been made by any of the other players in relation to their hands, the hands shall be reconstructed under the supervision of a casino supervisor. If any of the other players has made a decision in relation to his/her hand, the box without a card or cards may not be included in that round of play. The hand shall not be reconstructed and any wagers on the box shall be regarded as void.

- 15.5 If the dealer omits to deal his/her first card to himself/herself, and no decisions have been made by any of the players in relation to their hands, the hands shall be reconstructed under the supervision of a casino supervisor. If the error is not realised until after any of the players has made a decision in relation to his/her hand, each of the seated players shall have the option of either:
- (a) having his/her hand deemed void and the wager(s) on the hand returned, whether or not any decisions on the hand have been made or completed, and whether or not the total of the hand has exceeded twenty-one; or
 - (b) completing the hand.
- If one or more player(s) elect(s) to complete his/her hand, the dealer shall finish acting on the hands of the players remaining in the game and take the next cards as his/her hand. In these circumstances, should the dealer deal himself/herself an ace and a ten value card the hand shall be deemed to have a point total of twenty-one but not (except for the purposes of rules 10.5 and 11.7 of this division) to constitute a blackjack.
- 15.6 An exposed card dealt in error to the dealer's hand shall be removed from play and placed face down in the discard rack.
- 15.7 If, after the initial deal, a card is drawn in error and exposed to the players, that card shall be dealt to a player or the dealer as though it were the next card from the shoe. Any player refusing to accept the card shall not have any additional cards dealt to his/her hand during that round. If the card is refused by the players it shall become the dealer's second card.
- 15.8 Subject to the foregoing rules in this part, if, during or after the initial deal, the dealer becomes aware that one card has or more than one cards have been drawn in error, or placed in an incorrect position, the dealer shall inform the game supervisor. Under the supervision of a casino supervisor the hand shall be reconstructed accordingly. If any of the players has made a decision in relation to his/her hand, or a reconstruction is otherwise not possible, the hand will be void.
- 15.9 If a player who has made an initial wager in accordance with rule 4.1 is not present to act on that hand, and there is no other player who is entitled to make the decisions with regard to the hand, a casino supervisor may direct that further cards be dealt to the player's hand whilst the hard total of the hand does not exceed eleven.
- 15.10 If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut in accordance with the procedures laid down in part 6 of this division, and the round shall be completed using the shuffled cards.
- 15.11 If any card is or cards are found to be damaged in the course of a game, the card(s) will be replaced by a casino supervisor at the completion of the round of play.

- 15.12 If the cards are not reshuffled following the exposure of the cutting card as provided by rules 7.8 and 7.9 of this division, a shuffle shall take place immediately after the completion of the round of play.
- 15.13 If the cutting card is found not to have been inserted into the cards after the shuffle, the cards will be removed from the shoe and reshuffled at the completion of the round of play.

DIVISION III - ROULETTE**1.0 Interpretation**

In this division, unless the contrary intention appears:

“Dolly” means an indicator placed on the roulette layout to denote the winning number;

“Marker Button” means a button used to denote the value of non-value chips;

“Non-Value Chips” means chips without denomination markings;

“Value Chips” means chips marked with denominations of value;

“Zero” includes “0”.

2.0 Table Layout and Equipment

- 2.1 Roulette shall be played at a table with a roulette wheel of not less than 0.75 meters in diameter at one end, and a roulette layout imprinted on the opposite end of the table.
- 2.2 The layout cloth of the roulette table shall display the name and/or logo of the casino and shall have areas designated for the placement of wagers. The layout cloth shall be marked in a manner substantially similar to that shown in either Diagram 3A or Diagram 3B.
- 2.3 The roulette wheel shall be of a single zero variety and shall have thirty-seven compartments equally spaced around the wheel, where the roulette ball shall come to rest, with one marked zero and coloured green and the others marked 1 to 36 and coloured alternately red and black. The numbers shall be arranged around the wheel in the same order as that shown in Diagram 4. A number of vertical and horizontal hazards shall be fitted to the surface of the wheel. The roulette wheel shall be level, and shall move freely and evenly.
- 2.4. Each ball used in gaming at roulette shall be made completely of a non-metallic substance and shall be not less than 17 millimetres, nor more than 23 millimetres, in diameter.
- 2.5 The roulette wheel and roulette ball, when activated, shall operate as a random number generator, in that their use shall result in the selection of a game result or production of a game outcome which is:
- (a) statistically independent;
 - (b) uniformly distributed over its range; and

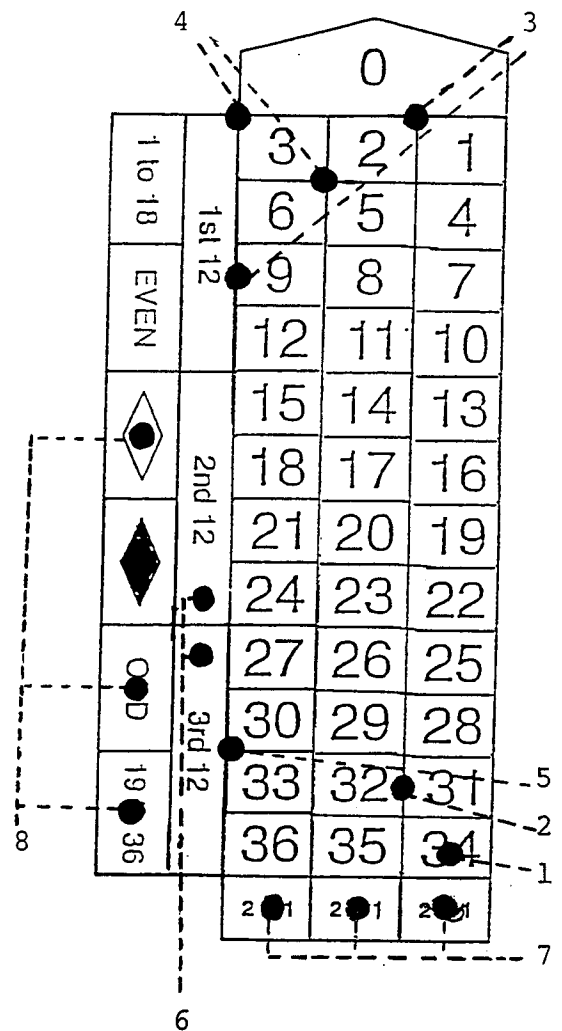
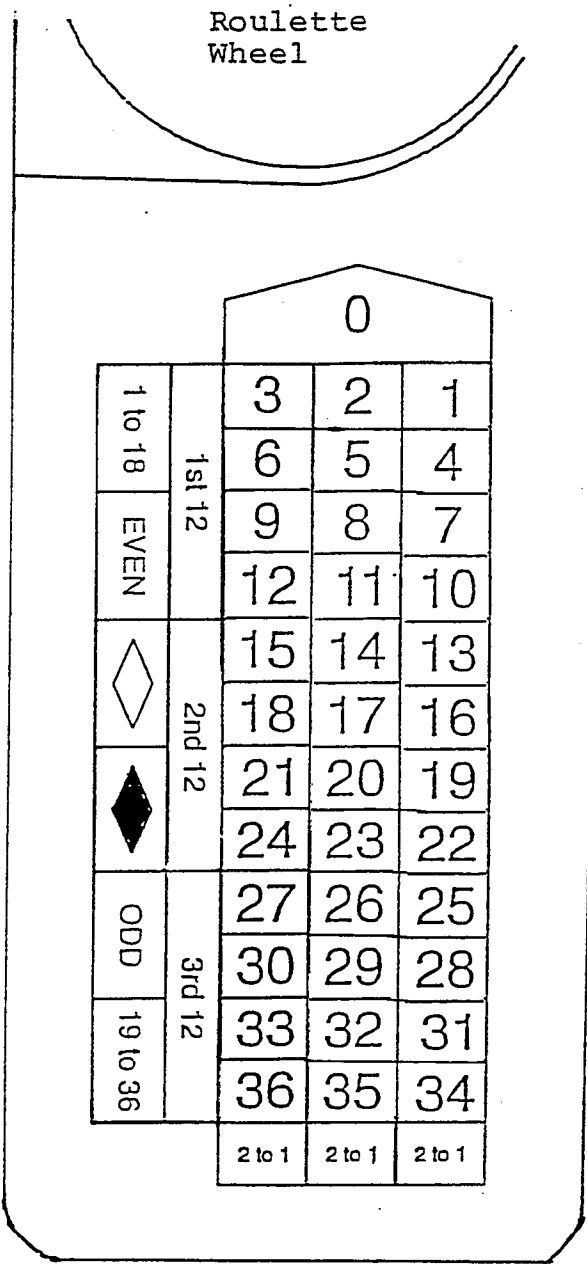
(c) unpredictable.

2.6 The following equipment shall be also be used in the game of roulette:

- (a) a display rack, which may be vertical or horizontal, constructed of plastic, with compartments, which shall be used to indicate the colours and values of the non-value chips in use at the roulette table;
- (b) marker buttons, constructed of plastic in different colours, sufficient to indicate the values of the non-value chips in use at the roulette table;
- (c) a change block, constructed of plastic or wood, which shall be used for the acceptance and exchange of chips;
- (d) a dolly made of plastic or brass;
- (e) at the option of the casino operator, a winning number display, being an electronic device for recording and displaying the most recent winning numbers spun at the roulette table;
- (f) at the option of the casino operator, a chipping machine attached to the table, being an electronic device for sorting non-value chips and value chips;
- (g) a lockable float cover which shall be constructed of plastic and be used to secure the chips on the table; and
- (h) a bell.

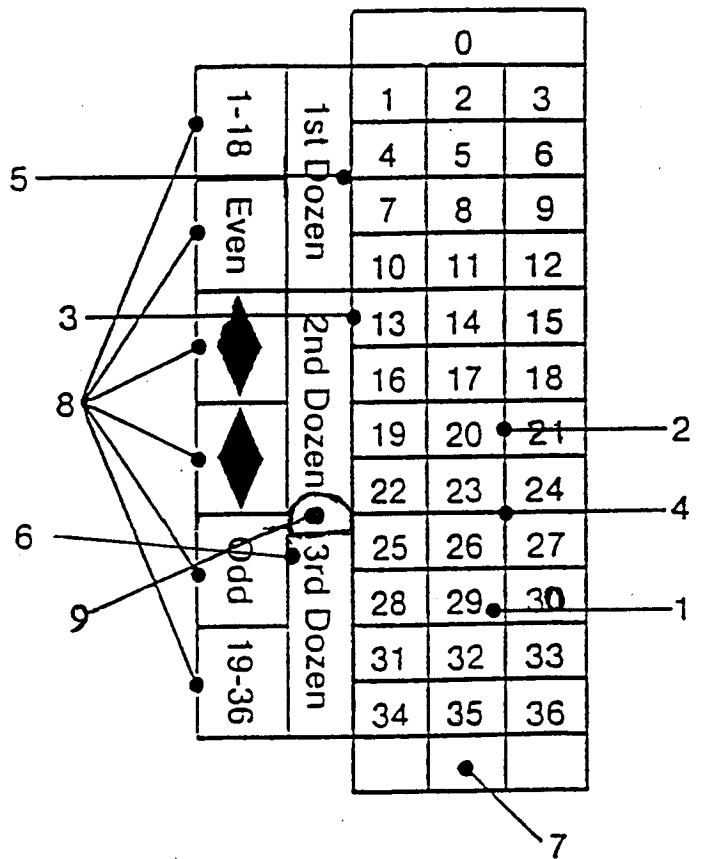
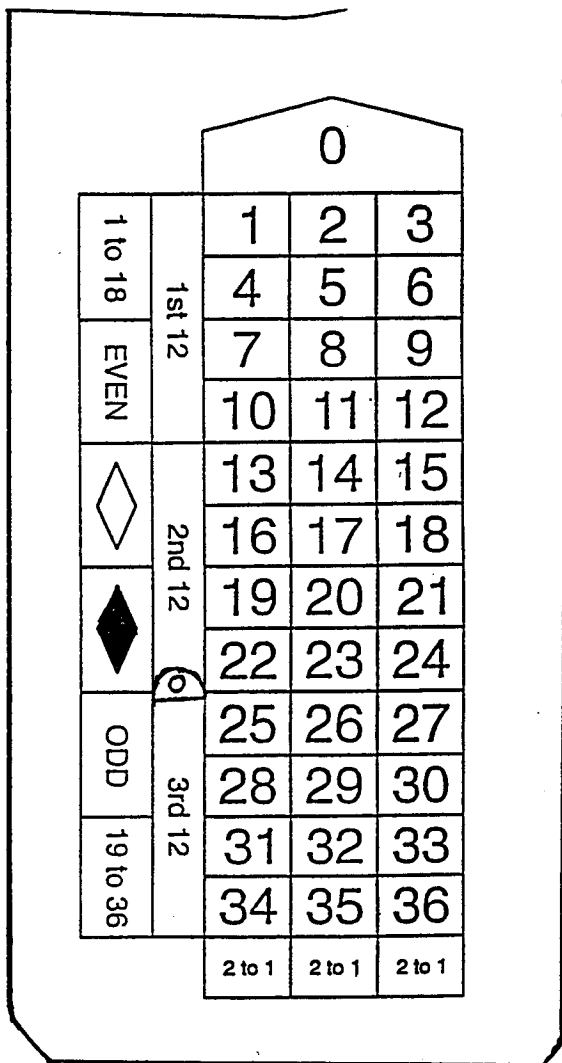
2.7 Each roulette table shall have a drop box attached to it.

Diagram 3A Roulette Table Layout and Illustration of Main Roulette Wagers



- 1. Straight Up
- 2. Split
- 3. Street
- 4. Corner
- 5. Six Line
- 6. Dozen
- 7. Column
- 8. Even Chance (i.e. High, Odd, Black, Red, Even, Low)




Diagram 3B Roulette Table Layout and Illustration of Main Roulette Wagers

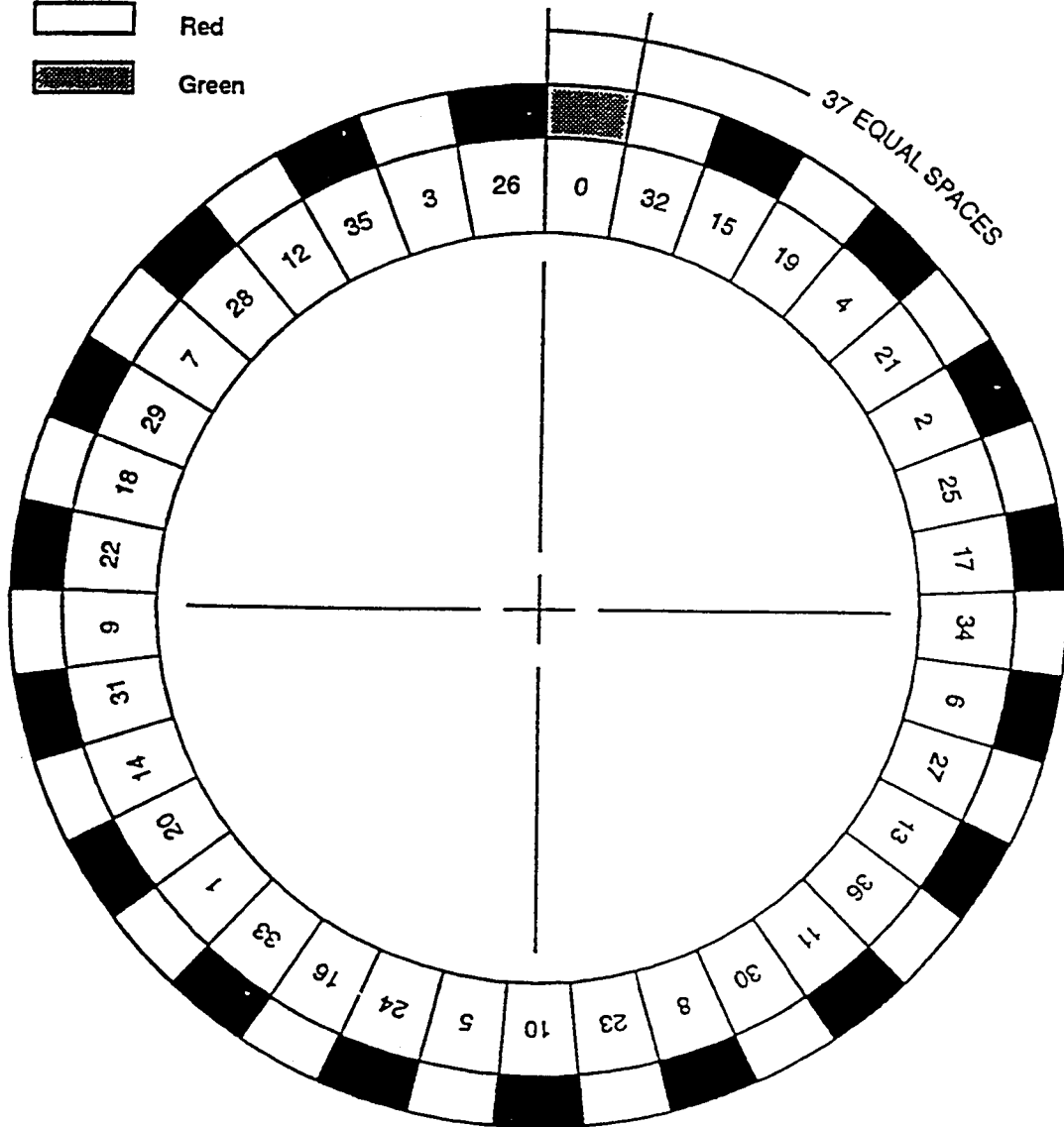


1. Straight Up
2. Split
3. Street
4. Corner
5. Six Line
6. Dozen
7. Column
8. Even Chance (i.e. High, Odd, Black, Red, Even, Low)
9. Courtesy Line between 2nd dozen and 3rd dozen for placement of wagers straight up on the zero

Diagram 4 Roulette Wheel Numbers

LEGEND

-  Black
-  Red
-  Green



3.0 Rotation of Wheel and Ball

- 3.1 The direction of each spin of the wheel may be alternated.
- 3.2 The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
- 3.3 While the ball is still rotating around the wheel, the dealer shall call "No more bets" whilst at the same time ringing the bell.
- 3.4 Upon the ball coming to rest in a compartment around the wheel, the dealer shall:
- (a) announce the number of such compartment and its colour; and
 - (b) place the dolly on that number on the roulette layout.
- 3.5 After placing the dolly on the layout, the dealer shall:
- (a) first collect all losing wagers; and
 - (b) then pay all winning wagers.
- 3.6 No person shall at any time interfere with the wheel, the ball or the rotation of the wheel or ball, except as expressly provided in these rules.
- 3.7 The casino operator may, in its discretion, change the ball after any spin.

4.0 Wagers

- 4.1 Permissible wagers by a player at the game of roulette are:
- (a) one specific number or "Straight Up" which shall:
 - (i) win if that single number from one to thirty-six or "zero" is wagered and spun, and
 - (ii) lose if any other number is spun;
 - (b) two specific numbers or "Split" which shall:
 - (i) win if either of the two numbers wagered is spun,
 - (ii) win if "zero" and either of one, two or three is wagered and any one of them is spun, and
 - (iii) otherwise lose;

- (c) three specific numbers or "**Street**" which shall:
 - (i) win if any one of the three numbers in the row wagered is spun,
 - (ii) win if "zero" and one and two are wagered and any one of them is spun,
 - (iii) win if "zero" and two and three are wagered and any one of them is spun, and
 - (iv) otherwise lose;
- (d) four specific numbers or "**Corner**" which shall:
 - (i) win if any of the four numbers wagered is spun,
 - (ii) win if "zero" and one, two and three are wagered and any one of them is spun,
 - (iii) otherwise lose;
- (e) six specific numbers or "**Six-Line**" which shall:
 - (i) win if any one of the six numbers in the two rows wagered is spun, and
 - (ii) lose if any other number or "zero" is spun;
- (f) "**Column**" which shall:
 - (i) win if any one of the twelve numbers in the column wagered is spun, and
 - (ii) lose if any other number or "zero" is spun;
- (g) "**Dozen**" which shall:
 - (i) win if any one of the twelve numbers in the dozen wagered (1-12, 13-24 or 25-36 inclusive) is spun, and
 - (ii) lose if any other number or "zero" is spun;
- (h) "**Low**" or (1-18) which shall:
 - (i) win if any one of the eighteen numbers wagered is spun, and
 - (ii) lose if any other number or "zero" is spun;

- (i) **"High"** or (19-36) which shall:
 - (i) win if any one of the eighteen numbers wagered is spun, and
 - (ii) lose if any other number or "zero" is spun;
 - (j) **"Even"** which shall:
 - (i) win if the number wagered and spun is an even number, and
 - (ii) lose if the number spun is an odd number or "zero";
 - (k) **"Odd"** which shall:
 - (i) win if the number wagered and spun is an odd number, and
 - (ii) lose if the number spun is an even number or "zero";
 - (l) **"Red"** which shall:
 - (i) win if the colour of the number wagered and spun is red, and
 - (ii) lose if the colour spun is not red; and
 - (m) **"Black"** which shall:
 - (i) win if the colour of the number wagered and spun is black, and
 - (ii) lose if the colour spun is not black.
- 4.2 All wagers at the game of roulette shall be made by placing either value chips, with the smaller denomination chips on top, or non-value chips in the appropriate wager position on the roulette layout.
- 4.3 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has sufficient time to place the wager on the layout prior to "No more bets" being called.
- 4.4 An illustration of the manner of placement of wagers on a single number or combination of numbers on the roulette layout is indicated in Diagrams 3A and 3B.
- 4.5 No wager shall be placed, changed or withdrawn after the dealer has called "No more bets".
- 4.6 Each player shall be responsible for the correct positioning of his/her wager(s) on the roulette layout regardless whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of his/her wager are correctly carried out.

