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OF THURSDAY, 29 JANUARY 1998

WELLINGTON: THURSDAY, 29 JANUARY 1998 — ISSUE NO. 15

CASINO CONTROL AUTHORITY

Notification of Approval of Casino Games
and the Rules of those Games

Division 7—Tournament Blackjack

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

Pursuant to section 63 of the Casino Control Act 1990, the Casino Control Authority on 27 November 1997 resolved that, with effect from 1 February 1998, the rules set out in the schedule hereto be approved as the Tournament Blackjack Rules of Casino Table Games in substitution for the Rules of Casino Table Games set out in the Supplement dated 26 January 1996 to the *New Zealand Gazette* of 25 January 1996, as subsequently amended.

RM Irvine
Chairperson
Casino Control Authority

SCHEDULE**DIVISION 7 - TOURNAMENT BLACKJACK**

Section 1	Interpretation
Section 2	Application
Section 3	Conditions of Entry
Section 4	Wagers
Section 5	Rules for Tournament Play
Section 6	End of Session

1.0 Interpretation

In this division, unless the contrary intention appears:

“**Applicant**” means an applicant for entry to a tournament;

“**Play-Off**” means a session, or more if required, held to determine a winner as between 2 or more players at a table in the event that those players hold an equal value of tournament chips at the end of a session at the table, and a result is needed to determine who wins or is a place-getter in the tournament, or who progresses to a further session;

“Player” means a person accepted to participate in a tournament;

“Session” means a set period of play, the duration of which is (subject to rules 6.1 to 6.3 inclusive) determined either by time or by a number of shoes or rounds, at the completion of which a winner and/or place-getters, as applicable, is or are determined either for the tournament or for advancement to a further session;

“Tournament” means a competition based on the playing of the game of blackjack provided for in these rules, which provides all players with an equal chance of winning;

“Tournament Chips”, in relation to a tournament, means chips approved by the Authority for use in the game of tournament blackjack, and designated by the casino operator for use in the tournament concerned; and

“Tournament Director”, in relation to a tournament, means an employee of the casino operator who shall be present while the tournament is in progress and be responsible for the conduct of the tournament.

2.0 Application

2.1 Subject to rule 2.2:

- (a) the general rules contained in division 1 of these rules; and
- (b) the rules of blackjack contained in division 2 of these rules;

shall apply to the game of tournament blackjack. Where there is an inconsistency between any rule contained in this division and any of the general rules or the rules of blackjack, the rules in this division shall prevail when tournament blackjack is being played.

2.2 The following rules shall not apply to the game of tournament blackjack:

- (a) section 9 and rules 10.2 and 10.4 of division 1; and
- (b) rules 5.3, 5.8, 7.1, 8.7, 8.8, and sections 14 and 15 of division 2.

2.3 The following equipment shall also be used in the game:

- (a) a betting marker, which shall be used to indicate the player at the table who is to make the first bet at the beginning of a round, pursuant to rules 5.9 and 5.10; and
- (b) where the duration of a session is determined by a number of shoes, a shoe number indicator which shall indicate to the players at the table which shoe (whether the first, second, and so on) of the session is in play at that time.

3.0 Conditions of Entry

3.1 The casino operator may charge a fee for entry to a tournament.

3.2 Before accepting applications for entry into a tournament the casino operator shall determine, in relation to the tournament:

- (a) the form of the entry form;
- (b) the amount of any entry fee;
- (c) the value of tournament chips to be held by the players at the beginning of a session for the purposes of use in the session;
- (d) whether tournament chips are to be issued gratuitously or at their face value;
- (e) the minimum and maximum wager limits permitted at each gaming table;
- (f) the minimum and maximum number of players in the tournament (if any);
- (g) the duration of the sessions (including play-offs); and
- (h) the tournament prize list and the manner in which the prizes shall be distributed.