- 4.7 Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.
- 4.8 Subject to these rules no wager shall be touched, removed, altered or added to until all winning wagers within that box or on that wagering area have been completely paid by the dealer.
- 4.9 Rule 4.8 does not preclude a player from removing any of his/her winning outside wagers (ie winning wagers on Low, High, Even, Odd, Red, Black, Column or Dozen) after such wagers have been paid.

5.0 Payout Odds

- 5.1 Winning wagers at the game of roulette shall be paid at the odds listed below:

Wager	Payout Odds
One number or Straight Up	35 to 1
2 numbers or Split	17 to 1
3 numbers or Street	11 to 1
4 numbers or Corner	8 to 1
6 numbers or Six-Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low - (1 - 18)	1 to 1
High - (19 - 36)	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1.

- 5.2 When the ball comes to rest in the compartment of the wheel marked "zero", all wagers shall lose other than those made straight up on the "zero" or made in any available combination of the "zero" and the numbers one, two and three.
- 5.3 Winning wagers made straight up on the "zero", or made in any available combination of the "zero" and the numbers one, two and three, shall be paid at the same odds as would apply in respect of the same type of bet involving any other numbered square on the layout.

6.0 Irregularities

- 6.1 If the ball is spun in the same direction as the wheel is rotating, the spin shall be deemed void, the dealer or a more senior casino employee shall immediately announce "No spin", and the dealer or other casino employee shall attempt to remove the ball from the wheel before it comes to rest in one of the compartments.

- 6.2 If a foreign object enters the wheel prior to the ball coming to rest, the spin shall be deemed void, the dealer or a more senior casino employee shall immediately announce "No spin", and the dealer or other casino employee shall attempt to remove the ball from the wheel before it comes to rest in one of the compartments.
- 6.3 If the ball is either so balanced in its revolutions that it is taking an inordinate amount of time to fall into a compartment, or is unduly hung up in an air pocket, the dealer or a more senior casino employee shall immediately announce "No spin", the spin shall be deemed void, and the dealer or other casino employee shall attempt to remove the ball from the wheel before it comes to rest in one of the compartments.
- 6.4 If the ball is propelled or falls out of the wheel head during a spin, the spin shall be deemed void and the dealer or a more senior casino employee shall immediately announce "No spin". Upon retrieval of the ball it shall be examined by the game supervisor.
- 6.5 If any person interferes with the ball or the rotation of the wheel during a spin, the spin shall be deemed void, the dealer or a more senior casino employee shall immediately announce "No spin", and the dealer or other casino employee shall attempt to remove the ball from the wheel before it comes to rest in one of the compartments.
- 6.6 If the dealer anticipates that the ball will not complete four revolutions around the track of the wheel, the dealer or a more senior casino employee shall immediately announce "No spin", the spin shall be deemed void, and the dealer or other casino employee shall attempt to remove the ball from the wheel before it comes to rest in one of the compartments.
- 6.7 A spin that is deemed void pursuant to rules 6.1 to 6.5 of this division shall be void irrespective of whether a "No spin" is announced, and a spin that is deemed void pursuant to rules 6.1 to 6.6. of this division shall be void irrespective of whether the ball comes to rest in one of the compartments before being removed from the wheel.
- 6.8 After a void spin the dealer shall return the ball to the previous winning numbered compartment and re-spin in accordance with part 3 of this division.
- 6.9 Where the casino operator provides a winning number display at the roulette table, the casino operator shall not be held responsible for the display of any incorrect results or other information or for the consequences of the equipment malfunctioning.

DIVISION IV - MINI BACCARAT**1.0 Interpretation**

In this division, unless the contrary intention appears:

“Banker’s Box” means that part of the layout in front of the dealer controlling the cards which is designated as the playing area for the Banker’s Hand by the word “BANKER”;

“Commission” means the amount deducted by the dealer from any winning wager on the Banker’s Hand pursuant to rule 5.2 of this division;

“Natural” means a total of eight or nine by either the Banker or the Player in the first two cards;

“Player’s Box” means that part of the layout in front of the dealer controlling the cards which is designated as the playing area for the Player’s Hand by the word “PLAYER”;

“Point Count”, in relation to a hand of cards in mini baccarat, means a single digit number from zero to nine inclusive which shall be determined by totalling the value of the cards in the hand in accordance with rule 3.4 of this division;

“Table of Play” means the set of mandatory instructions, contained in these rules, which dictate whether the Player and Banker should stand or draw cards;

“Tie” means that the Player’s Hand and the Banker’s Hand have the same point count after all cards required to be dealt to those hands pursuant to these rules have been dealt to those hands.

2.0 Table Layout and Equipment

2.1 Mini baccarat shall be played at a table having on one side numbered places for up to seven players, and on the opposite side a place for the dealer.

2.2 The layout cloth covering the mini baccarat table shall display the name and/or logo of the casino and shall have areas designated for the placement of wagers. The layout cloth shall be marked in a manner substantially similar to that shown in Diagram 5.

2.3 The wagering areas shall be designated:

- (a) for wagers on the Banker’s Hand by the word “Banker” or “Bankers”;
- (b) for wagers on the Player’s Hand by the word “Player” or “Players”; and

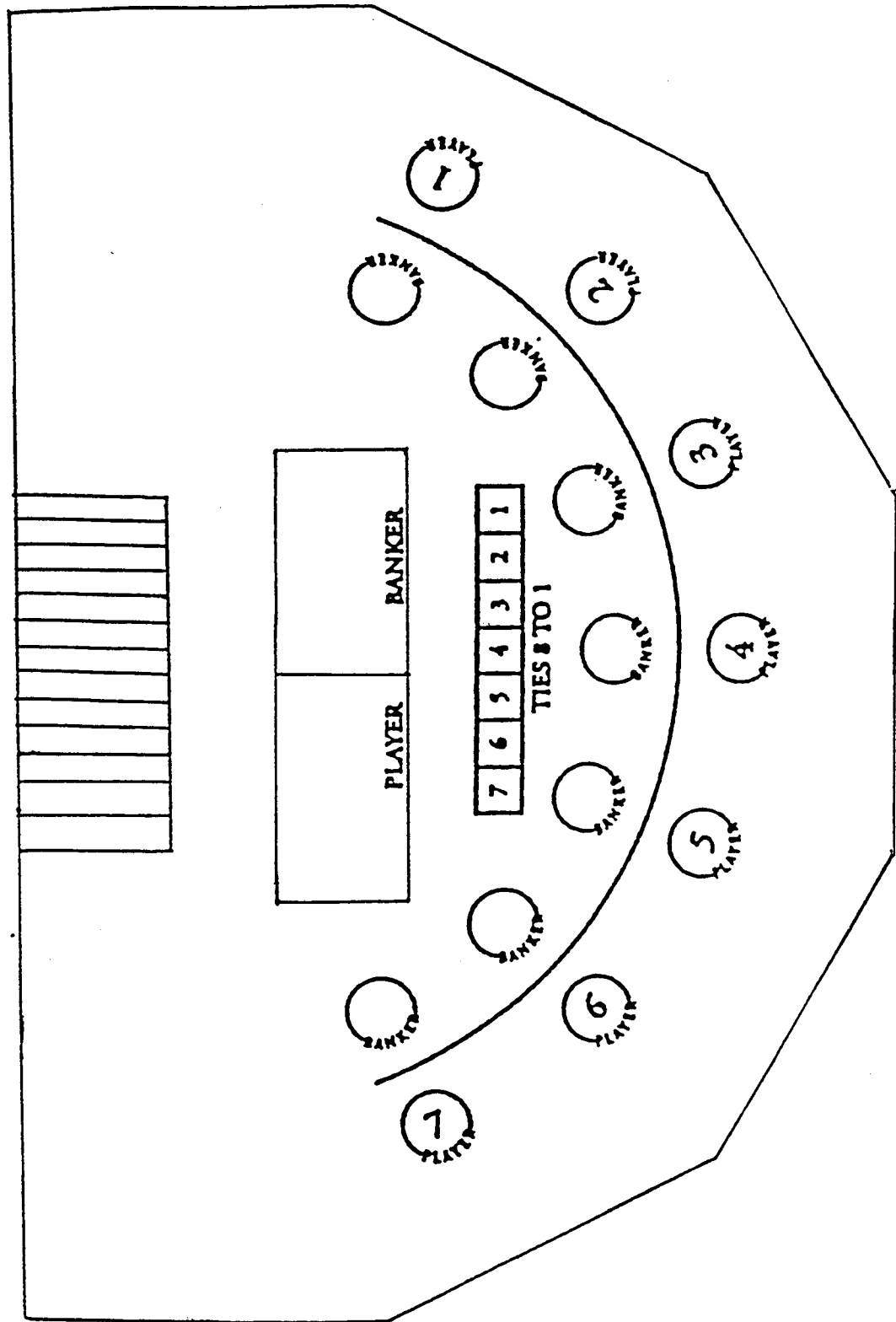
- (c) for wagers on a Tie Bet by the word "Tie" or "Ties".

2.4 The following equipment shall also be used in the game of mini baccarat:

- (a) a dealing shoe capable of holding eight decks of cards, constructed of wood or plastic, which may be clear or opaque, and may have a sliding cover, from which all cards shall be dealt;
- (b) a discard rack capable of holding eight decks of cards, constructed of plastic or brass, with (at the option of the casino operator) a lockable cover, and which shall be attached to the table; and
- (c) a chip tray constructed of metal and with a clear lockable lid, which shall be attached to the table and shall house the chips.

2.5 Each mini baccarat table shall have a drop box attached to.

Diagram 5 Mini Baccarat Table Layout



3.0 Cards, Number of Decks and Value

3.1 Mini baccarat shall be played with eight decks of cards and, at the option of the casino operator, either one cutting card or two.

3.2 Subject to rule 7.5 of this division, the value of the cards in each deck shall be as follows:

- (a) any card from two to nine shall have its face value;
- (b) any ten, jack, queen or king shall have a value of zero; and
- (c) any ace shall have a value of one.

3.3 No player or spectator shall handle, alter or withdraw any cards used in the game of mini baccarat except as expressly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so. The dealer shall at all times deal and be in control of the cards.

3.4 The point count of a hand shall be determined by totalling the value of the cards in the hand. If the total value of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand.

4.0 Wagers

4.1 Permissible wagers by a player at the game of mini baccarat are:

- (a) a wager on the "**Banker's Hand**" which shall:
 - (i) win if the Banker's Hand has a final point count higher than that of the Player's Hand,
 - (ii) lose if the Banker's Hand has a final point count lower than that of the Player's Hand,
 - (iii) be void if the final point counts of the Banker's Hand and the Player's Hand are equal;
- (b) a wager on the "**Player's Hand**" which shall:
 - (i) win if the Player's Hand has a final point count higher than that of the Banker's Hand,
 - (ii) lose if the Player's Hand has a final point count lower than that of the Banker's Hand,

- (iii) be void if the final point counts of the Banker's Hand and the Player's Hand are equal;
- (c) a "Tie Bet" which shall:
 - (i) win if the final point counts of the Banker's Hand and the Player's Hand are equal, and
 - (ii) lose if such point counts are not equal.
- 4.2 All wagers at the game of mini baccarat shall be made by placing chips, with the smaller denomination chips on top, within the appropriate wager area of the mini baccarat layout.
- 4.3 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has sufficient time to place the wager on the layout prior to "No more bets" being called.
- 4.4 The casino operator may permit up to three players to wager on any one wagering area.
- 4.5 The casino operator may direct that the total of all players' wagers on any one wagering area shall not exceed the table maximum, or that the total of the wagers of any particular player(s) on any one wagering area shall not exceed the table maximum.
- 4.6 No wager at mini baccarat shall be made, increased or withdrawn after the dealer has announced "No more bets".
- 4.7 Subject to these rules no wager shall be touched, removed, altered or added to until a decision has been rendered and implemented with respect to all winning wagers within the wagering area.
- 4.8 For any round of play a player may wager on:
 - (a) the Banker's Hand; or
 - (b) the Banker's Hand and Tie; or
 - (c) the Player's Hand; or
 - (d) the Player's Hand and Tie; or
 - (e) a Tie,but not on the Banker's Hand at the same time as the Player's Hand.
- 4.9 The casino operator may stipulate a maximum table differential, subject to any directions issued by the Authority. The table differential is the difference

between the total amount wagered on the Banker's Hand and the total amount wagered on the Player's Hand. Where there is a maximum table differential it shall be displayed on the notice at the table indicating minimum and maximum wagers permitted.

- 4.10 Where the total of the wagers on any one hand exceeds the table differential displayed on the table notice, the dealer may reduce all wagers pro rata so that the total does not exceed the table differential.

5.0 Payout Odds

- 5.1 A winning wager made on the Player's Hand shall be paid at odds of one to one.
- 5.2 A winning wager made on the Banker's Hand shall be paid at odds of one to one, less a commission of 5% on the amount won, which shall be payable to the casino operator and shall be collected from the player at the time the winning payment is made.
- 5.3 If it would not be possible to pay a wager on the Banker's Hand exactly in chips at odds of one to one, less commission, were that wager to win, the wager shall not be accepted.
- 5.4 If a wager is made and accepted in contravention of rule 5.3, as much of the wager as could be paid exactly in chips, were that portion of the wager to win, shall be regarded as valid and the remainder shall be void.
- 5.5 A winning Tie Bet shall be paid at odds of eight to one.
- 5.6 If there is a tie, players may alter their wagers on the Banker's Hand or Player's Hand before the next round is dealt.

6.0 Opening of Table for Gaming

- 6.1 After receiving the eight sealed decks of cards at the table, both the dealer and the game supervisor shall sort and inspect the cards independently of each other.
- 6.2 After the cards are inspected, they shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped rows by deck according to suit and sequence. The cards in each suit shall be laid out in sequence within the suit.
- 6.3 After the first player is or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, then:

- (a) chemmy shuffled (washing of cards);
- (b) stacked; and
- (c) riffle shuffled.

7.0 Shuffle and Cut of Cards

7.1 The dealer shall shuffle the cards so that they are randomly intermixed:

- (a) immediately before the start of play;
- (b) at the completion of the round during which the or the first cutting card, as the case may be, is drawn as the first card (refer rule 9.8);
- (c) at the completion of the round following the round during which the or the first cutting card, as the case may be, appears otherwise than as the first card (refer rule 9.7);
- (d) at the recommencement of play following any period that the table has been vacant.

7.2 After the cards have been shuffled, they shall be cut. The dealer shall offer the stack of cards, with the backs facing away from him/her, to the players to be cut. The dealer shall begin with the player seated in the lowest number position at the table and, working clockwise around the table, shall offer the stack to each player until a player accepts the cut. If no player accepts the cut, an authorised casino employee shall cut the cards.

7.3 The person designated in rule 7.2 shall cut the cards by placing the cutting card or one of the cutting cards, as the case may be, in the stack at least one deck in from either end. The dealer shall remove all of the cards in front of the cutting card to the back of the stack and then insert the cutting card at least twenty cards in from the back of the stack. Where a second cutting card is used, it shall be placed at the back of the stack.

7.4 The stack of cards shall then be inserted in the dealing shoe for commencement of play, following which the dealer shall burn the cards, that is:

- (a) remove the first card from the shoe face up;
- (b) draw, face down, additional cards equal in number to the face value of the first card drawn; and
- (c) place the first and additional cards drawn in the discard rack.

7.5 For the purposes of rule 7.4 a ten, jack, queen, and king shall have a face value of ten and an ace a face value of one.

7.6 The casino manager or shift manager may, after any round of play, direct that the cards in play at the table shall be replaced. If he/she does so a Government inspector shall be notified and the new cards shall be checked, shuffled and cut in accordance with parts 6 and 7 of this division

8.0 Dealing of Initial Two Cards

8.1 There shall be two hands dealt in the game of mini baccarat, one of which shall be designated the Player's Hand and the other the Banker's Hand.

8.2 Immediately before the start of each round of play and after all wagers are on the table, the dealer shall announce "No more bets" and shall then begin dealing the cards.

8.3 The dealer shall deal an initial four cards from the shoe. The first and third cards shall respectively constitute the first and second cards of the Player's Hand and shall be placed on the Player's Box. The second and fourth cards shall respectively constitute the first and second cards of the Banker's Hand and shall be placed on the Banker's Box.

8.4 Subject to these rules, the initial cards may, at the option of the casino operator, be dealt either face up or face down. Where a shoe commences in a particular dealing style it shall continue in that style until its completion.

8.5 Where the initial cards are dealt face up, all four cards shall be dealt in that manner. The dealer shall then announce the point count of the Player's Hand first, followed by that of the Banker's Hand.

8.6 Where the initial cards are dealt face down, all four cards shall be dealt in that manner. The dealer shall then turn over and announce the point count of the Player's Hand first, followed by the Banker's Hand.

9.0 Dealing of Additional Cards

9.1 Following the announcement of the point counts of each hand, the dealer shall deal a third card to each hand if so required pursuant to rules 9.2 to 9.5 inclusive.

9.2 If the point count of either or each of the Player's Hand and the Banker's Hand after the initial four cards are dealt is eight or nine, which shall be a natural, no more cards shall be dealt to either hand.

9.3 If the point count of the Banker's Hand is zero to seven inclusive after the initial four cards are dealt, the Player's Hand shall:

- (a) draw (i.e. take a third card); or

(b) stand (i.e. not take a third card),

in accordance with the requirements of Table 1 below:

TABLE 1 : PLAYER'S HAND

Player having a total of:	
0-1-2-3-4-5	Draws a card
6-7	Stands
8-9	Has a natural and cannot draw

9.4 If the Player's Hand draws, the Banker's Hand shall:

(a) draw; or

(b) stand,

in accordance with the requirements of Table 2 below:

TABLE 2 : BANKER'S HAND

Banker having point count of:	When the third card in the Player's Hand is:	When the third card in the Player's Hand is:
3	0-1-2-3-4-5-6-7-9, draws	8, stands
4	2-3-4-5-6-7, draws	0-1-8-9, stands
5	4,5,6,7, draws	0-1-2-3-8-9, stands
6	6-7, draws	0-1-2-3-4-5-8-9, stands
7	Stands	
8-9	Has a natural and cannot draw	
0-1-2	Draws	

- 9.5 If the point count of the Player's Hand is six or seven after the initial four cards are dealt, the Banker's Hand shall draw a third card if the point count of the Banker's Hand is zero to five inclusive, but otherwise shall stand.
- 9.6 Any third card required to be dealt to the Player's Hand shall be dealt face up to that hand, and then any third card required to be dealt to the Banker's Hand shall be dealt face up to that hand. In no event shall more than one additional card be dealt to either hand.
- 9.7 Subject to rule 9.8, whenever the cutting card or the first cutting card, as the case may be, appears during play it shall be removed and placed to the side and the hand shall be completed. Upon completion of that hand, the dealer calling the game shall announce "Last coup" or "Last hand". Upon the completion of one more round no more cards shall be dealt until the cards are replaced or reshuffled.
- 9.8 Whenever the cutting card or the first cutting card, as the case may be, is drawn as the first card of a round, the cutting card shall be removed and placed to the side, and the dealer calling the game shall announce "Last coup" or "Last hand". Upon completion of the round no more cards shall be dealt until the cards are replaced or reshuffled.

10.0 Payment and Collection of Wagers

- 10.1 After each hand has received all the cards it is entitled to by the rules, the dealer shall announce the final point count of each hand, indicating which hand has won the round. If the two hands have equal point counts, the dealer shall announce "Tie Hand".
- 10.2 After the result of the round is announced, the dealer shall collect all losing wagers and pay all winning wagers.

11.0 Irregularities

- 11.1 For the purposes of rules 11.2 to 11.4 of this division, a "Void Hand" means a round of play which shall be conducted in accordance with the rules of this division and all other applicable rules, except that no wagers shall be permitted.
- 11.2 A third card dealt to the Player's Hand when no third card is authorised by these rules shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw in accordance with Table 2 of rule 9.4 or with rule 9.5. If, in such circumstances, the Banker's Hand is required to stand, the card dealt in error shall become the first card of the next round unless it has been disclosed or the cards are reshuffled or replaced before the next round. If the card has been disclosed, the dealer will announce "No bets this hand" and, starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.

- 11.3 A card drawn in excess from the shoe shall, if it has not been disclosed, be used as the first card of the next round of play unless the cards are reshuffled or replaced before the next round. If the card has been disclosed, the dealer will announce "No bets this hand" and, starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.
- 11.4 If the first card of a round of play is found face upwards in the shoe, the dealer will announce "No bets this hand" and, starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.
- 11.5 Any card found face upwards during a round of play, except for the first card, will be used in that round.
- 11.6 If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards is reshuffled and placed in the shoe.
- 11.7 Subject to the provisions of this part of the division, cards drawn out of sequence to either the Banker's Hand or the Player's Hand shall be reconstructed under the supervision of a casino supervisor in accordance with the Table of Play.
- 11.8 If during the initial deal the cards are dealt out of sequence and cannot be reconstructed the hand shall be void.
- 11.9 If the dealer fails to draw and discard cards at the commencement of a shoe as provided in rule 7.4 of this division, or in any other situation where this is required, play shall nonetheless continue as provided in the rules.

DIVISION V - BACCARAT**1.0 Interpretation**

In this division, unless the contrary intention appears:

“Banker’s Box” means that part of the layout in front of the dealer controlling the cards which is designated as the playing area for the Banker’s Hand by the word **“BANKER”**;

“Commission” means the amount deducted by the dealer from any winning wager on the Banker’s Hand pursuant to rule 5.2 of this division;

“Natural” means a total of eight or nine by either the Banker or the Player in the first two cards;

“Player’s Box” means that part of the layout in front of the dealer controlling the cards which is designated as the playing area for the Player’s Hand by the word **“PLAYER”**;

“Point Count”, in relation to a hand of cards in baccarat, means a single digit number from zero to nine inclusive which shall be determined by totalling the value of the cards in the hand in accordance with rule 3.4 of this division;

“Table of Play” means the set of mandatory instructions, contained in these rules, which dictate whether the Player and Banker should stand or draw cards;

“Tie” means that the Player’s Hand and the Banker’s Hand have the same point count after all cards required to be dealt to those hands pursuant to these rules have been dealt to those hands.

2.0 Table Layout and Equipment

2.1 Baccarat shall be played at a table having numbered places for up to fourteen seated players, and places for the dealers.

2.2 The layout cloth covering the baccarat table shall display the name and/or logo of the casino and shall have areas designated for the placement of wagers. The layout cloth shall be marked in a manner substantially similar to that shown in Diagram 6.

2.3 The wagering areas shall be designated:

- (a) for wagers on the Banker’s Hand by the word **“Bankers”**;
- (b) for wagers on the Player’s Hand by the word **“Players”**; and

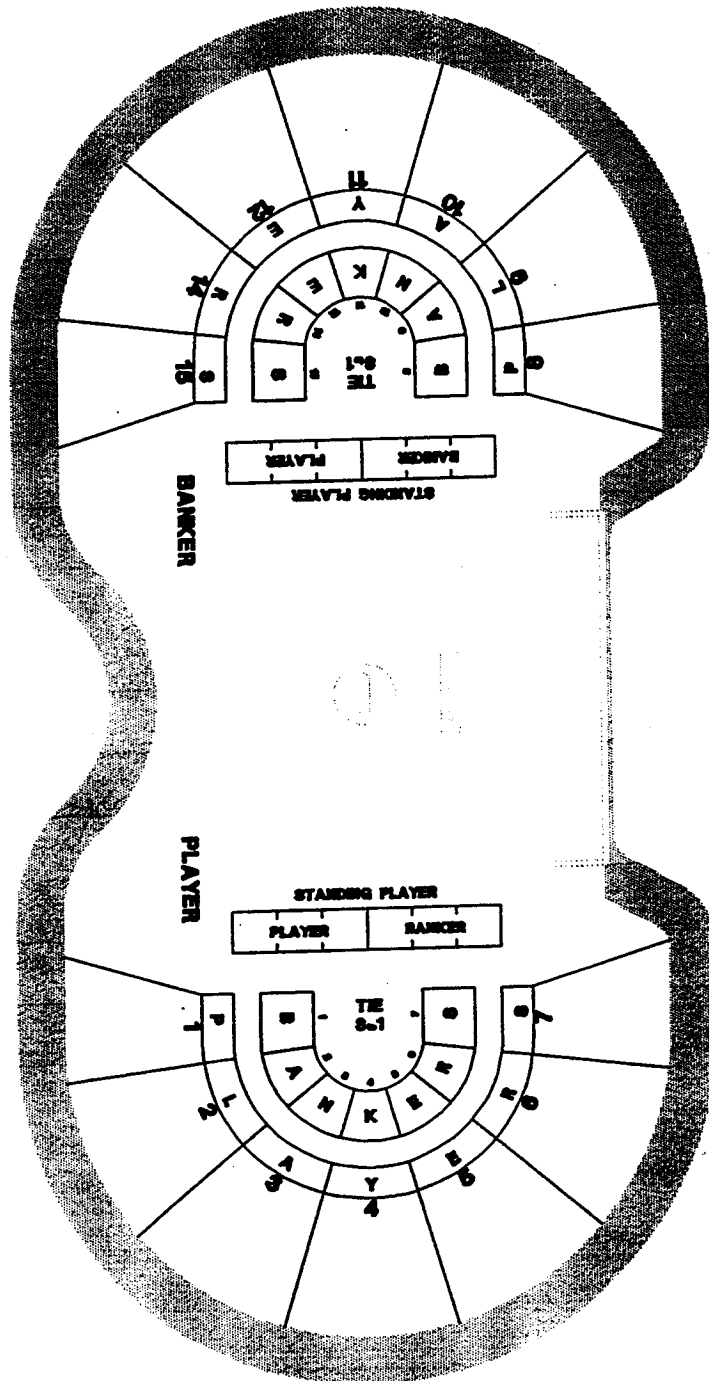
- (c) for wagers on a Tie Bet by the word "Tie".

2.4 The following equipment shall also be used in the game of baccarat:

- (a) a dealing shoe capable of holding eight decks of cards, constructed of wood or plastic, which may be clear or opaque, and which shall have a non-transparent sliding cover and a handle, from which all cards shall be dealt;
- (b) a discard container capable of holding eight decks of cards, constructed of plastic, which shall be set in the center of the baccarat table and shall be capable of being removed from the table, in which all cards dealt in a game shall be placed after use;
- (c) at the option of the casino operator, a palette, being a flat paddle constructed of wood, used by the dealer in the placement, turning and retrieval of cards;
- (d) two round indicator pucks marked "Banker" and "Player" respectively, which shall be used to indicate the players acting as Banker and Player respectively where Dealing Style B is being followed; and
- (e) a lockable float cover which shall be constructed of plastic and be used to secure the chips on the table.

2.5 Each baccarat table shall have a drop box attached to it.

Diagram 6 Baccarat Table Layout (14 Seater)



3.0 Cards, Number of Decks and Value

3.1 Baccarat shall be played with eight decks of cards and, at the option of the casino operator, either one cutting card or two.

3.2 Subject to rule 7.6 of this division, the value of the cards in each deck shall be as follows:

- (a) any card from two to nine shall have its face value;
- (b) any ten, jack, queen or king shall have a value of zero; and
- (c) any ace shall have a value of one.

3.3 No player or spectator shall handle, alter or withdraw any cards used in the game of baccarat except as expressly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so. The dealer shall at all times deal the cards.

3.4 The point count of a hand shall be determined by totalling the value of the cards in the hand. If the total value of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand.

4.0 Wagers

4.1 Permissible wagers by a player at the game of baccarat are:

- (a) a wager on the "**Banker's Hand**" which shall:
 - (i) win if the Banker's Hand has a final point count higher than that of the Player's Hand,
 - (ii) lose if the Banker's Hand has a final point count lower than that of the Player's Hand,
 - (iii) be void if the final point counts of the Banker's Hand and the Player's Hand are equal;
- (b) a wager on the "**Player's Hand**" which shall:
 - (i) win if the Player's Hand has a final point count higher than that of the Banker's Hand,
 - (ii) lose if the Player's Hand has a final point count lower than that of the Banker's Hand,

- (iii) be void if the final point counts of the Banker's Hand and the Player's Hand are equal;
- (c) a "Tie Bet" which shall:
 - (i) win if the final point counts of the Banker's Hand and the Player's Hand are equal, and
 - (ii) lose if such point counts are not equal.
- 4.2 All wagers at the game of baccarat shall be made by placing chips, with the smaller denomination chips on top, within the appropriate wager area of the baccarat layout.
- 4.3 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has sufficient time to place the wager on the layout prior to "No more bets" being called.
- 4.4 Standing players may also participate in the game. Standing players shall:
 - (a) place their wager(s) on those parts of the layout specifically designated for "standing player" bets;
 - (b) not participate in the cut of the cards or touch or handle the cards used in the game in any manner;
 - (c) not be appointed "Banker" or "Player".
- 4.5 Only one player shall be permitted to wager on each of the wagering areas designated by numbers, which shall be for the use of seated players.
- 4.6 No wager at baccarat shall be made, increased or withdrawn after the dealer has announced "No more bets".
- 4.7 Subject to these rules no wager shall be touched, removed, altered or added to until a decision has been rendered and implemented with respect to all winning wagers within a wagering area.
- 4.8 For any round of play a player may wager on:
 - (a) the Banker's Hand; or
 - (b) the Banker's Hand and Tie; or
 - (c) the Player's Hand; or
 - (d) the Player's Hand and Tie; or

(e) a Tie,

but not on the Banker's Hand at the same time as the Player's Hand.

- 4.9 The casino operator may stipulate a maximum table differential, subject to any directions issued by the Authority. The table differential is the difference between the total amount wagered on the Banker's Hand and the total amount wagered on the Player's Hand. Where there is a maximum table differential it shall be displayed on the notice at the table indicating minimum and maximum wagers permitted.
- 4.10 Where the total of the wagers on any one hand exceeds the table differential displayed on the table notice, the dealer may reduce all wagers pro rata so that the total does not exceed the table differential.

5.0 Payout Odds

- 5.1 A winning wager made on the Player's Hand shall be paid at odds of one to one.
- 5.2 A winning wager made on the Banker's Hand shall be paid at odds of one to one, less commission of 5% on the amount won, which shall be payable to the casino operator and shall be collected from the player at the time the winning payment is made.
- 5.3 If it would not be possible to pay a wager on the Banker's Hand exactly in chips at odds of one to one, less commission, were that wager to win, the wager shall not be accepted.
- 5.4 If a wager is made and accepted in contravention of rule 5.3, as much of the wager as could be paid exactly in chips, were that portion of the wager to win, shall be regarded as valid and the remainder shall be void.
- 5.5 A winning Tie Bet shall be paid at odds of eight to one.
- 5.6 If there is a tie players may alter their wagers on the Banker's Hand or Player's Hand before the next round is dealt.

6.0 Opening of Table for Gaming

- 6.1 After receiving the eight sealed decks of cards at the table, both the dealer and the game supervisor shall sort and inspect the cards independently of each other.
- 6.2 After the cards are inspected, they shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table.

The cards shall be spread out in columns by deck according to suit and sequence. The cards in each suit shall be laid out in sequence within the suit.

6.3 After the first player is or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, then:

- (a) chemmy shuffled (washing of the cards);
- (b) stacked; and
- (c) riffle shuffled.

6.4 Notwithstanding rules 6.1 to 6.3, cards that have been pre-shuffled may be used provided they are secured in a sealed container in a designated area from the time of the pre-shuffle until such time as they are required. If pre-shuffled cards are to be used, rule 7.2 shall apply before the first game in which the cards are used.

7.0 Shuffle and Cut of Cards

7.1 Unless pre-shuffled cards are introduced and accepted as such, the dealer shall:

- (a) immediately before the commencement of play; and
- (b) where either Dealing Style A or Dealing Style C as described in part 8 of this division is followed, after each shoe of cards is completed,

shuffle the cards so that they are randomly intermixed. Where Dealing Style B is followed, part 11 shall apply upon the completion of a shoe of cards.

7.2 Where it is proposed in any game that pre-shuffled decks of cards be introduced, any of the players:

- (a) may, on request, visually inspect the decks of pre-shuffled cards, or any of them, before their use; and
- (b) may require that any decks of cards issued as pre-shuffled be inspected and mixed in accordance with part 6, shuffled by the dealer, and cut in accordance with this part.

7.3 After the cards have been shuffled (or, in the case of pre-shuffled cards, accepted as such), they shall be cut. The dealer shall offer the stack of cards, with the backs facing away from him/her, to the players to be cut. The dealer shall begin with the player seated in the lowest numbered position at the table and, working counter-clockwise around the table, shall offer the stack to each seated player until a player accepts the cut. If no seated player accepts the cut, an authorised casino employee shall cut the cards.

- 7.4 The person designated in rule 7.3 shall cut the cards by placing the cutting card or one of the cutting cards, as the case may be, in the stack at least one deck in from either end. The dealer shall remove all of the cards in front of the cutting card to the back of the stack and then insert the cutting card at least twenty cards in from the back of the stack. Where a second cutting card is used, it shall be placed at the back of the stack.
- 7.5 The stack of cards shall then be inserted in the dealing shoe for commencement of play, following which the dealer shall burn the cards, that is:
- (a) remove the first card from the shoe face up;
 - (b) draw, face down, additional cards equal in number to the face value of the first card drawn; and
 - (c) place the first and additional cards drawn in the discard container.
- 7.6 For the purposes of rule 7.5 a ten, jack, queen, and king shall have a face value of ten and an ace a face value of one.
- 7.7 The casino manager or shift manager may, after any round of play, direct that the cards in play at the table shall be replaced. If he/she does so a Government inspector shall be notified and, except where pre-shuffled cards are introduced and accepted as such, the new cards shall be checked, shuffled and cut in accordance with parts 6 and 7 of this division.
- 8.0 Dealing of Initial Two Cards**
- 8.1 There shall be two hands dealt in the game of baccarat, one of which shall be designated the Player's Hand and the other the Banker's Hand.
- 8.2 Immediately before the start of each round of play and after all wagers are on the table, the dealer shall announce "No more bets" and shall then begin dealing the cards.
- 8.3 The dealer shall deal an initial four cards from the shoe. The first and third cards shall respectively constitute the first and second cards of the Player's Hand and the second and fourth cards shall respectively constitute the first and second cards of the Banker's Hand.
- 8.4 The game may, in the discretion of the casino operator, be conducted in accordance with any one of the following styles of dealing: "Style A", "Style B" and "Style C". A shoe which commences in a particular dealing style shall continue in that style until its completion, unless a Government inspector directs or approves otherwise.

Dealing Style A

- 8.5 The initial four cards shall be dealt face up, the cards constituting the Player's Hand to the Player's Box, and those constituting the Banker's Hand to the Banker's Box.
- 8.6 The dealer shall then announce the point count of the Player's Hand first, followed by that of the Banker's Hand.
- 8.7 The dealer shall at all times be in control of the cards.

Dealing Style B

- 8.8 This style may be used only with prior notification to a Government inspector.
- 8.9 The "Banker" for the purposes of Dealing Style B shall be the player who receives the cards designated for the Banker's Hand as defined in rules 8.1 and 8.3.
- 8.10 The dealer calling the game shall, at the commencement of play, offer the "Bank" (ie. the role of Banker) to the seated player with the highest wager on the Banker's Hand. If two or more seated players qualify for the role of Banker, the dealer shall first offer the Bank to that person with the highest wager who occupies the lowest numbered seat. If that person refuses to accept the Bank it shall be passed by the dealer counter-clockwise to the next person with the highest equal wager, and so on. If no person who has placed the highest or highest equal wager wishes to accept the Bank, it shall be offered to the seated player(s) with the next highest wager(s) on the Banker's Hand, as set out above, and so on. If no eligible player with a wager on the hand wishes to accept the Bank, rule 8.23 shall apply.
- 8.11 The player who accepts the Bank shall be responsible for receiving and handling the cards in accordance with these rules and the instructions of the dealer calling the game. The Banker shall be identified by the indicator puck marked "Banker" which shall be placed next to his/her wagering area.
- 8.12 The player who accepts the Bank shall act as the Banker only to expose the total of the Banker's Hand.
- 8.13 The dealer shall deal the initial four cards face down, the cards constituting the Player's Hand to the Player's Box and those constituting the Banker's Hand to the Banker's Box.
- 8.14 The cards drawn for the Player's Hand shall then be offered face down to the seated player with the highest wager on the Player's Hand. If two or more seated players qualify to receive the hand, the dealer shall first offer the cards to that person with the highest wager who occupies the lowest numbered seat. If that person refuses to accept the cards they shall be passed by the dealer counter-clockwise to the next person with the highest equal wager, and so on. If no person who has placed the highest or highest equal wager wishes to

accept the cards, they shall be offered to the seated player(s) with the next highest wager(s) on the Player's Hand, as set out above, and so on. If no eligible player with a wager on the hand wishes to accept the cards, rule 8.23 shall apply.

- 8.15 The indicator puck marked "Player" shall be placed next to the wagering area of the player designated under rule 8.14 as the Player. That person shall be responsible for receiving and handling the cards in accordance with these rules and the instructions of the dealer calling the game.
- 8.16 When the initial two cards drawn for the Player's Hand are passed to the Player, he/she shall take the cards, ensuring that they are continually in full view of everyone participating in the game and of the surveillance cameras.
- 8.17 The cards must not at any time be removed from the table, nor hidden from the view of any of the other participants nor of the cameras.
- 8.18 The Player, having checked the hand, shall as quickly as possible turn the cards face up on the layout.
- 8.19 The dealer shall then announce the point count of the Player's Hand and bring the cards face up back to the Player's Box.
- 8.20 The dealer shall then pass the cards designated as the Banker's Hand face down to the Banker.
- 8.21 Rules 8.16 to 8.19 above shall apply to the Banker as if he/she were the Player, the Player's Hand were the Banker's Hand, and the Player's Box the Banker's Box.
- 8.22 At no time shall the Player's Hand and the Banker's Hand be passed out at the same time.
- 8.23 Where there is no bet on the Player's Hand or the Banker's Hand, or no player entitled to do so wishes to receive and handle the cards dealt to a hand, or at the direction of the game supervisor or casino supervisor, the dealer shall retain and turn over the cards for that hand or those hands, as the case may be.

Dealing Style C

- 8.24 The initial cards shall be dealt face down, the cards constituting the Player's Hand to the Players' Box and those constituting the Banker's Hand to the Banker's Box.
- 8.25 The dealer shall then turn over and announce the point count of the Player's Hand first, followed by the Banker's Hand.
- 8.26 The dealer shall be in control of the cards at all times.

9.0 Dealing of Additional Cards

- 9.1 Following the announcement of the point counts of each hand and, where appropriate, the return of the cards to their respective designated areas on the layout, the dealer shall deal a third card to each hand if so required pursuant to rules 9.2 to 9.5 inclusive.
- 9.2 If the point count of either or each of the Player's Hand and the Banker's Hand after the initial four cards are dealt is eight or nine, which shall be a natural, no more cards shall be dealt to either hand.
- 9.3 If the point count of the Banker's Hand is zero to seven inclusive after the initial four cards are dealt, the Player's Hand shall:
- (a) draw (i.e. take a third card); or
 - (b) stand (i.e. not take a third card),

in accordance with the requirements of Table 1 below:

TABLE 1 : PLAYER'S HAND

Player having a total of:	
0-1-2-3-4-5	Draws a card
6-7	Stands
8-9	Has a natural and cannot draw

- 9.4 If the Player's Hand draws, the Banker's Hand shall:
- (a) draw; or
 - (b) stand,

in accordance with the requirements of Table 2 below:

TABLE 2 : BANKER'S HAND

Banker having point count total of:	When the third card in the Player's Hand is:	When the third card in the Player Hand is:
3	0-1-2-3-4-5-6-7-9, draws	8, stands
4	2-3-4-5-6-7, draws	0-1-8-9, stands
5	4,5,6,7, draws	0-1-2-3-8-9, stands
6	6-7, draws	0-1-2-3-4-5-8-9, stands
7	Stands	
8-9	Has a natural and cannot draw	
0-1-2	Draws	

- 9.5 If the point count of the Player's Hand is six or seven after the initial four cards are dealt, the Banker's Hand shall draw a third card if the point count of the Banker's Hand is zero to five inclusive, but otherwise shall stand.
- 9.6 In no event shall more than one additional card be dealt to either hand.
- 9.7 Subject to rule 9.8, whenever the cutting card or the first cutting card, as the case may be, appears during play it shall be removed and placed to the side and the hand shall be completed. Upon completion of that hand, the dealer calling the game shall announce "Last coup" or "Last hand". Upon the completion of one more round no more cards shall be dealt until the cards are replaced or reshuffled.
- 9.8 Whenever the cutting card or the first cutting card, as the case may be, is drawn as the first card of a round, the cutting card shall be removed and placed to the side, and the dealer calling the game shall announce "Last coup" or "Last hand". Upon completion of the round no more cards shall be dealt until the cards are replaced or reshuffled.

Dealing of Additional Cards for Style A and Style C

- 9.9 Any third card required to be dealt to the Player's Hand shall be dealt face up to that hand, and then any third card required to be dealt to the Banker's Hand shall be dealt face up to that hand.

Dealing of Additional Cards for Style B

- 9.10 Any third card required to be dealt to the Player's Hand or the Banker's Hand shall be passed face down to the player (if any) designated to receive the initial cards dealt to the hand. The provisions of rules 8.11, 8.12 and 8.15 to 8.23 inclusive shall apply, with all necessary modifications, as if the third card were the two initial cards of the hand.