3.3 The casino operator may:

- (a) refuse any application for entry to a tournament;

- (b) disqualify any player who fails to:
 - (i) comply with the rules of the tournament, or
 - (ii) attend at designated playing times;
 - (c) determine:
 - (i) the allocation of players to sessions, and
 - (ii) the seating of players; and
 - (d) cancel a tournament before it begins due to lack of participation.
- 3.4 All entry fees received by the casino operator in respect of a tournament shall, subject to these rules, form part of a prize pool for distribution to the winning players in the tournament in accordance with the conditions of entry. The casino operator may also contribute money, goods or services to the prize pool. No additional sum paid by a player for the issue of tournament chips shall be deemed to be part of the player's entry fee.
- 3.5 No entry fee or part thereof shall be refunded to a player unless:
- (a) the player withdraws from the tournament either:
 - (i) not less than 2 days before the beginning of tournament play, or
 - (ii) before the beginning of tournament play and the casino operator consents to the refund; or
 - (b) the tournament does not proceed,
- in which event the entry fee shall be refunded.
- 3.6 No entry fee or part thereof shall be refunded to any player who is disqualified.
- 3.7 The casino operator shall notify an applicant in writing of the matters determined by it pursuant to rule 3.2 in relation to the tournament before accepting an entry from the applicant.
- 3.8 The tournament director may alter the starting time of any session, subject to reasonable notice first being given to the participants.

4.0 Wagers

- 4.1 All wagers shall be made with tournament chips.
- 4.2 No player who has made a wager by placing tournament chips on the layout shall handle, withdraw or alter the wager except as permitted or required by these rules.
- 4.3 The minimum and maximum wager limits pertaining to a game shall be displayed on a sign at each table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. No minimum wager limit shall be raised, nor shall any maximum wager limit be reduced, during a session.
- 4.4 The casino operator may require that wagers be placed in increments of a specific amount, which amount shall not exceed the minimum wager limit specified for the table concerned. The amount of any such increment shall be displayed at the table on the sign on which the minimum and maximum wager limits are displayed.
- 4.5 A player shall wager at least the minimum and no more than the maximum bet on every hand during the session. A player who fails to wager on each hand shall be disqualified.
- 4.6 Where a wager is inadvertently made and accepted in contravention of the applicable wager limits, it shall:
- (a) if less than the permissible minimum be required to be increased to the minimum;
 - (b) if in excess of the permissible maximum be void to the extent of such excess.
- 4.7 Subject to rule 4.8, any player who loses all of his/her tournament chips before the end of a session shall be eliminated from the session, and no other player shall be permitted to wager on the player's box.
- 4.8 If all of the participants in a session either:
- (a) lose all of their chips; or
 - (b) are reduced to holding less than the required minimum wager in tournament chips,

in the same round, the casino operator may issue each of those players with a further amount of chips, which amounts shall be equal in value and shall not exceed in value the amount required to be held by each of the players at the beginning of the session, and a play-off shall take place.

- 4.9 Subject to reasonable notice, the tournament director may limit the time allowed to the players for making their respective wagers. If a player does not make a wager within the time so allowed, his/her wager may be limited to the table minimum.

5.0 Rules for Tournament Play

- 5.1 The tournament director shall be present while the tournament is in progress.
- 5.2 At the beginning of each session players shall be allocated a gaming table and a box number at which to play. A player may wager on and control only the box allocated to him/her.
- 5.3 At the request of the game supervisor a player shall provide his/her name for recording purposes.
- 5.4 At the beginning of a session each table shall consist of between 4 and 7 players (inclusive).
- 5.5 At the beginning of a session each participating player shall hold tournament chips, which shall have been issued by the casino operator in accordance with the conditions of entry to the tournament. Subject to rule 4.8, no player may be issued with any further chips during a session.
- 5.6 No player may lend or borrow tournament chips, or introduce additional tournament chips to a table, during play.
- 5.7 No player may leave the table while a session is in progress, except in an emergency or with the consent of the tournament director.
- 5.8 The dealer shall shuffle the cards so that they are randomly intermixed, in accordance with rule 6.3 of division 2 of the rules:
- (a) immediately before the start of a session;
 - (b) at the end of the round following the round during which the cutting card or the first of the cutting cards, as the case may be, is reached in the shoe;