10.0 Payment and Collection of Wagers

- 10.1 After each hand has received all the cards it is entitled to by the rules, the dealer shall announce the final point count of each hand, indicating which hand has won the round. If the two hands have equal point counts, the dealer shall announce "Tie Hand".
- 10.2 After the result of the round is announced, the dealer shall collect all losing wagers and pay all winning wagers.

11.0 End of Shoe for Dealing Style B

- 11.1 Where Dealing Style B has been or is being followed during the shoe, upon the completion of the last hand of the shoe any remaining cards shall be removed from the dealing shoe and placed, together with all the cards in the discard container, in a container which shall be sealed and removed from the table. Subject to rule 11.2, a new sealed container containing a pre-sorted and pre-shuffled set of eight decks of cards shall then be brought to the table. The seal on the container shall be broken and the game shall continue as provided in rule 6.4 and part 7 of this division.
- 11.2 If pre-sorted and pre-shuffled decks of cards are not to be used, eight new sealed decks shall be brought to the table and be introduced into the game as provided in part 6 of this division.

12.0 Irregularities

- 12.1 For the purposes of rules 12.2 to 12.4 of this division, a "Void Hand" means a round of play which shall be conducted in accordance with the rules of this division and all other applicable rules, except that no wagers shall be permitted.
- 12.2 A third card dealt to the Player's Hand when no third card is authorised by these rules shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw in accordance with Table 2 of rule 9.4 or with rule 9.5. If, in such circumstances, the Banker's Hand is required to stand, the card dealt in error shall become the first card of the next round unless it has been disclosed or the cards are reshuffled or replaced before the next round. If the card has been disclosed, the dealer will announce "No bets this hand" and,

starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.

- 12.3 A card drawn in excess from the shoe shall, if it has not been disclosed, be used as the first card of the next round of play unless the cards are reshuffled or replaced before the next round. If the card has been disclosed, the dealer will announce "No bets this hand" and, starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.
- 12.4 If the first card of a round of play is found face upwards in the shoe, the dealer will announce "No bets this hand" and, starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.
- 12.5 Any card found face upwards during a round of play, except for the first card, will be used in that round.
- 12.6 If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void a new round shall commence after the entire set of cards is either replaced or, where permitted, reshuffled and placed in the shoe.
- 12.7 Subject to the provisions of this part of the division, cards drawn out of sequence to either the Banker's Hand or the Player's Hand shall be reconstructed under the supervision of a casino supervisor in accordance with the Table of Play.
- 12.8 If during the initial deal the cards are dealt out of sequence and cannot be reconstructed the round shall be void.
- 12.9 If the dealer fails to draw and discard cards at the commencement of a shoe as provided in rule 7.5 of this division, or in any other situation where this is required, play shall nonetheless continue as provided in the rules.

DIVISION VI - TAI-SAI (Sic-Bo)**1.0 Interpretation**

In this division, unless the contrary intention appears:

“Marker Button” means a button used to denote the value of non-value chips;

“Non-Value Chips” means chips without denomination markings;

“Total” means the total of the high or uppermost sides of the three dice in any given spin of the dice in the dice tumbler;

“Value Chips” means chips marked with denominations of value.

2.0 Table Layout and Equipment

- 2.1 Tai-Sai shall be played at a table covered with a clear top having on one side places for the players, and on the opposite side a place for the dealer.
- 2.2 The layout of the Tai-Sai table shall display the name and/or logo of the casino and shall have areas designated for the placement of wagers.
- 2.3 The layout of the Tai-Sai table shall have marked on the clear top in a manner substantially similar to that shown in Diagram 7 all of the various wagers permitted at the game and their respective payout odds.
- 2.4 The table shall be fitted with electronic equipment which shall be programmed so that when the three winning numbers corresponding to a declared result of a game are entered into the equipment by the activation of the relevant numbered buttons or switches, all the areas of the layout representing the winning combination(s) shall be illuminated.
- 2.5 The following equipment shall also be used in the game of Tai-Sai:
 - (a) where non-value chips are in use at the table, a display rack, which may be vertical or horizontal, constructed of plastic, with compartments, which shall be used to indicate the colours and values of the non-value chips;
 - (b) where non-value chips are in use at the table, marker buttons, constructed of plastic in different colours, sufficient to indicate the value of the non-value chips in use at the table;
 - (c) a change block, constructed of plastic or wood, which shall be used for the acceptance and exchange of chips;

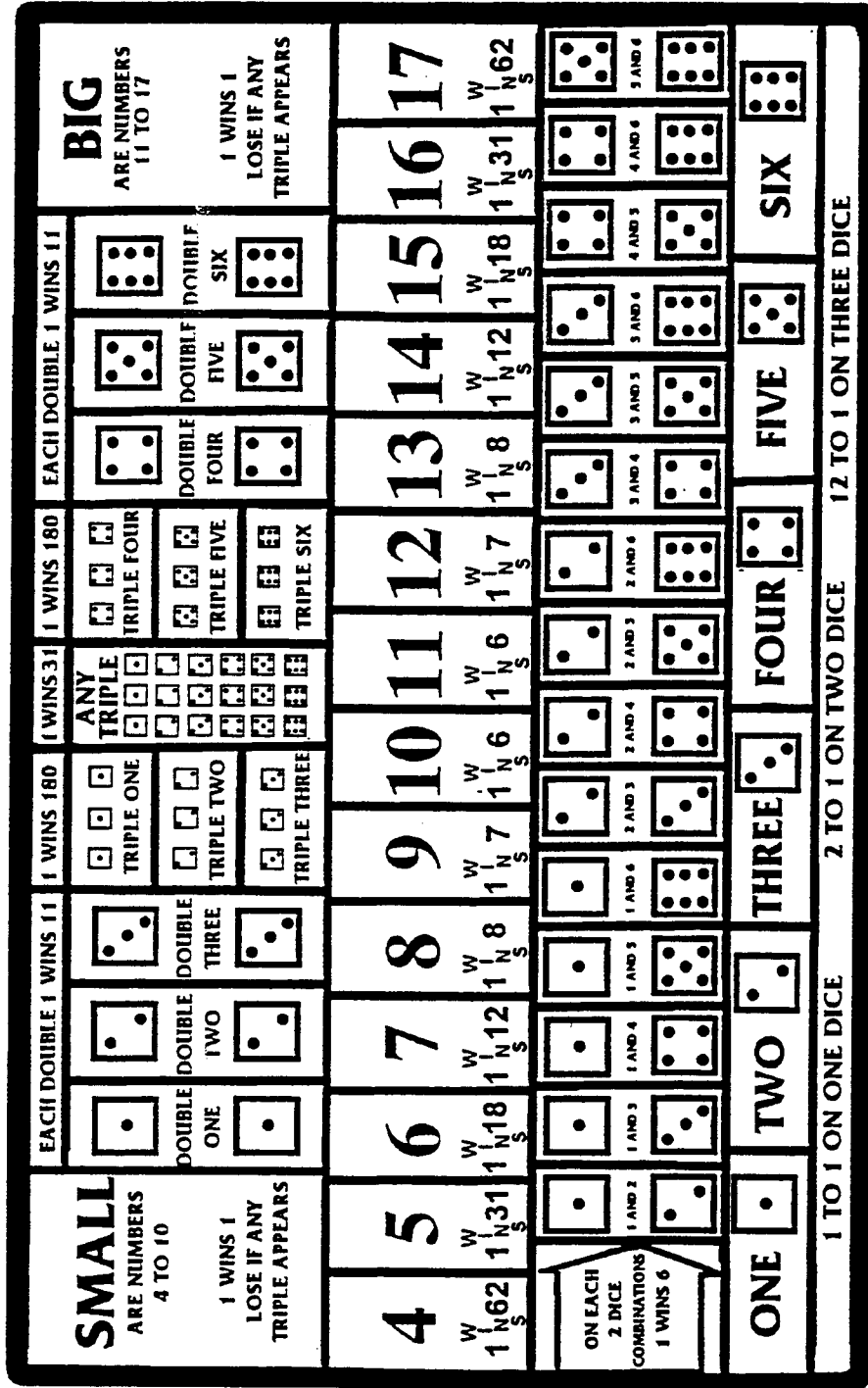
- (d) a dice tumbler which shall be mechanically, electrically or electronically activated, shall be attached to the table, shall contain the dice under seal in a transparent compartment, shall have over the compartment securing the dice a dome-shaped, removable, non-transparent cover which conceals the dice while the tumbler is being shaken, and be used to tumble the dice;
- (e) a set of three identical six-sided precision-made dice, constructed of plastic, which shall remain sealed in the dice tumbler. The sides of each of the dice shall be flat, clearly marked with values from one to six, so arranged that the sum of the values of any pair of opposite sides is seven, and have a finish and texture exactly identical to that of all of the other sides. The weight of each die shall be distributed equally throughout, and no side shall be lighter or heavier than any other;
- (f) linked to the electronic equipment referred to in rule 2.4, an entry terminal or entry console which shall be attached to the top of the table, having:
 - (i) six switches or buttons numbered 1,2,3,4,5 and 6,
 - (ii) one entry button, and
 - (iii) one LED (Light Emitting Diode) which shall give visual verification of the last three numbered buttons depressed, being the three numbers entered into the electronic equipment when the "entry" button is depressed;
- (g) either:
 - (i) a chip tray constructed of metal and with a clear lockable lid, which shall be attached to the table and shall house the chips, or
 - (ii) a lockable float cover which shall be constructed of plastic and be used to secure the chips on the table; and
- (h) a bell.

2.6 The dice tumbler and dice shall operate, when activated, as a random number generator, in that their use shall result in the selection of a game symbol or game symbols, or in the production of a game outcome or game outcomes, which is or are:

- (a) statistically independent;
- (b) uniformly distributed over its or their range; and
- (c) unpredictable.

2.7 Each Tai-Sai table shall have a drop box attached to it.

Diagram 7 Tai-Sai (Sic-Bo) Table Layout



3.0 Wagers**3.1 Permissible wagers by a player at the game of Tai-Sai are:**

- (a) **“Small”** which shall:
- (i) win if any of the totals of 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the three dice, except in the case of triple 2 or triple 3, and
 - (ii) lose if any other total appears, or if the totals of 6 or 9 are determined as a result of the combination of the dice showing triple 2 or triple 3 respectively;
- (b) **“Big”** which shall:
- (i) win if any of the totals of 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the three dice, except in the case of triple 4 or triple 5, and
 - (ii) lose if any other total appears, or if the totals of 12 or 15 are determined as a result of the combination of the dice showing triple 4 or triple 5 respectively;
- (c) **“Triples”**, being a wager on any one of the specific triples 1,2,3,4,5 or 6, which shall:
- (i) win if that triple appears, and
 - (ii) lose if any other combination appears;
- (d) **“Doubles”**, being a wager on any one of the specific doubles 1,2,3,4,5 or 6, which shall:
- (i) win if that double appears, and
 - (ii) win if a triple of the same number appears, and
 - (iii) lose if any other combination appears;
- (e) **“Any Triple”**, being a wager on any triple 1,2,3,4,5 or 6, which shall:
- (i) win if any of those triples appears, and
 - (ii) lose if any other combination appears;
- (f) **“Three Dice Totals”**, being a wager on any one of the following specific dice totals of the three dice - 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 - which shall:

- (i) win if that total appears in any combination of the three dice, and
 - (ii) lose if any other total appears;
 - (g) **“Dice Combinations”** of
 - 1 and 2, 3, 4, 5 or 6,
 - 2 and 3, 4, 5 or 6,
 - 3 and 4, 5 or 6,
 - 4 and 5 or 6, or
 - 5 and 6,being a wager on any one of these specific combinations, which shall:
 - (i) win if that combination appears, and
 - (ii) lose if any other combination appears;
 - (h) **“Individual Die face values”** of 1, 2, 3, 4, 5 or 6, being a wager on any one of those specific numbers, which shall:
 - (i) win if that number appears on one or more of the dice, and
 - (ii) lose if that number does not appear.
- 3.2 The decision on the win or loss of the wagers shall be determined by the numbers appearing on the high or uppermost sides of the dice.
- 3.3 Only one face on each die shall be considered uppermost.
- 3.4 All wagers at the game of Tai-Sai shall be made by placing either value chips, with the smaller denomination chips on top, or non-value chips within the appropriate wager area of the Tai-Sai layout.
- 3.5 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has sufficient time to place the wager on the layout prior to “No more bets” being called.
- 3.6 All wagers must be placed completely within the wagering segments marked on the layout.
- 3.7 Each player shall be responsible for the correct placement of his/her wager(s) on the Tai-Sai layout regardless whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of his/her wager are correctly carried out.

- 3.8 Each wager shall be settled strictly in accordance with its position on the layout when the result of the spin has been established.
- 3.9 No wager shall be placed, changed or withdrawn after the dealer has called "No more bets".
- 3.10 Subject to these rules no wager shall be touched, removed, altered or added to until all winning wagers within that wagering area have been completely paid by the dealer.

4.0 Payout Odds

Winning wagers at the game of Tai-Sai shall be paid at the odds listed below:

Wager	Payout Odds
Small	1 to 1
Big	1 to 1
Triples	
triple 1,2,3,4,5 or 6	180 to 1
Doubles	
double 1,2,3,4,5 or 6	11 to 1
Any triple	31 to 1
Three dice totals -	
total 4 or 17	62 to 1
total 5 or 16	31 to 1
total 6 or 15	18 to 1
total 7 or 14	12 to 1
total 8 or 13	8 to 1
total 9 or 12	7 to 1
total 10 or 11	6 to 1
Dice combinations -	
1 and 2, 3, 4, 5 or 6	6 to 1
2 and 3, 4, 5 or 6	6 to 1
3 and 4, 5 or 6	6 to 1
4 and 5 or 6	6 to 1
5 and 6	6 to 1
Individual die face values	
1, 2, 3, 4,5 or 6	
If number appears on:	
1 die 2 dice 3 dice	
1 to 1 2 to 1 12 to 1.	

5.0 Opening of Table for Gaming

Prior to opening the Tai-Sai table for gaming a casino supervisor shall:

- (a) ensure that the electronic equipment is connected to a power source and switched on;
- (b) ensure that the electronic equipment and entry terminal are functioning correctly by carrying out test runs and verifying the correctness of the illumination of winning areas;
- (c) inspect the dice tumbler and ensure that it is functioning correctly by activating it; and
- (d) ensure that the three dice in the dice tumbler are properly under seal and that the seal has not been interfered with in any way.

6.0 Dice Tumbler and Table Operation

- 6.1 At the commencement of each game the dealer shall activate a mechanical or electrical device that causes the dice to be spun within the covered dice tumbler at least three times. The dealer shall then call "Place your bets".
- 6.2 When the players have finished placing their wagers the dealer shall call "No more bets" whilst at the same time ringing the bell.
- 6.3 The dealer shall then uncover the dice tumbler and, providing the dice are lying flat, he/she shall announce the result by calling the high or uppermost face of each die in order from the lowest number to the highest. The dealer shall also announce the total of the three uppermost faces of the dice (for example, "one, three, six; total ten").
- 6.4 Doubles and triples and the total shall be called in a similar fashion (for example, "double three, four; total ten" or "triple five; total fifteen").
- 6.5 At the same time as announcing the winning result the dealer shall enter the result into the electronic equipment programme by:
 - (a) depressing the relevant numbered switch(es) or button(s) on the entry terminal which corresponds with the three declared winning numbers; and
 - (b) depressing the "entry" button.
- 6.6 When the sequence referred to in rule 6.5 has been completed and all of the winning areas have been illuminated on the table, the dealer shall:
 - (a) first collect all losing wagers; and
 - (b) then pay all winning wagers.

6.7 If, subsequent to the "entry" button being depressed, it is found that the incorrect numbers have been entered into the electronic equipment, the result shall be amended under the supervision of the game supervisor before the settlement of wagers.

6.8 No person shall interfere with or activate the dice tumbler, the electronic equipment or entry terminal except as provided for in these rules.

6.9 Wagers shall not be placed until all winning wagers on the previous spin have been paid.

7.0 Irregularities

7.1 If any of the three dice is not lying flat in the bottom section of the tumbler after the dice have been spun in accordance with rule 6.1, the spin shall be void and the dealer shall announce "No spin".

7.2 If the dice tumbler after being activated does not operate correctly, the spin shall be void and the dealer shall announce "No spin".

7.3 If the dice are exposed prior to the call of "No more bets", the spin shall be void and the dealer shall announce "No spin".

7.4 If the dealer fails to activate the tumbler for a game, all wagers on the spin shall be void and the dealer shall announce "No spin".

7.5 If a spin is void pursuant to rules 7.1 to 7.4 of this division, the round of play shall be void whether or not a "No spin" is announced.

7.6 If the electronic equipment fails to illuminate the winning areas, or fails to illuminate the winning areas correctly, all wagers shall be taken and paid according to the result shown on the dice and rule 7.7 shall apply.

7.7 In the event of an equipment malfunction, no further games shall be conducted until either the malfunction has been rectified or procedures, that do not compromise the integrity of the game, have been introduced. A Government inspector shall be notified immediately of the malfunction and of any temporary remedial action taken.

DIVISION VII - MONEY WHEEL**1.0 Interpretation**

In this division, unless the contrary intention appears:

“Marker Button” means a button used to denote the value of non-value chips;

“Non-Value Chips” means chips without denomination markings;

“Value Chips” means chips marked with denominations of value.

2.0 Table Layout and Equipment

2.1 Money Wheel shall be played at a table having on one side places for the players, and on the opposite side a place for the dealer(s), with a circular wheel constructed of wood which is not less than 1.5 metres in diameter. The wheel shall rotate freely and evenly, and its weight shall be distributed equally throughout the wheel.

2.2 The Money Wheel and associated equipment shall operate, when activated, as a random number generator, in that their use shall result in the selection of a game symbol or the production of a game outcome which is:

- (a) statistically independent;
- (b) uniformly distributed over its range; and
- (c) unpredictable.

2.3 The rim of the wheel shall be divided, by means of pegs, into 52 equally spaced sections which shall be marked as follows:

- (a) 24 sections exhibiting one particular symbol (hereinafter referred to as “Symbol A”);
- (b) 12 sections exhibiting a second particular symbol (hereinafter referred to as “Symbol B”);
- (c) 8 sections exhibiting a third particular symbol (hereinafter referred to as “Symbol C”);
- (d) 4 sections exhibiting a fourth particular symbol (hereinafter referred to as “Symbol D”);

- (e) 2 sections exhibiting a fifth particular symbol (hereinafter referred to as "Symbol E");
- (f) 1 section exhibiting a sixth particular symbol (hereinafter referred to as "Symbol F"); and
- (g) 1 section exhibiting a seventh particular symbol (hereinafter referred to as "Symbol G"),

and shall be arranged around the rim of the wheel as shown in Diagram 8.

2.4 The symbols to be used on the wheel shall differ from each other and shall be approved by the Authority.

2.5 The layout of the Money Wheel table shall display the name and/or logo of the casino and shall have areas designated for the placement of wagers. The layout cloth shall be marked in a manner substantially similar to that shown in Diagram 9A, Diagram 9B or Diagram 9C, and shall indicate the spaces on which wagers on the various symbols may be made and the odds applicable to each symbol. Each symbol shall be imprinted in a clearly defined area of the layout cloth, which shall be used by the players in placing wagers at the game.

2.6 The following equipment shall also be used in the game of Money Wheel:

- (a) an indicator which stops the wheel and indicates the winning section;
- (b) where non-value chips are in use at the table, a display rack, which may be vertical or horizontal, constructed of plastic, with compartments, which shall be used to indicate the colours and values of the non-value chips in use at the table;
- (c) where non-value chips are in use at the table, marker buttons, constructed of plastic in different colours, sufficient to indicate the value of the non-value chips in use at the table;
- (d) a change block, constructed of plastic or wood, which shall be used for the acceptance and exchange of chips;
- (e) either:
 - (i) a chip tray constructed of metal and with a clear lockable lid, which shall be attached to the table and shall house the chips, or
 - (ii) a lockable float cover which shall be constructed of plastic and be used to secure the chips on the table; and
- (f) a bell.

2.7 Each Money Wheel table shall have a drop box attached to it.

- 2.8 The casino operator may present this game to the players by any name it considers to be appropriate.

Diagram 8 Money Wheel Arrangement

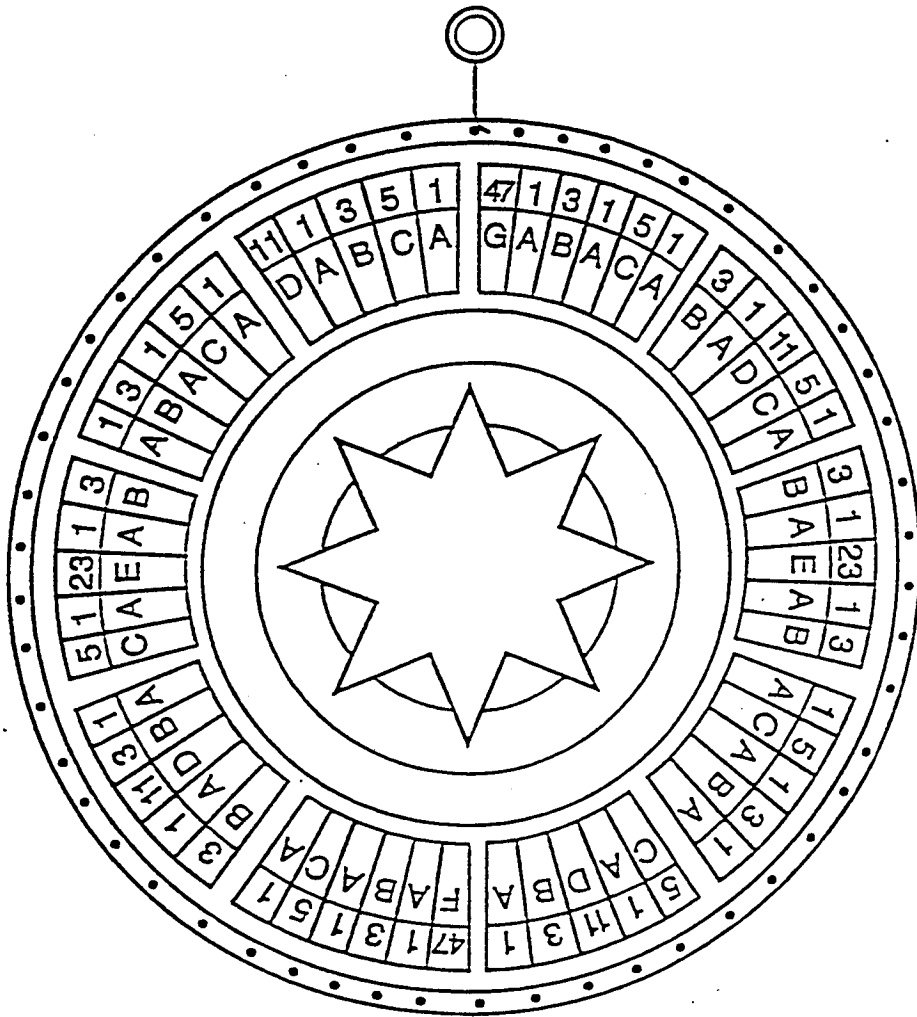
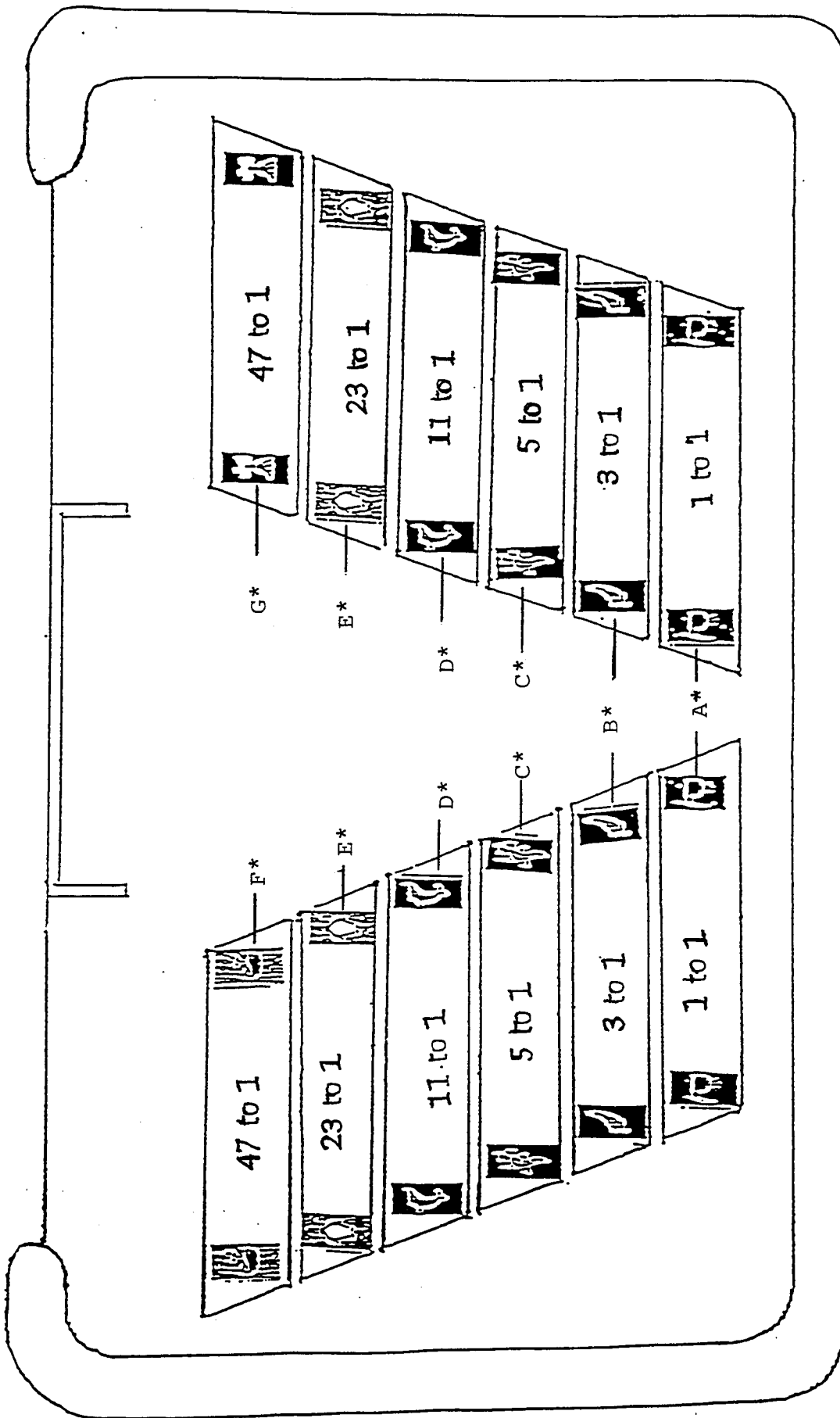
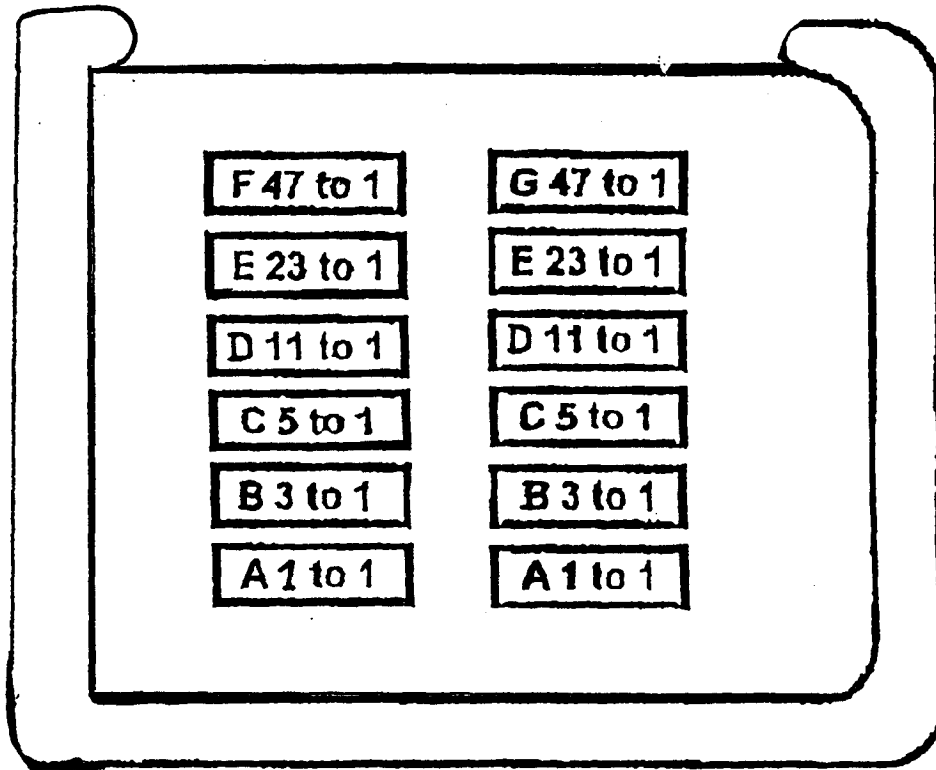


Diagram 9A Money Wheel Table Layout



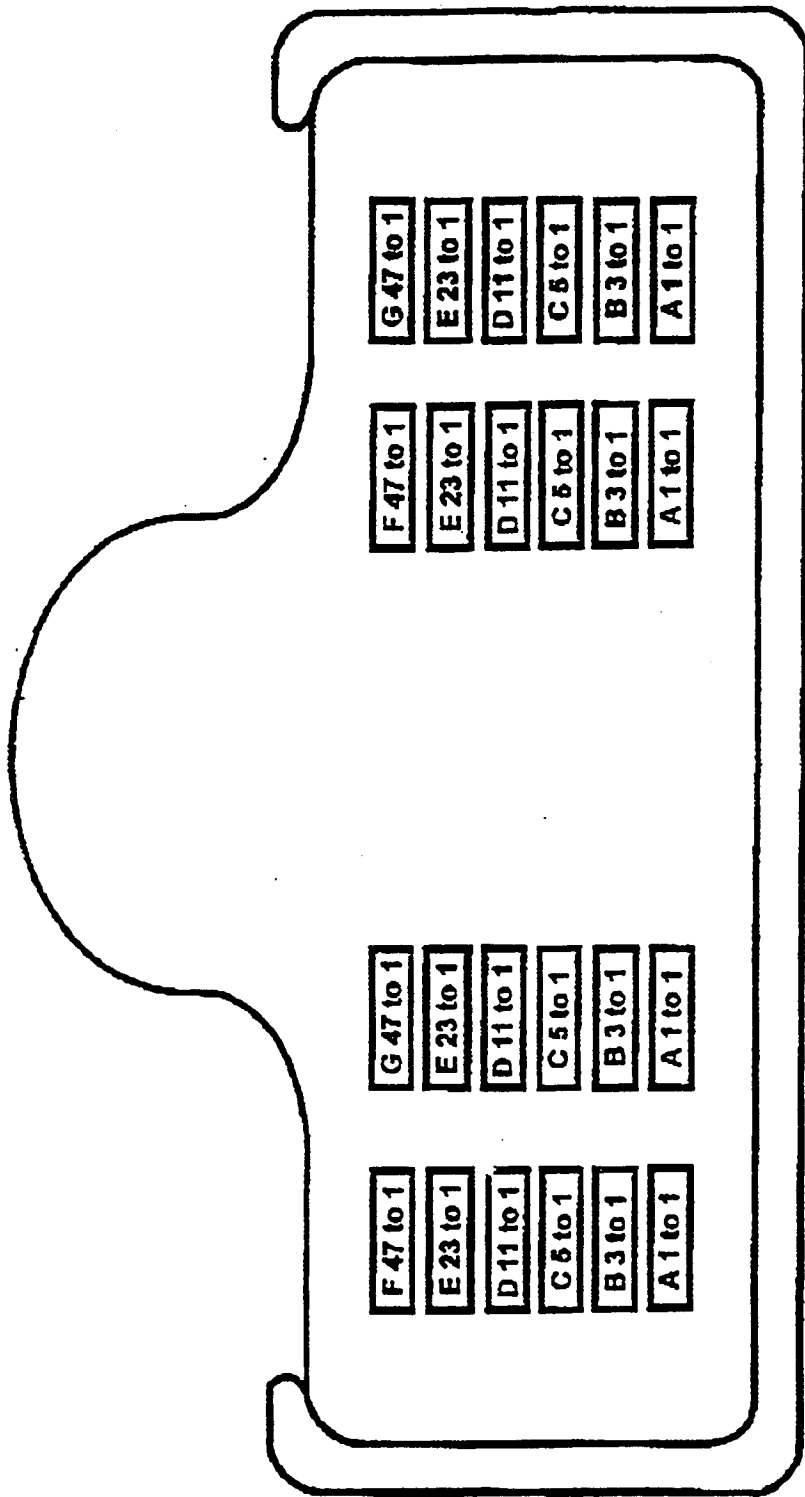
* Letters refer to symbols on the Money Wheel

Diagram 9B Money Wheel Table Layout



Letters refer to symbols on the Money Wheel

Diagram 9C Money Wheel Table Layout



Letters refer to symbols on the Money Wheel

3.0 Spin of the Wheel and Table Operation

- 3.1 The direction of each spin of the wheel may be alternated.
- 3.2 The wheel shall be spun by either the dealer or the game supervisor grasping the rim of the wheel or the spinning knobs, and not the spokes or pegs.
- 3.3 At least four revolutions of the wheel shall be completed to constitute a valid spin.
- 3.4 Prior to the wheel being spun the dealer shall call "No more bets" whilst at the same time ringing the bell.
- 3.5 Upon the indicator coming to rest in a compartment, the dealer shall:
- (a) announce the winning symbol of such compartment;
 - (b) collect all losing wagers; and
 - (c) then pay all winning wagers.
- 3.6 No person shall interfere with the wheel or the rotation of the wheel except as provided in these rules.

4.0 Wagers

- 4.1 A permissible wager by a player at the game of Money Wheel shall be a wager on a particular symbol which shall:
- (a) win if that particular symbol is spun; and
 - (b) lose if any other symbol is spun.
- 4.2 All wagers at the game of Money Wheel shall be made by placing either value chips, with the smaller denomination chips on top, or non-value chips within the appropriate wager area of the Money Wheel layout.
- 4.3 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has sufficient time to place the wager on the layout prior to "No more bets" being called.
- 4.4 All wagers must be placed completely within the wagering segments marked on the layout.
- 4.5 Each player shall be responsible for the correct placement of his/her wager(s) on the Money Wheel layout regardless whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions

he/she gives to the dealer regarding the placement of his/her wager are correctly carried out.

- 4.6 Each wager shall be settled strictly in accordance with its position on the layout when the result of the spin is established.
- 4.7 No wager shall be placed, changed or withdrawn after the dealer has called "No more bets".
- 4.8 Subject to these rules no wager shall be touched, removed, altered or added to until all winning wagers within that wagering area have been completely paid by the dealer.

5.0 Payout Odds

Winning wagers at Money Wheel shall be paid at the odds listed below:

Wagers on:	Odds
Symbol A	1 to 1
Symbol B	3 to 1
Symbol C	5 to 1
Symbol D	11 to 1
Symbol E	23 to 1
Symbol F	47 to 1
Symbol G	47 to 1.

6.0 Irregularities

- 6.1 If, during the spin of the wheel, there is a physical interference of any kind with the spin of the wheel, or the wheel for any reason becomes unbalanced, or there is any kind of a mechanical malfunction of the wheel or its supporting structure, the spin shall be void and the dealer or game supervisor shall announce "No spin". The spin shall be void regardless whether the indicator comes to rest in one of the compartments on the wheel.
- 6.2 If the indicator comes to rest on a peg between two compartments, the spin shall be void and the dealer or game supervisor shall announce "No spin".
- 6.3 If the Money Wheel does not complete four revolutions, the spin shall be void and the dealer or game supervisor shall announce "No spin".
- 6.4 A spin that is void pursuant to rules 6.1 to 6.3 of this division shall be void irrespective of whether a "No spin" is announced.

DIVISION VIII - CARIBBEAN STUD POKER**1.0 Interpretation**

In this division, unless the contrary intention appears:

“Ante Wager” means the initial wager placed by a player on a hand;

“Bet Wager” means an additional wager placed by a player after inspection of his/her hand, in order to continue to play;

“Fold” means a decision by a player to continue no longer with his/her hand for that particular round of play.

2.0 Table Layout and Equipment

2.1 Caribbean Stud Poker shall be played at a table having on one side places for the players, and on the opposite side a place for the dealer.

2.2 The layout cloth covering the Caribbean Stud Poker table shall display the name and/or logo of the casino and shall have areas designated for the placement of wagers. The layout cloth shall bear an inscription to the effect that the "Dealer only plays with ace and king or higher" and shall be marked in a manner substantially similar to that shown in Diagram 10.

2.3 The wagering areas shall be designated as follows:

- (a) for ante wagers by the word "Ante";
- (b) for bet wagers by the word "Bet";
- (c) for wagers on the Progressive Jackpot by either:
 - (i) when the Progressive Jackpot is being operated electronically, the slots provided for such wagers, or
 - (ii) when the Progressive Jackpot is being operated manually, the areas designated for such wagers as shown in Diagram 10.

2.4 When the Progressive Jackpot is being operated electronically, the Caribbean Stud Poker table shall be fitted with electronic equipment which:

- (a) shall be programmed to record the amounts wagered at the table on the Progressive Jackpot, and the amount of the jackpot prize pool applicable to the table;
- (b) shall be linked to one or more progressive meters, being electronic jackpot displays, which shall display the amount of the jackpot prize pool applicable to the table; and

- (c) shall include a coin indicator light at each Progressive Jackpot slot which shall light up to indicate that a wager on the Progressive Jackpot has been deposited in the slot.

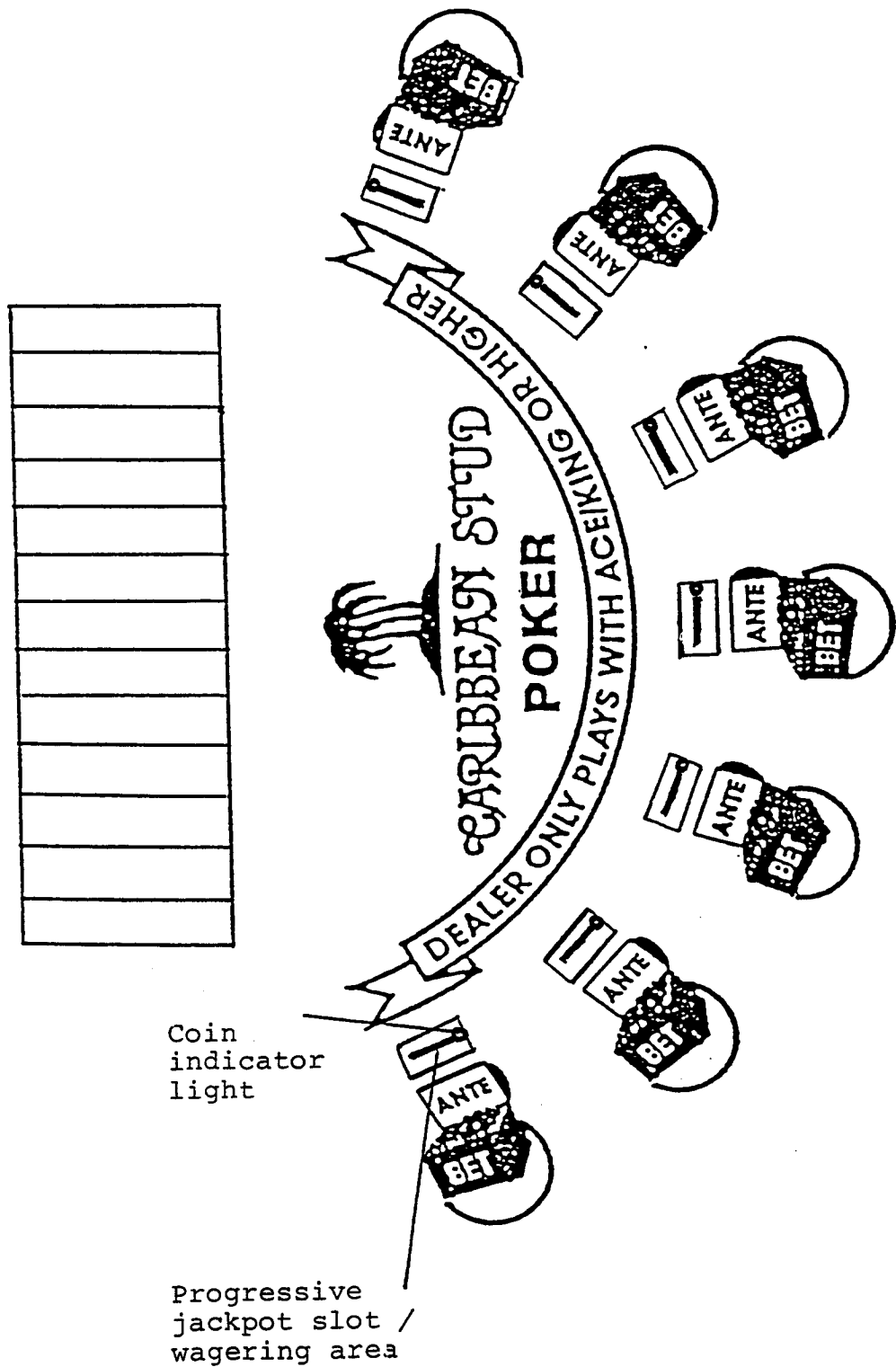
The electronic equipment and the progressive meter(s) shall each be of a type approved by the Authority, contain components necessary for the performance of their respective functions, and comply with the applicable provisions of Division IV of the Rules of Casino Keno and Gaming Machines, as amended from time to time, approved for use in the casino and set out in the Supplement dated Tuesday, 1 November 1994 to the *New Zealand Gazette* of Thursday, 27 October 1994, or any provisions enacted in substitution therefor.

2.5 The following equipment shall also be used in the game of Caribbean Stud Poker:

- (a) either:
 - (i) a dealing shoe capable of holding a single deck of cards, constructed of wood or plastic, from which all cards shall be dealt, or
 - (ii) an automatic shuffler capable of holding two individual decks from which the cards will be dealt; and
- (b) a discard rack capable of holding a single deck of cards, constructed of plastic or brass, which shall be attached to the table; and
- (c) a chip tray constructed of metal and with a clear lockable lid, which shall be attached to the table and shall house the chips.

2.6 Each Caribbean Stud Poker table shall have a drop box attached to it.

Diagram 10 Caribbean Stud Poker Table Layout



3.0 Cards, Number of Decks and Value

3.1 Caribbean Stud Poker shall be played with one deck of cards and one cutting card.

3.2 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:

ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, two,

except as provided in rule 13.1, where the ace may be counted low.

4.0 Wagers

4.1 Prior to the first card being dealt in each round of play, each player at the game of Caribbean Stud Poker shall:

- (a) make an ante wager on the appropriate area of the layout; and
- (b) be given an opportunity to participate in the Progressive Jackpot.

A player may not participate in the Progressive Jackpot unless he/she has placed an ante wager.

4.2 If the player chooses to participate in the Progressive Jackpot, he/she shall place a chip of the correct denomination, as determined in accordance with rule 11.5, in the slot provided on the table or on the designated area in accordance with sub-paragraph (c) of rule 2.3, being the slot or designated area corresponding to the player's ante wagering area.

4.3 When the Progressive Jackpot is being operated electronically, once a chip of the correct denomination has been placed in the Progressive Jackpot slot the coin indicator light will be illuminated to indicate that the wager:

- (a) has been made; and
- (b) has been accepted into the Progressive Jackpot.

4.4 After the required number of cards have been dealt in accordance with part 7 of this division and the remaining cards have been placed in the discard rack, the players may pick up their cards and declare whether to either:

- (a) fold; or
- (b) place a bet wager.

- 4.5 A player who decides to fold shall place his/her cards face downwards on the table, whereupon the player's ante wager and cards shall be collected in accordance with rule 8.2.
- 4.6 A player who decides to place a bet wager shall do so by placing, on the appropriate wagering area of the table layout, a wager of an amount exactly twice that of the ante wager placed by the player in that round. The player shall thereupon retain his/her cards for the round of play.
- 4.7 Once the first card of a round of play has been dealt, no player shall handle, alter or withdraw any ante wager until a decision has been rendered and implemented with respect to the wager.
- 4.8 All wagers at Caribbean Stud Poker shall be made by placing chips, with the smaller denomination chips on the top, on the appropriate wager areas of the layout or (if betting on the Progressive Jackpot) by placing a chip of the correct denomination in the slot provided or on the designated area in accordance with sub-paragraph (c) of rule 2.3, being the slot or designated area corresponding to the player's ante wagering area.
- 4.9 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has sufficient time to place the wager on the layout prior to "No more bets" being called.
- 4.10 A player shall not wager on more than one hand of any round.
- 4.11 Only one wager shall be accepted on any one wagering area.
- 4.12 Subject to these rules a wager shall not be touched, removed, altered or added to until a decision has been made and implemented with respect to the wager.
- 5.0 Opening of Table for Gaming**
- 5.1 After receiving the designated number of sealed decks of cards at the table, (one deck if dealt by shoe, two decks if an automatic shuffler is used), both the dealer and the game supervisor shall sort and inspect the cards independently of each other.
- 5.2 After the cards are inspected they shall be spread out face up on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped rows according to suit, in sequence within the suit.
- 5.3 After the first player is or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, stacked and shuffled.
- 5.4 Where an automatic shuffler is used:

- (a) each of the decks of cards shall be turned face down on the table, washed, stacked and shuffled separately within the deck by the dealer;
- (b) each of the decks shall then be loaded into the automatic shuffler and shuffled separately by it; and
- (c) the cutting card shall be used in accordance with procedures approved by the Authority.

6.0 Shuffle and Cut of Cards

- 6.1 The cards shall be shuffled so that they are randomly intermixed within the deck:
- (a) immediately prior to the start of play;
 - (b) at the completion of each round;
 - (c) at the recommencement of play following any period that the table has been vacant.
- 6.2 Where a dealing shoe is used, after the cards have been shuffled an authorised casino employee shall cut the cards once only, place the cards on the cutting card and then insert all the cards in the dealing shoe for commencement of play.
- 6.3 No player ever cuts the cards.
- 6.4 The casino manager, the shift manager or a Government inspector may at any time instruct the dealer to check and verify that the deck of cards or any of the decks, as the case may be, contains the correct number of cards, namely fifty-two.
- 6.5 The casino manager or shift manager may, after any round of play, direct that the cards shall be replaced. If he/she does so, a Government inspector shall be notified and the new cards shall be checked, shuffled and cut in accordance with this part and part 5 of this division.

7.0 Dealing the Cards

- 7.1 Immediately prior to the commencement of a round of play and after all ante wagers are on the table and all wagers on the Progressive Jackpot have been made, the dealer shall:
- (a) announce "No more bets"; and then

- (b) starting from his/her left and continuing clockwise around the table, deal the cards.
- 7.2 All cards used in the game of Caribbean Stud Poker shall be dealt face downwards, except for the dealer's last card, which (subject to rule 7.4) shall be dealt face upwards.
- 7.3 Where a dealing shoe is used, the cards shall be dealt in the following manner:
- (a) one card to each box containing an ante wager;
 - (b) one card to the dealer;
 - (c) then, in sequence, a second, third, fourth and fifth card, to each box containing an ante wager; and
 - (d) a second, third, fourth and fifth card to the dealer.
- 7.4 Where an automatic shuffler is used, the cards shall be dealt in the following manner:
- (a) five cards at a time to each box containing an ante water; and
 - (b) five cards to the dealer.

The dealer's bottom card will then be turned over to face upwards.

8.0 Betting Round

- 8.1 After the cards have been dealt, the players may pick up their cards and decide whether they wish to fold or make a bet wager.
- 8.2 The dealer shall then, in relation to each player who has folded:
- (a) when the Progressive Jackpot is being operated manually, collect the Progressive Jackpot wager if one has been made;
 - (b) collect the ante wager;
 - (c) collect the cards dealt to that player;
 - (d) individually spread out the cards, face down;
 - (e) count the number of cards; and
 - (f) place the cards in the discard rack.

8.3 After bet wagers have been placed by all of the players remaining in the game, the dealer shall turn all the remaining cards of his/her hand face up and declare the highest possible poker value of the hand, as determined in accordance with part 13 of this division.

9.0 Final Settlement

9.1 The dealer's hand, in order to qualify, must have a poker value of an ace and a king, or higher.

9.2 If the dealer's hand does not have a poker value of an ace and a king, or higher, the dealer shall announce "No hand" or "Dealer does not qualify". He/she shall then:

- (a) pay the ante bets of the players remaining in the game; and
- (b) subject to rule 9.3, count and collect the cards of those players and place them in the discard rack.

Bet wagers shall be void and shall not be paid out.

9.3 Where a player has made a wager on the Progressive Jackpot during that round and has received a hand qualifying for a Progressive Jackpot payout as described in rule 11.6, he/she shall leave the particular cards causing the hand to qualify for the jackpot face up on the table, and those cards shall not be collected or discarded until the payout on the hand has been made.

9.4 If the dealer's hand does have a poker value of an ace and king, or higher, the players remaining in the game shall place their respective winning combinations of cards, face up, on the table. The dealer shall then, starting on his/her right and turning to each such player in turn:

- (a) arrange the cards so that the poker value of the hand may easily be read. Where the winning combination does not involve all of the cards in the hand, only those cards giving the hand its poker value need to be placed face up;
- (b) compare the player's hand with that of the dealer; and
- (c) announce the value of the player's hand and whether it wins or loses.

9.5 A player's hand shall:

- (a) win if it has a higher poker value than that of the dealer, as determined in accordance with part 13;
- (b) lose if it has a lower poker value than that of the dealer;

- (c) constitute a stand off if it has a poker value equal to that of the dealer's hand.
- 9.6 Any hand left face down by the player shall be deemed a losing hand.
- 9.7 If a player's hand loses the dealer shall:
- (a) when the Progressive Jackpot is being operated manually, collect the jackpot wager, if one has been made, unless the hand qualifies for a Progressive Jackpot;
 - (b) collect both the ante and the bet wagers for the hand; and
 - (c) subject to rule 9.3, collect and count the player's cards as described in rule 8.2.
- 9.8 If a player's hand wins the dealer shall:
- (a) when the Progressive Jackpot is being operated manually, collect the jackpot wager, if one has been made, unless the hand qualifies for a Progressive Jackpot;
 - (b) pay the ante wager at odds of one to one;
 - (c) pay the bet wager at the odds set out in part 10; and
 - (d) subject to rule 9.3, collect and count the player's cards as described in rule 8.2.
- 9.9 Subject to rule 9.3, if a player's hand constitutes a stand off the dealer shall collect and count the player's cards as described in rule 8.2.
- 9.10 Hands qualifying for a Progressive Jackpot shall be settled in accordance with parts 11 and 12.
- 10.0 Payout Odds**
- 10.1 Winning wagers at Caribbean Stud Poker shall, subject to rule 10.2, be paid at the odds listed below:

Ante Wagers	Payout Odds
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All ante wagers	1 to 1
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Bet Wagers	Payout Odds
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One pair or less	1 to 1
Two pairs	2 to 1
Three of a Kind	3 to 1
Straight	4 to 1
Flush	5 to 1
Full House	7 to 1
Four of a Kind	20 to 1
Straight Flush	50 to 1
Royal Flush	250 to 1.

10.2 The payout odds on bet wagers shall be subject to any maximum payout set by the casino operator. The amount of such maximum payout shall be subject to the approval of the Authority and shall be displayed on a notice at the table.

11.0 Progressive Jackpot

11.1 A player wishing to wager on the Progressive Jackpot must first have made an ante wager on the hand during that round.

11.2 A player who has placed a wager on the Progressive Jackpot and receives a hand which qualifies for a jackpot prize shall win whether or not the dealer has an ace and a king, or higher.

11.3 Wagers on the Progressive Jackpot shall form part of a jackpot prize pool, provided however that a portion of the wager may, with the approval of the Authority, be retained by the casino operator. The rate of increments to the prize pool shall be approved by the Authority.

11.4 When the Progressive Jackpot is being operated electronically, players wagering on the jackpot are responsible for ensuring that the relevant coin indicator light is illuminated after the wager has been placed in the slot, thereby indicating that the wager has been made and accepted, and shall notify the dealer immediately if the light is not illuminated.

11.5 The amount of a wager on a Caribbean Stud Poker Jackpot game shall be that displayed on the sign at the table indicating minimum and maximum wagers.

11.6 The following hands, as described in rule 13.1, shall qualify for a Progressive Jackpot payout:

- (a) Flush;
 - (b) Full House;
 - (c) Four of a Kind;
 - (d) Straight Flush; and
 - (e) Royal Flush.
- 11.7 Payments on Progressive Jackpot hands are made after all ante and bet wagers have been collected or paid. When the Progressive Jackpot is being operated manually, and a hand qualifies for a jackpot payout, the wager on the jackpot shall be collected after the payout has been made.
- 11.8 The casino operator may, if the player so requests, pay the winnings on a Royal Flush or Straight Flush in cash or by cheque, instead of in chips. Where payment is effected in cash or chips and the amount of the winnings is such that exact payment cannot be effected, the payment may be rounded up to the next amount in which payment can be effected.
- 11.9 Any Progressive Jackpot payouts are in addition to the payouts described in rule 10.1 of this division.
- 11.10 Where a player has a qualifying Progressive Jackpot hand, the dealer shall verify the hand and notify the game supervisor.
- 11.11 The dealer shall count the cards in the deck in use at the table whenever a Progressive Jackpot payout is made.
- 12.0 Progressive Jackpot Payouts**
- 12.1 Where a hand qualifies for a Progressive Jackpot payout, the amount of the payout shall (subject to rule 12.2) be as follows:
- (a) **Royal Flush** \$10,000 or 100% of jackpot, whichever is the greater
 - (b) **Straight Flush** \$1,000 or 10% of jackpot, whichever is the greater
 - (c) **Four of a Kind** \$500 bonus payout
 - (d) **Full House** \$150 bonus payout
 - (e) **Flush** \$100 bonus payout.

12.2 If two or more hands qualify for a Progressive Jackpot payout during a round of play on the same table:

- (a) each hand (if any) containing a Four of a Kind, Full House or Flush shall be paid in accordance with sub-paragraphs (c) to (e) of rule 12.1, and the total of payouts on those hands shall be deducted from the amount of the Progressive Jackpot prize pool;
- (b) each hand (if any) containing a Straight Flush shall receive the payout referred to in sub-paragraph (b) of rule 12.1, the jackpot being the amount remaining in the Progressive Jackpot prize pool after deduction of the payments (if any) referred to in sub-paragraph (a) of this rule;
- (c) each hand (if any) containing a Royal Flush shall receive either:
 - (i) \$10,000, or
 - (ii) an equal share (if there are two or more hands containing a Royal Flush), or the whole (if there is only one), of the jackpot, being the balance remaining in the Progressive Jackpot prize pool after the payouts (if any) referred to in the preceding sub-paragraphs of this rule have been made,

whichever is greater.

12.3 If two or more hands qualifying for a Progressive Jackpot payout are received at approximately the same time on different tables, the order of priority for payment out of the jackpot prize pool shall depend on the order in which the players received their respective first hands, which:

- (a) in the case of cards dealt from a shoe, shall be when the player received his/her first card; and
- (b) in the case of cards dealt from an automatic shuffler, shall be when the player received all of his/her cards.

13.0 Order of Poker Hand Values

13.1 The order of hands, from lowest to highest, in the game of Caribbean Stud Poker is as follows:

- (a) **Odd Cards** for example, queen, ten, 6, 4, 2
- (b) **One Pair** two cards of the same value, a higher pair beating a lower pair. Aces shall be high

- (c) **Two Pairs** two different pairs, with two aces and two kings being the highest ranking two pair
- (d) **Three of a Kind** three cards of the same value
- (e) **Straight or Run** five cards of any suit in sequence. An ace may be counted as high or low
- (f) **Flush** five cards of the same suit, not in sequence. The highest card to decide between two flushes; where the highest cards in both hands are the same value, the next card; and so on
- (g) **Full House** three of a kind and a pair. All cards take their rank from the threesome
- (h) **Four of a Kind** four cards of the same value
- (i) **Straight Flush** five cards of the same suit in sequence
- (j) **Royal Flush** ace, king, queen, jack and ten of the same suit.

13.2 All suits of cards shall hold the same rank.

13.3 Hands of the same poker hand value, but consisting of different card values, shall be ranked according to the card values prescribed in rule 3.2 of this division. For example:

- (a) a king, queen, jack, ten, nine Straight (or Straight Flush) beats a jack, ten, nine, eight, seven Straight (or Straight Flush, as the case may be);
- (b) in the event of two hands each containing Two Pairs, the hand holding the highest pair in terms of card value shall be ranked the higher. If both hands hold the highest pair, the respective card values of the second pairs shall determine the outcome. In the case of a draw, the respective card values of the fifth cards in the hands determine which hand shall be higher;
- (c) where two hands hold single Pairs of the same card value, the respective values of the highest of the remaining cards in each hand shall determine the outcome. If the highest of the remaining cards in the hands are of the same card value, the respective values of the next highest cards shall determine the outcome, and so on;
- (d) in the case of odd cards, the respective card values of the highest card in each hand shall determine the ranking; if these are the same, the values of the next highest cards, and so on.

13.4 A player is responsible for declaring his/her optimum poker hand.

14.0 Irregularities

- 14.1 Except as expressly permitted by these rules, players may not exchange cards, or exchange, communicate, or cause to be exchanged or communicated any information regarding their hand; any violation of this rule may result in the player's hand being declared a "dead hand", i.e. the player will forfeit ante and bet wagers and any right to participate in the jackpot prize.
- 14.2 The casino manager or shift manager may direct that:
- (a) only English be spoken by the players at the table;
 - (b) there be silence while a hand is in progress;
 - (c) players suspected of collusion be restricted from playing together at the same table.
- 14.3 Where an incorrect number of cards is dealt to any player or to the dealer this shall constitute a misdeal.
- 14.4 Where an exposed card is dealt this shall not constitute a misdeal. The dealer shall turn the card over and continue dealing, subject to rule 14.6.
- 14.5 Where more than one card is exposed in error this will constitute a misdeal.
- 14.6 If a card is exposed in error to the dealer's hand, such card shall be left exposed as the dealer's face up card and the dealer's fifth card shall be dealt face down, and, where the cards are dealt from an automatic shuffler, shall not be turned over as provided in rule 7.4 of this division.
- 14.7 If any cards are dealt to a wagering area without an ante wager before completion of the deal, the dealer shall collect all the cards, count them, reshuffle and redeal.
- 14.8 If a complete hand is dealt to a box without an ante wager, the cards from that hand shall be counted and placed in the discard rack. The game will then continue in accordance with these rules.
- 14.9 If after the initial deal the dealer discovers that there are not fifty-two cards in the deck in use at the table, the hand shall constitute a misdeal and be void.
- 14.10 In the event of a misdeal all wagers are void, except for wagers on the Progressive Jackpot, which shall be valid for the next round of play. The hands shall be redealt after the players have had an opportunity to change their ante and bet wagers.

- 14.11 In the event that a player places an ante bet and is dealt a complete hand but is not present at the table to make a decision on that hand, the player shall be deemed to have folded and the ante bet shall be forfeited.

DIVISION IX - MIDI BACCARAT**1.0 Interpretation**

In this division, unless the contrary intention appears:

“Banker’s Box” means that part of the layout in front of the dealer controlling the cards which is designated as the playing area for the Banker’s Hand by the word “BANKER”;

“Commission” means the amount deducted by the dealer from any winning wager on the Banker’s Hand pursuant to rule 5.2 of this division;

“Natural” means a total of eight or nine by either the Banker or the Player in the first two cards;

“Player’s Box” means that part of the layout in front of the dealer controlling the cards which is designated as the playing area for the Player’s Hand by the word “PLAYER”;

“Point Count”, in relation to a hand of cards in midi baccarat, means a single digit number from zero to nine inclusive which shall be determined by totalling the value of the cards in the hand in accordance with rule 3.4 of this division;

“Table of Play” means the set of mandatory instructions, contained in these rules, which dictate whether the Player and Banker should stand or draw cards;

“Tie” means that the Player’s Hand and the Banker’s Hand have the same point count after all cards required to be dealt to those hands pursuant to these rules have been dealt to those hands.

2.0 Table Layout and Equipment

2.1 Midi baccarat shall be played at a table having on one side numbered places for up to nine players, and on the opposite side a place for the dealer.

2.2 The layout cloth covering the midi baccarat table shall display the name and/or logo of the casino and shall have areas designated for the placement of wagers. The layout cloth shall be marked in a manner substantially similar to that shown in Diagram 11.

2.3 The wagering areas shall be designated:

- (a) for wagers on the Banker’s Hand by the word “Banker” or “Bankers”;
- (b) for wagers on the Player’s Hand by the word “Player” or “Players”; and

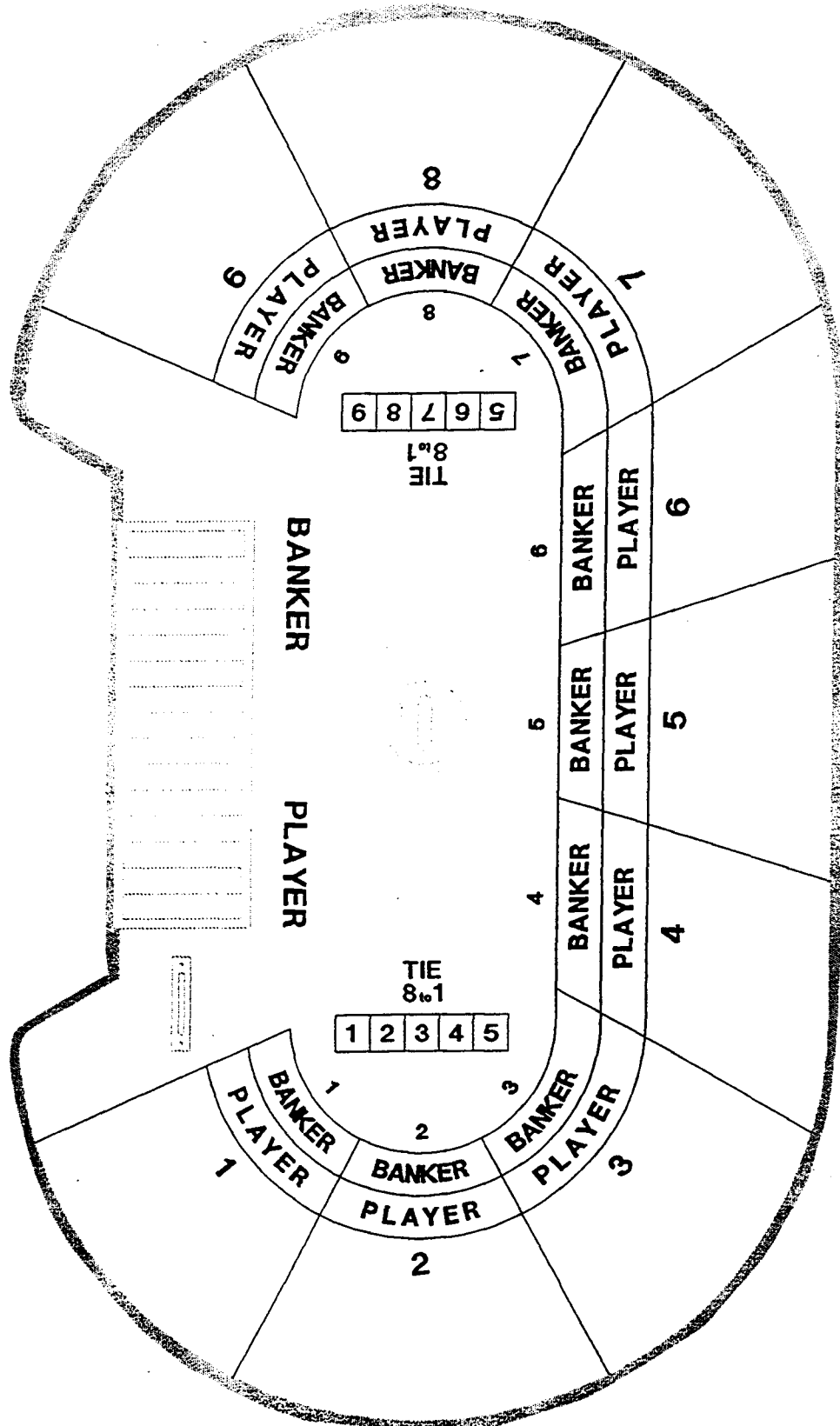
- (c) for wagers on a Tie Bet by the word "Tie" or "Ties".

2.4 The following equipment shall also be used in the game of midi baccarat:

- (a) a dealing shoe capable of holding eight decks of cards, constructed of wood or plastic, which may be clear or opaque, and may have a sliding cover, from which all cards shall be dealt;
- (b) a discard container capable of holding eight decks of cards, constructed of plastic or brass, which shall be attached to the table, in which all cards dealt at a game shall be placed after use;
- (c) at the option of the casino operator, a palette, being a flat paddle constructed of wood, used by the dealer in the placement, turning and retrieval of cards;
- (d) two round indicator pucks marked "Banker" and "Player" respectively, which shall be used to indicate the players acting as Banker and Player respectively where Dealing Style B is being followed; and
- (e) a chip tray constructed of metal and with a clear lockable lid, which shall be attached to the table and shall house the chips.

2.5 Each midi baccarat table shall have a drop box attached to it.

Diagram 11 Midi Baccarat Table Layout



3.0 Cards, Number of Decks and Value

3.1 Midi baccarat shall be played with eight decks of cards and, at the option of the casino operator, either one cutting card or two.

3.2 Subject to rule 7.6 of this division, the value of the cards in each deck shall be as follows:

- (a) any card from two to nine shall have its face value;
- (b) any ten, jack, queen or king shall have a value of zero; and
- (c) any ace shall have a value of one.

3.3 No player or spectator shall handle, alter or withdraw any cards used in the game of midi baccarat except as expressly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so. The dealer shall at all times deal the cards.

3.4 The point count of a hand shall be determined by totalling the value of the cards in the hand. If the total value of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand.

4.0 Wagers

4.1 Permissible wagers by a player at the game of midi baccarat are:

- (a) a wager on the "**Banker's Hand**" which shall:
 - (i) win if the Banker's Hand has a final point count higher than that of the Player's Hand,
 - (ii) lose if the Banker's Hand has a final point count lower than that of the Player's Hand,
 - (iii) be void if the final point counts of the Banker's Hand and the Player's Hand are equal;
- (b) a wager on the "**Player's Hand**" which shall:
 - (i) win if the Player's Hand has a final point count higher than that of the Banker's Hand,
 - (ii) lose if the Player's Hand has a final point count lower than that of the Banker's Hand,

- (iii) be void if the final point counts of the Banker's Hand and the Player's Hand are equal;
- (c) a "Tie Bet" which shall:
 - (i) win if the final point counts of the Banker's Hand and the Player's Hand are equal, and
 - (ii) lose if such point counts are not equal.
- 4.2 All wagers at the game of midi baccarat shall be made by placing chips, with the smaller denomination chips on top, within the appropriate wager area of the midi baccarat layout.
- 4.3 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has sufficient time to place the wager on the layout prior to "No more bets" being called.
- 4.4 The casino operator may permit up to three players to wager on any one wagering area.
- 4.5 The casino operator may direct that the total of all players' wagers on any one wagering area shall not exceed the table maximum, or that the total of the wagers of any particular player(s) on any one wagering area shall not exceed the table maximum.
- 4.6 No wager at midi baccarat shall be made, increased or withdrawn after the dealer has announced "No more bets".
- 4.7 Subject to these rules no wager shall be touched, removed, altered or added to until a decision has been rendered and implemented with respect to all winning wagers within the wagering area.
- 4.8 For any round of play a player may wager on:
 - (a) the Banker's Hand; or
 - (b) the Banker's Hand and Tie; or
 - (c) the Player's Hand; or
 - (d) the Player's Hand and Tie; or
 - (e) a Tie,but not on the Banker's Hand at the same time as the Player's Hand.
- 4.9 The casino operator may stipulate a maximum table differential, subject to any directions issued by the Authority. The table differential is the difference

between the total amount wagered on the Banker's Hand and the total amount wagered on the Player's Hand. Where there is a maximum table differential it shall be displayed on the notice at the table indicating minimum and maximum wagers permitted.

- 4.10 Where the total of the wagers on any one hand exceeds the table differential displayed on the table notice, the dealer may reduce all wagers pro rata so that the total does not exceed the table differential.

5.0 Payout Odds

- 5.1 A winning wager made on the Player's Hand shall be paid at odds of one to one.
- 5.2 A winning wager made on the Banker's Hand shall be paid at odds of one to one, less a commission of 5% on the amount won, which shall be payable to the casino operator and shall be collected from the player at the time the winning payment is made.
- 5.3 If it would not be possible to pay a wager on the Banker's Hand exactly in chips at odds of one to one, less commission, were that wager to win, the wager shall not be accepted.
- 5.4 If a wager is made and accepted in contravention of rule 5.3, as much of the wager as could be paid exactly in chips, were that portion of the wager to win, shall be regarded as valid and the remainder shall be void.
- 5.5 A winning Tie Bet shall be paid at odds of eight to one.
- 5.6 If there is a tie, players may alter their wagers on the Banker's Hand or Player's Hand before the next round is dealt.

6.0 Opening of Table for Gaming

- 6.1 After receiving the eight sealed decks of cards at the table, both the dealer and the game supervisor shall sort and inspect the cards independently of each other.
- 6.2 After the cards are inspected, they shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped rows by deck according to suit and sequence. The cards in each suit shall be laid out in sequence within the suit.
- 6.3 After the first player is or players are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, then:

- (a) chemmy shuffled (washing of cards);
- (b) stacked; and
- (c) riffle shuffled.

6.4 Notwithstanding rules 6.1 to 6.3, cards that have been pre-shuffled may be used provided they are secured in a sealed container in a designated area from the time of the pre-shuffle until such time as they are required. If pre-shuffled cards are to be used, rule 7.2 shall apply before the first game in which the cards are used.

7.0 Shuffle and Cut of Cards

7.1 Unless pre-shuffled cards are introduced and accepted as such, the dealer shall:

- (a) immediately before the commencement of play; and
- (b) where either Dealing Style A or Dealing Style C as described in part 8 of this division is followed, after each shoe of cards is completed,

shuffle the cards so that they are randomly intermixed. Where Dealing Style B is followed, part 11 shall apply upon the completion of a shoe of cards.

7.2 Where it is proposed in any game that pre-shuffled decks of cards be introduced, any of the players:

- (a) may, on request, visually inspect the decks of pre-shuffled cards, or any of them, before their use; and
- (b) may require that any decks of cards issued as pre-shuffled be inspected and mixed in accordance with part 6, shuffled by the dealer, and cut in accordance with this part.

7.3 After the cards have been shuffled (or, in the case of pre-shuffled cards, been accepted as such), they shall be cut. The dealer shall offer the stack of cards, with the backs facing away from him/her, to the players to be cut. The dealer shall begin with the player seated in the highest numbered position at the table and, working clockwise around the table, shall offer the stack to each player until a player accepts the cut. If no player accepts the cut, an authorised casino employee shall cut the cards.

7.4 The person designated in rule 7.3 shall cut the cards by placing the cutting card or one of the cutting cards, as the case may be, in the stack at least one deck in from either end. The dealer shall remove all of the cards in front of the cutting card to the back of the stack and then insert the cutting card at least twenty cards in from the back of the stack. Where a second cutting card is used, it shall be placed at the back of the stack.

- 7.5 The stack of cards shall then be inserted in the dealing shoe for commencement of play, following which the dealer shall burn the cards, that is:
- (a) remove the first card from the shoe face up;
 - (b) draw, face down, additional cards equal in number to the face value of the first card drawn; and
 - (c) place the first and additional cards drawn in the discard container.
- 7.6 For the purposes of rule 7.5 a ten, jack, queen, and king shall have a face value of ten and an ace a face value of one.
- 7.7 The casino manager or shift manager may, after any round of play, direct that the cards in play at the table shall be replaced and, if he/she does so a Government inspector shall be notified and, except where pre-shuffled cards are introduced and accepted as such, the new cards shall be checked, shuffled and cut in accordance with parts 6 and 7 of this division.

8.0 Dealing of Initial Two Cards

- 8.1 There shall be two hands dealt in the game of midi baccarat, one of which shall be designated the Player's Hand and the other the Banker's Hand.
- 8.2 Immediately before the start of each round of play and after all wagers are on the table, the dealer shall announce "No more bets" and shall then begin dealing the cards.
- 8.3 The dealer shall deal an initial four cards from the shoe. The first and third cards shall respectively constitute the first and second cards of the Player's Hand and the second and fourth cards shall respectively constitute the first and second cards of the Banker's Hand.
- 8.4 The game may, in the discretion of the casino operator, be conducted in accordance with any one of the following styles of dealing: "Style A", "Style B" and "Style C". A shoe which commences in a particular dealing style shall continue in that style until its completion, unless a Government inspector directs or approves otherwise.

Dealing Style A

- 8.5 The initial four cards shall be dealt face up, the cards constituting the Player's Hand to the Player's Box, and those constituting the Banker's Hand to the Banker's Box.

8.6 The dealer shall then announce the point count of the Player's Hand first, followed by that of the Banker's Hand.

8.7 The dealer shall at all times be in control of the cards.

Dealing Style B

8.8 This style may be used only with prior notification to a Government inspector.

8.9 The "Banker" for the purposes of Dealing Style B shall be the player who receives the cards designated for the Banker's Hand as defined in rules 8.1 and 8.3.

8.10 The dealer calling the game shall, at the commencement of play, offer the "Bank" (ie. the role of Banker) to the seated player with the highest wager on the Banker's Hand. If two or more seated players qualify for the role of Banker, the dealer shall first offer the Bank to that person with the highest wager who occupies the lowest numbered seat. If that person refuses to accept the Bank it shall be passed by the dealer counter-clockwise to the next person with the highest equal wager, and so on. If no person who has placed the highest or highest equal wager wishes to accept the Bank, it shall be offered to the seated player(s) with the next highest wager(s) on the Banker's Hand, as set out above, and so on. If no eligible player with a wager on the hand wishes to accept the Bank, rule 8.23 shall apply.

8.11 The player who accepts the Bank shall be responsible for receiving and handling the cards in accordance with these rules and the instructions of the dealer calling the game. The Banker shall be identified by the indicator puck marked "Banker" which shall be placed next to his/her wagering area.

8.12 The player who accepts the Bank shall act as the Banker only to expose the total of the Banker's Hand.

8.13 The dealer shall deal the initial four cards face down, the cards constituting the Player's Hand to the Player's Box and those constituting the Banker's Hand to the Banker's Box.

8.14 The cards drawn for the Player's Hand shall then be offered face down to the seated player with the highest wager on the Player's Hand. If two or more seated players qualify to receive the hand, the dealer shall first offer the cards to that person with the highest wager who occupies the lowest numbered seat. If that person refuses to accept the cards they shall be passed by the dealer counter-clockwise to the next person with the highest equal wager, and so on. If no person who has placed the highest or highest equal wager wishes to accept the cards, they shall be offered to the seated player(s) with the next highest wager(s) on the Player's Hand, as set out above, and so on. If no eligible player with a wager on the hand wishes to accept the cards, rule 8.23 shall apply.

- 8.15 The indicator puck marked "Player" shall be placed next to the wagering area of the player designated under rule 8.14 as the Player. That person shall be responsible for receiving and handling the cards in accordance with these rules and the instructions of the dealer calling the game.
- 8.16 When the initial two cards drawn for the Player's Hand are passed to the Player, he/she shall take the cards, ensuring that they are continually in full view of everyone participating in the game and of the surveillance cameras.
- 8.17 The cards must not at any time be removed from the table, nor hidden from the view of any of the other participants nor of the cameras.
- 8.18 The Player, having checked the hand, shall as quickly as possible turn the cards face up on the layout.
- 8.19 The dealer shall then announce the point count of the Player's Hand and bring the cards face up back to the Player's Box.
- 8.20 The dealer shall then pass the cards designated as the Banker's Hand face down to the Banker.
- 8.21 Rules 8.16 to 8.19 above shall apply to the Banker as if he/she were the Player, the Player's Hand were the Banker's Hand, and the Player's Box the Banker's Box.
- 8.22 At no time shall the Player's Hand and the Banker's Hand be passed out at the same time.
- 8.23 Where there is no bet on the Player's Hand or Banker's Hand, or no player entitled to do so wishes to receive and handle the cards dealt to a hand, or at the direction of the game supervisor or casino supervisor, the dealer shall retain and turn over the cards for that hand or those hands, as the case may be.

Dealing Style C

- 8.24 The initial four cards shall be dealt face down, the cards constituting the Player's Hand to the Player's Box and those constituting the Banker's Hand to the Banker's Box.
- 8.25 The dealer shall then turn over and announce the point count of the Player's Hand first, followed by the Banker's Hand.
- 8.26 The dealer shall be in control of the cards at all times.

9.0 Dealing of Additional Cards

9.1 Following the announcement of the point count of each hand and, where appropriate, the return of the cards to their respective designated areas on the layout, the dealer shall deal a third card to each hand if so required pursuant to rules 9.2 to 9.5 inclusive.

9.2 If the point count of either or each of the Player's Hand and the Banker's Hand after the initial four cards are dealt is eight or nine, which shall be a natural, no more cards shall be dealt to either hand.

9.3 If the point count of the Banker's Hand is zero to seven inclusive after the initial four cards are dealt, the Player's Hand shall:

- (a) draw (i.e. take a third card); or
- (b) stand (i.e. not take a third card),

in accordance with the requirements of Table 1 below:

TABLE 1 : PLAYER'S HAND

Player having a total of:	
0-1-2-3-4-5	Draws a card
6-7	Stands
8-9	Has a natural and cannot draw

9.4 If the Player's Hand draws, the Banker's Hand shall:

- (a) draw; or
- (b) stand,

in accordance with the requirements of Table 2 below:

TABLE 2 : BANKER'S HAND

Banker having point count of:	When the third card in the Player's Hand is:	When the third card in the Player's Hand is:
3	0-1-2-3-4-5-6-7-9, draws	8, stands
4	2-3-4-5-6-7, draws	0-1-8-9, stands
5	4,5,6,7, draws	0-1-2-3-8-9, stands
6	6-7, draws	0-1-2-3-4-5-8-9, stands
7	Stands	
8-9	Has a natural and cannot draw	
0-1-2	Draws	

- 9.5 If the point count of the Player's Hand is six or seven after the initial four cards are dealt, the Banker's Hand shall draw a third card if the point count of the Banker's Hand is zero to five inclusive, but otherwise shall stand.
- 9.6 In no event shall more than one additional card be dealt to either hand.
- 9.7 Subject to rule 9.8, whenever the cutting card or the first cutting card, as the case may be, appears during play it shall be removed and placed to the side and the hand shall be completed. Upon completion of that hand, the dealer calling the game shall announce "Last coup" or "Last hand". Upon the completion of one more round no more cards shall be dealt until the cards are replaced or reshuffled.
- 9.8 Whenever the cutting card or the first cutting card, as the case may be, is drawn as the first card of a round, the cutting card shall be removed and placed to the side, and the dealer calling the game shall announce "Last coup" or "Last hand". Upon completion of the round no more cards shall be dealt until the cards are replaced or reshuffled.

Dealing of Additional Cards for Style A and Style C

- 9.9 Any third card required to be dealt to the Player's Hand shall be dealt face up to that hand, and then any third card required to be dealt to the Banker's Hand shall be dealt face up to that hand.

Dealing of Additional Cards for Style B

9.10 Any third card required to be dealt to the Player's Hand or the Banker's Hand shall be passed face down to the player (if any) designated to receive the initial cards dealt to the hand. The provisions of rules 8.11, 8.12 and 8.15 to 8.23 inclusive shall apply, with all necessary modifications, as if the third card were the two initial cards of the hand.

10.0 Payment and Collection of Wagers

10.1 After each hand has received all the cards it is entitled to by the rules, the dealer shall announce the final point count of each hand, indicating which hand has won the round. If the two hands have equal point counts, the dealer shall announce "Tie Hand".

10.2 After the result of the round is announced, the dealer shall collect all losing wagers and pay all winning wagers.

11.0 End of Shoe for Dealing Style B

11.1 Where Dealing Style B has been or is being followed during the shoe, upon the completion of the last hand of the shoe any remaining cards shall be removed from the dealing shoe and placed, together with all the cards in the discard container, in a container which shall be sealed and removed from the table. Subject to rule 11.2, a new sealed container containing a pre-sorted and pre-shuffled set of eight decks of cards shall then be brought to the table. The seal on the container shall be broken and the game shall continue as provided in rule 6.4 and part 7 of this division.

11.2 If pre-sorted and pre-shuffled decks of cards are not to be used, eight new sealed decks shall be brought to the table and be introduced into the game as provided in part 6 of this division.

12.0 Irregularities

12.1 For the purposes of rules 12.2 to 12.4 of this division, a "Void Hand" means a round of play which shall be conducted in accordance with the rules of this division and all other applicable rules, except that no wagers shall be permitted.

12.2 A third card dealt to the Player's Hand when no third card is authorised by these rules shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw in accordance with Table 2 of rule 9.4 or with rule 9.5. If, in such circumstances, the Banker's Hand is required to stand, the card dealt in error shall become the first card of the next round unless it has been disclosed or the cards are reshuffled or replaced before the next round. If the card has been disclosed, the dealer will announce "No bets this hand" and,

- starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.
- 12.3 A card drawn in excess from the shoe shall, if it has not been disclosed, be used as the first card of the next round of play unless the cards are reshuffled or replaced before the next round. If the card has been disclosed, the dealer will announce "No bets this hand" and, starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.
- 12.4 If the first card of a round of play is found face upwards in the shoe, the dealer will announce "No bets this hand" and, starting with the exposed card, begin to deal a void hand. After the void hand has been completed, normal play will resume.
- 12.5 Any card found face upwards during a round of play, except for the first card, will be used in that round.
- 12.6 If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards is replaced or, where permitted, reshuffled and placed in the shoe.
- 11.7 Subject to the provisions of this part of the division, cards drawn out of sequence to either the Banker's Hand or the Player's Hand shall be reconstructed under the supervision of a casino supervisor in accordance with the Table of Play.
- 11.8 If during the initial deal the cards are dealt out of sequence and cannot be reconstructed the round shall be void.
- 11.9 If the dealer fails to draw and discard cards at the commencement of a shoe as provided in rule 7.5 of this division, or in any other situation where this is required, play shall nonetheless continue as provided in the rules.

DIVISION X - CRAPS**1.0 Interpretation**

In this division, unless the contrary intention appears:

"Come Out Point" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll;

"Come Out Roll" means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been effected;

"Come Point" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet;

"Roll" means the throw of the dice by the shooter;

"7 Out" means a total of 7 thrown by the shooter subsequent to his/her establishment of a come out point;

"Shooter" means the player who throws the dice;

"Stickperson" means the dealer responsible for the collection of the dice and the announcement of their total;

"Total" means the total of the high or uppermost sides of the two dice on any given roll.

2.0 Table Layout and Equipment

2.1 Craps shall be played on a table, oblong in shape with rounded corners and high walled sides.

2.2 The layout cloth of the craps table shall display the name and/or logo of the casino, shall have areas designated for the placement of wagers, and shall be marked in a manner substantially similar to that shown in Diagram 12.

2.3 A set of five identical six-sided dice shall be present at the craps table at the commencement of play. The dice shall be precision made with faces of a minimum size of 15 millimetres square and shall display the name of the casino. The sides of each die shall be flat, clearly marked with values from one to six, so arranged that the sum of the values of any pair of opposite sides is seven, and have a finish and texture exactly identical to that of all of the other sides. The weight of each die shall be distributed equally throughout, and no side shall be lighter or heavier than any other. The dice shall operate as a random

number generator, in that their use in the game shall result in the production of a game result or game outcome which is:

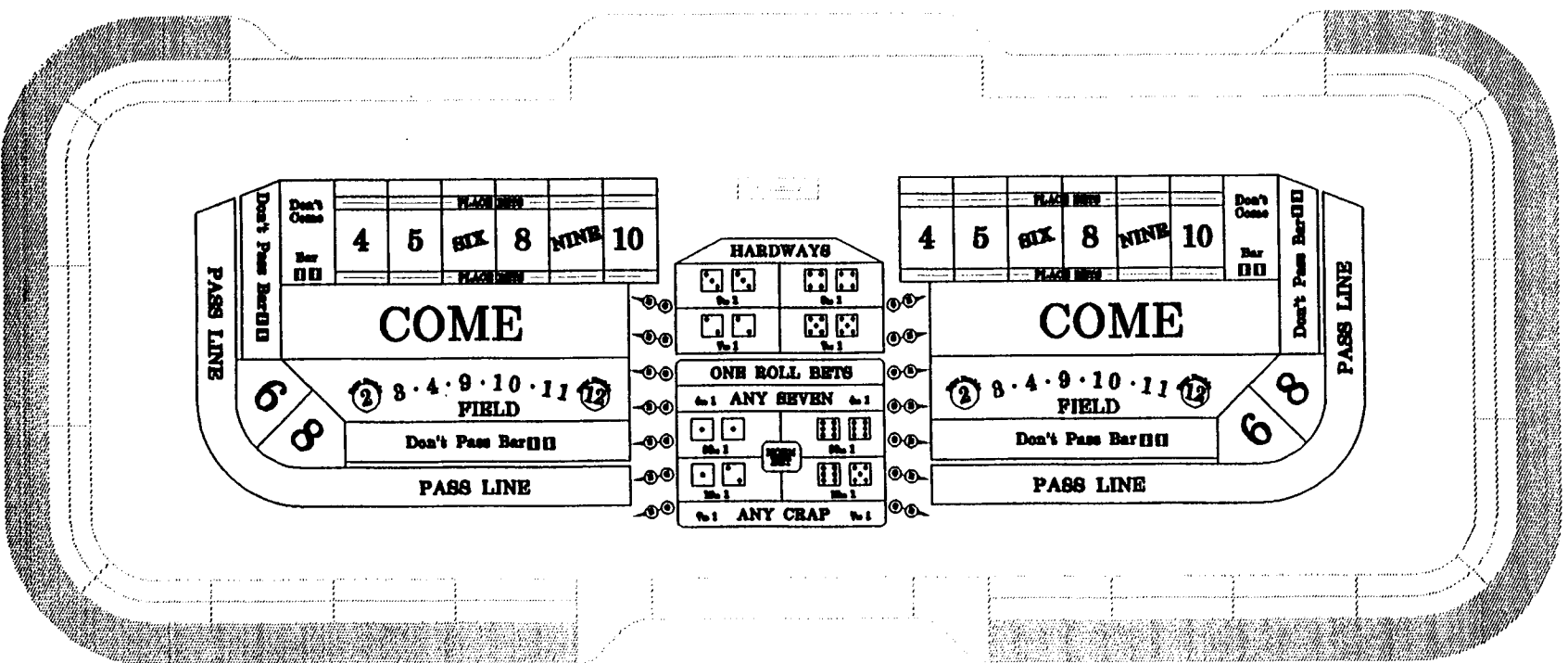
- (a) statistically independent;
- (b) uniformly distributed over its range; and
- (c) unpredictable.

2.4 The following equipment shall also be used in the game of craps:

- (a) a craps stick, which shall be designed for and used by the stickperson to retrieve and pass the dice;
- (b) a dice bowl, which shall be located on the craps table and be used to contain the dice that are not in active play;
- (c) marker buttons marked "Off", "On", "Lay" and "Buy" respectively, sufficient in number to indicate "off", "on", "lay" and "buy" wagers made at the game;
- (d) two pucks, being discs, each marked "On" on one side and "Off" on the other, which shall be used to indicate the come out point on the table layout; and
- (e) a lockable float cover, which shall be constructed of plastic and shall be used to secure the chips on the table when the game is not in play.

2.5 Each craps table shall have a drop box attached to it.

Diagram 12 Craps Table Layout



3.0 Wagers**3.1 Permissible wagers by a player at the game of craps are:**

- (a) **"Pass Bet"**, being a wager placed on the Pass Line of the layout immediately prior to the come out roll, which shall:
 - (i) win if, on the come out roll:
 - (A) a total of 7 or 11 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears, and
 - (ii) lose if, on the come out roll:
 - (A) a total of 2, 3 or 12 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;
- (b) **"Don't Pass Bet"**, being a wager placed on the Don't Pass area of the layout immediately prior to the come out roll, which shall:
 - (i) win if, on the come out roll:
 - (A) a total of 2 or 3 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again,
 - (ii) lose if, on the come out roll:
 - (A) a total of 7 or 11 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears, and
 - (iii) be void if, on the come out roll, a total of 12 is thrown;
- (c) **"Come Bet"**, being a wager placed on the Come area of the layout at any time after the come out roll, which shall:
 - (i) win if, on the roll immediately following placement of the wager:
 - (A) a total of 7 or 11 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears, and

- (ii) lose if, on the roll immediately following placement of the wager:
 - (A) a total of 2, 3, or 12 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;
- (d) **"Don't Come Bet"**, being a wager placed on the Don't Come area of the layout at any time after the come out roll, which shall:
 - (i) win if, on the roll immediately following placement of the wager:
 - (A) a total of 2 or 3 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again,
 - (ii) lose if, on the roll immediately following placement of the wager:
 - (A) a total of 7 or 11 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears, and
 - (iii) be void if, on the roll immediately following placement of the wager, a total of 12 is thrown;
- (e) **"Odds on the Pass Bet"**, being an additional wager that may be made by a player when that player has made a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:
 - (i) be limited to an amount not exceeding that of the original Pass Bet or to an amount in excess of the original Pass Bet for the purpose of effecting a payable unit, provided however that (at the option of the casino operator) the limit may be increased to an amount not exceeding double the amount of the Pass Bet,
 - (ii) win if the Pass Bet wins, and
 - (iii) lose if the Pass Bet loses;
- (f) **"Behind the Don't Pass Bet"**, being an additional wager that may be made by a player when that player has made a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:

- (i) be an amount so calculated as to provide winnings not exceeding the amount of the original Don't Pass Bet or to provide winnings in excess of the original Don't Pass Bet for the purpose of effecting a payable unit, provided however that (at the option of the casino operator) the limit may be increased to an amount so calculated as to provide winnings not exceeding double the amount of the Don't Pass Bet,
 - (ii) win if the Don't Pass Bet wins, and
 - (iii) lose if the Don't Pass Bet loses;
- (g) **"Odds on the Come Bet"**, being an additional wager that may be made by a player when that player has made a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Come Bet, which shall:
 - (i) be limited to an amount not exceeding that of the original Come Bet or to an amount in excess of the original Come Bet for the purpose of effecting a payable unit, provided however that (at the option of the casino operator) the limit may be increased to an amount not exceeding double the amount of the Come Bet,
 - (ii) win if the Come Bet wins, and
 - (iii) lose if the Come Bet loses;
- (h) **"Behind the Don't Come Bet"**, being an additional wager that may be made by a player when that player has made a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Don't Come Bet, which shall:
 - (i) be an amount so calculated as to provide winnings not exceeding the amount of the original Don't Come Bet or to provide winnings in excess of the Don't Come Bet for the purpose of effecting a payable unit, provided however that (at the option of the casino operator) the limit may be increased to an amount so calculated as to provide winnings not exceeding double the amount of the Don't Come Bet,
 - (ii) win if the Don't Come Bet wins, and
 - (iii) lose if the Don't Come Bet loses;
- (i) **"Place Bet to Win"**, being a wager that may be made at any time on any one of the numbers 4, 5, 6, 8, 9 or 10, which shall:
 - (i) win if the number on which the wager is placed is thrown as a total before a total of 7 is thrown, and

- (ii) lose if a total of 7 is thrown before that number is;
- (j) **“Buy Bet”**, being a wager that is the same as a Place Bet to Win, as defined in sub-paragraph (i) of this rule, except that the player shall receive true odds on the wager, in return for which the player shall, at the time of placement of the wager, pay a commission to the casino operator equal to 5% of the wager;
- (k) **“Lay Bet”**, being a wager that may be made at any time against any one of the numbers 4, 5, 6, 8, 9 or 10, which shall:
 - (i) win if a total of 7 is thrown before the number against which the wager is placed is thrown as a total, and
 - (ii) lose if the number against which the number is placed is thrown before a total of 7 is.

The player shall receive true odds on the wager, in return for which the player shall, at the time of placement of the wager, pay a commission to the casino operator equal to 5% of the amount that the player would win on the wager were it to win;

- (l) **“Hardways”**, being a wager that may be made at any time by placing a wager on a selected hardway (either hard 4, hard 6, hard 8 or hard 10), which shall:
 - (i) win if the selected total is thrown the hard way (i.e. with both dice showing the same value) before either the selected total is thrown in any other way or a total of 7 is thrown, and
 - (ii) otherwise lose;
- (m) **“Big Six”**, being a wager that may be made at any time, which shall:
 - (i) win if a total of 6 is thrown before a total of 7, and
 - (ii) lose if a total of 7 is thrown before a total of 6;
- (n) **“Big Eight”**, being a wager that may be made at any time, which shall:
 - (i) win if a total of 8 is thrown before a total of 7, and
 - (ii) lose if a total of 7 is thrown before a total of 8;
- (o) **“Field Bet”**, being a one roll wager that may be made at any time, which shall:

- (i) win if any of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (p) **"Any Seven"**, being a one roll wager that may be made at any time, which shall:
- (i) win if a total of 7 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (q) **"Any Craps"**, being a one roll wager that may be made at any time, which shall:
- (i) win if any of the totals 2, 3 or 12 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (r) **"Craps Two"**, being a one roll wager that may be made at any time, which shall:
- (i) win if a total of 2 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (s) **"Craps Three"**, being a one roll wager that may be made at any time, which shall:
- (i) win if a total of 3 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (t) **"Craps Twelve"**, being a one roll wager that may be made at any time, which shall:
- (i) win if a total of 12 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;

- (u) **"11 in One Roll"**, being a one roll wager that may be made at any time, which shall:
 - (i) win if a total of 11 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (v) **"Horn Bet"**, being a one roll wager that may be made at any time, which shall:
 - (i) win if any of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (w) **"Horn High Bet"**, being a one roll wager that may be made at any time, which shall:
 - (i) be placed in units of five, with four units wagered as a Horn Bet and the fifth wagered on any one of the totals 2, 3, 11 or 12, as nominated by the player,
 - (ii) win if any of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager, and
 - (iii) lose if any other total is thrown;
- (x) **"World Bet"**, being a one roll wager that may be made at any time, which shall:
 - (i) be placed in units of five, with four units wagered as a Horn Bet and the fifth wagered on Any Seven,
 - (ii) win if any of the totals 2, 3, 11, 12 or 7 is thrown on the roll immediately following placement of the wager, and
 - (iii) lose if any other total is thrown; and
- (y) **"C & E"**, being a one roll wager that may be made at any time, which shall:
 - (i) be placed in units of at least two, with at least one unit wagered as an Any Craps wager and at least one unit as an 11 in One Roll,
 - (ii) win if any of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager, and
 - (iii) lose if any other total is thrown.

- 3.2 All wagers should be made before the dice are thrown, except that wagers may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided they are confirmed orally by a dealer or game supervisor.
- 3.3 All wagers shall be made by placing chips, with the smaller denomination chips on top, on the appropriate wager area of the craps layout.
- 3.4 Orally declared wagers shall be accepted only when accompanied by chips and if there is sufficient time for the dealer to place the wager on the layout and for the wager to be confirmed orally by a dealer or game supervisor.
- 3.5 A wager may be removed or reduced at any time prior to a roll that decides the outcome of the wager, except that no Pass Bet or Come Bet shall be removed or reduced after a come out point or come point, as the case may be, has been established with respect to that wager.
- 3.6 A Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction until a new come out roll.
- 3.7 A Don't Come Bet may be removed or reduced at any time but may only be replaced or increased by making a wager on the Don't Come area and taking the next roll of the dice.
- 3.8 All Place Bets to Win, Buy Bets, Odds on the Come Bets and Hardways wagers:
- (a) shall be inactive on any come out roll unless called "on" by the player and confirmed by a dealer or game supervisor through the placement of an "on" marker on top of the player's wager, provided however that one wager marked with an "on" marker shall indicate that all similar wagers by that player are "on" unless otherwise specified by the player;
 - (b) may be called "off" or "on" at any time.
- 3.9 Each player shall be responsible for the correct positioning of his/her wager(s) on the craps layout regardless whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of his/her wager are correctly carried out.
- 3.10 Any percentage, fee or vigorish paid by a player as provided for in sub-paragraphs (j) and (k) of rule 3.1 of this division shall be returned to the player should the wager be returned or removed at any time prior to a roll that decides the outcome of the wager.
- 3.11 Except as provided in sub-paragraphs (j) and (k) of rule 3.1, no percentage, fee or vigorish shall be charged to a player in making any wager in the game of craps.

4.0 Dice; Retention and Selection

- 4.1 A set of five (5) dice shall be present at the craps table during play. Control of the dice shall be the responsibility of the dealers at the table, who shall retain all dice, except those in active play, in the dice bowl at the table.
- 4.2 After receiving the set of five dice at the table at the opening of the table for gaming or when new dice are brought to the table during the course of play, both the dealer and the game supervisor shall inspect the dice independently of each other. After the dice have been inspected they shall be placed in the dice bowl.
- 4.3 At the commencement of play, the stickperson or another dealer shall offer the set of dice to the player immediately to the left of the game supervisor at the table. If that player rejects the dice, they shall be offered to each of the other players in turn, clockwise around the table, until one of the players accepts them.
- 4.4 The first player to accept the dice when offered shall become the shooter, who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice bowl, which shall be placed immediately in front of the stickperson.
- 4.5 In the event of a die or dice going off the table, the following procedures shall be implemented:
- (a) an immediate effort shall be made to retrieve the die or dice;
 - (b) the remaining dice shall be offered to the shooter for him/her to select a new die or dice. The shooter may select a new die or new dice, as the case may be, or request the original die/dice back again;
 - (c) if the missing die is or dice are found, the game supervisor shall carefully inspect the die or dice for damage, alteration, or irregularities before returning it/them to the shooter, if requested by the shooter, or otherwise placing it/them back in the dice bowl;
 - (d) if two dice are lost, a new set of dice shall be placed on the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the dice becoming lost shall be allowed to continue with the remaining dice of the original set until he/she rolls a 7 Out or until his/her wager wins and he/she declines further rolls of the dice;
 - (e) a Government inspector shall be notified prior to replacement of the dice.

5.0 The Throw of the Dice

- 5.1 To be eligible to throw the dice a player must have a wager on a Pass Bet or a Don't Pass Bet.
- 5.2 Upon selection of the dice, the shooter shall throw the two selected dice so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him/her in a random manner.
- 5.3 Following the come out roll, a player shall continue to wager on the Pass Line or the Don't Pass area on each succeeding roll to be eligible to continue as the shooter.
- 5.4 When handling or throwing the dice, the shooter shall use one hand only.
- 5.5 When the dice come to rest after a valid throw:
- (a) the stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two dice;
 - (b) only one face on each die shall be considered skyward;
 - (c) in the event that either or both of the dice does/do not land flat on the table, the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward;
 - (d) in the event of a dispute as to which face is uppermost, the game supervisor shall have discretion to determine which face is uppermost or to order that the throw be deemed void and the dice re-thrown.
- 5.6 After calling the throw, the stickperson shall collect the dice and bring them to the centre of the table between himself/herself and the game supervisor.
- 5.7 All wagers decided by that throw shall then be settled, in accordance with part 6 of this division, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use the craps stick.
- 5.8 The shooter may, after any roll, either pass the dice or remain the shooter, except that:
- (a) the shooter shall pass the dice upon throwing a 7 Out; and
 - (b) the game supervisor may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game.
- 5.9 Whenever a shooter relinquishes the dice in the course of play, a dealer shall offer the complete set of five dice:

- (a) to the player having either a Pass Bet or a Don't Pass Bet immediately to the left of the previous shooter; and
- (b) if he/she does not accept, to each of the other players having such a wager in turn clockwise around the table.

5.10 The first player to accept the dice when offered shall become the new shooter, and shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice bowl, which shall be placed immediately in front of the stickperson.

5.11 In the event that there is no player available to accept the dice and any undetermined wager remains, the stickperson shall throw the dice until a determination has been reached or a 7 Out thrown.

6.0 Payout Odds

6.1 Winning wagers at the game of craps shall be paid at the odds listed below:

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Odds on the Pass Bet -	
Come out point of 6 or 8	6 to 5
Come out point of 5 or 9	3 to 2
Come out point of 4 or 10	2 to 1
Behind the Don't Pass Bet -	
Come out point of 6 or 8	5 to 6
Come out point of 5 or 9	2 to 3
Come out point of 4 or 10	1 to 2
Odds on the Come Bet -	
Come point of 6 or 8	6 to 5
Come point of 5 or 9	3 to 2
Come point of 4 or 10	2 to 1
Behind the Don't Come Bet -	
Come point of 6 or 8	5 to 6
Come point of 5 or 9	2 to 3
Come point of 4 or 10	1 to 2

Place Bet to Win, on -	
Four (4)	9 to 5
Five (5)	7 to 5
Six (6)	7 to 6
Eight (8)	7 to 6
Nine (9)	7 to 5
Ten (10)	9 to 5
Buy Bet, on -	
4 to win	2 to 1
5 to win	3 to 2
6 to win	6 to 5
8 to win	6 to 5
9 to win	3 to 2
10 to win	2 to 1
Lay Bet, on -	
4 to lose	1 to 2
5 to lose	2 to 3
6 to lose	5 to 6
8 to lose	5 to 6
9 to lose	2 to 3
10 to lose	1 to 2
Hardways -	
Four (4)	7 to 1
Six (6)	9 to 1
Eight (8)	9 to 1
Ten (10)	7 to 1
Big Six	1 to 1
Big Eight	1 to 1
Field Bet, total thrown -	
3, 4, 9, 10 or 11	1 to 1
2 or 12	2 to 1
Any Seven	4 to 1
Any Craps	7 to 1
Craps Two	30 to 1
Craps Three	15 to 1
Craps Twelve	30 to 1
11 in One Roll	15 to 1.

- 6.2 Horn Bets and Horn High Bets shall be paid as if they were four separate wagers on Craps Two, Craps Three, Craps Twelve and 11 in One Roll respectively.
- 6.3 World Bets shall be paid as if they were five separate wagers on Craps Two, Craps Three, Craps Twelve, 11 in One Roll and Any Seven respectively.
- 6.4 C & E wagers shall be paid as if they were two separate wagers on Any Craps and 11 in One Roll respectively.

7.0 Invalid Roll of the Dice

7.1 A roll of the dice shall be void, and a "No roll" called, if:

- (a) either or both of the dice go(es) off the table; or
- (b) one die comes to rest on top of the other; or
- (c) either or both of the dice come(s) to rest on the chips constituting the craps bank of chips located in front of the game supervisor; or
- (d) either or both of the dice come(s) to rest in the dice bowl in front of the stickperson or on one of the rails surrounding the table; or
- (e) more than one side of a die is resting on a stack of chips or other object; or
- (f) a fraudulent die or technique is used in the roll of the dice; or
- (g) dice other than those approved for the game are used in the roll; or
- (h) either or both of the dice is/are rolled in such a way that it would be impossible to call the natural fall of the dice.

A roll that is void pursuant to this rule shall be void irrespective of whether a "No roll" is called.

7.2 The stickperson or game supervisor may invalidate a roll of the dice by calling "No roll" if:

- (a) the dice do not leave the shooter's hand simultaneously; or
- (b) either or both of the dice fail(s) to strike an end of the table; or
- (c) for any other reason the stickperson or game supervisor considers the throw to be improper; or
- (d) any other irregularity has occurred.

- 7.3 A roll of the dice which results in the dice coming into contact with any chips on the table, other than the craps bank of chips located in front of the game supervisor, shall not be cause for a call of "No roll".
- 7.4 The call of "No roll" by the stickperson or game supervisor under rule 7.1 or rule 7.2 shall, whenever possible, be made before the dice come to rest.
- 7.5 The game supervisor may overrule the stickperson if in his/her judgment an error in calling the throw of the dice has been made by the stickperson.
- 7.6 The casino supervisor assigned the responsibility for the entire pit where the table is located may overrule the stickperson and/or game supervisor if in his/her judgment an error in calling the throw of the dice has been made by the stickperson and/or game supervisor.
- 7.7 The casino manager or shift manager may overrule the stickperson and/or game supervisor and/or casino supervisor if in his/her judgment an error in calling the throw of the dice has been made by that person or those persons, as the case may be.