- (c) at the recommencement of play following any period during which the table has been vacant.
- 5.9 At the beginning of a session the dealer shall place the betting marker in front of the player at the farthest point to the dealer's left, to indicate the player who is to make the first wager in the first round of the session. After that player has made his/her wager the other players at the table shall then each in turn, moving in a clockwise direction from the first player, place their wagers.
- 5.10 At the end of each round of a session the dealer shall move the betting marker in a clockwise direction to the next player at the table. That player shall then make the first wager in the next round, following which the remaining players at the table shall wager in sequence moving in a clockwise direction.
- 5.11 All players shall at all times keep their tournament chips in front of them and in clear view of the other players and the game supervisor, until the session has ended and the winner and/or place-getters, as the case may be, been determined. The chips shall be kept in such a manner that the total value of chips can be seen by the other players at the table.
- 5.12 Any player who pockets or otherwise conceals chips, or removes chips from the table, during tournament play shall be disqualified.
- 5.13 No player may request advice regarding his/her decisions of play from any other player or spectator, and no such other player or spectator may offer such advice.
- 5.14 The tournament director may permit the use of writing implements by the players at a table subject to such conditions as he/she thinks fit.
- 6.0 End of Session**
- 6.1 A session shall end immediately where, at the end of a round, all of the players at the table except for 1 hold either no tournament chips or less than the amount of the required minimum wager in tournament chips.
- 6.2 Subject to rule 6.1, where the duration of a session is determined by time and the time elapses while a round is in progress, the session shall end at the end of that round.
- 6.3 Subject to rule 6.1, where the duration of a session is determined by a number of shoes, the session shall end at the end of the round following the round

during which the cutting card or the first of the cutting cards, as the case may be, is reached during the last shoe.

- 6.4 At the end of a session all players at the table shall present all of the tournament chips held by them to the dealer, who shall tally the total value of chips held by each such player. Those players who qualify for the next stage of the tournament shall be informed immediately.
- 6.5 Subject to rule 6.6, the winner of a session shall be the player at the table who holds the greatest value of tournament chips at the end of the session. If 2 or more players at a table are tied at the end of the session, and a result is required to determine who wins or who progresses to the next session of the tournament, those players shall engage in a play-off.
- 6.6 Notwithstanding rule 6.5, the number of players to progress to the next session of a tournament from any given session, or to the final, shall be at the discretion of the casino operator, provided:
- (a) the applicants were notified in writing, before they entered the tournament, of the terms and conditions upon which such discretionary advancement was to be permitted; and
 - (b) the casino operator complies with those terms and conditions.
- 6.7 Only those players who are winners in accordance with either rule 6.5 or rule 6.6 shall proceed to the next session of the tournament.
- 6.8 Subject to rules 6.9, 6.10 and 6.11, the winner of the tournament shall be the player who holds the greatest value of tournament chips at the end of the final session of play, and any other place-getters provided for in the conditions of entry shall be determined in accordance with the value of tournament chips held respectively by the other players at the table at the end of that session.
- 6.9 If there are 2 or more players each holding the greatest value of chips at the end of the final session, those players shall engage in a play-off to determine the winner of the tournament. If the conditions of entry to the tournament provide for a runner-up, and the play-off to determine the winner does not establish the runner-up (being the player in the play-off who at its end holds the greatest value of chips after the winner), there shall be a further play-off to establish the runner-up.
- 6.10 All placings after that of runner-up which are provided for in the conditions of entry to the tournament shall then be determined in accordance with the value of the chips held by the respective players at the end of:

- (a) firstly, the play-off (if any) to establish the runner-up;
- (b) secondly, the play-off (if any) to determine the winner of the tournament, should this prove necessary; and
- (c) finally, the final session of ordinary play, should this prove necessary.

6.11 Where 2 or more players are eligible pursuant to the rules for a particular prize, by virtue of them holding the same number of chips, they shall be entitled to share equally in that prize combined with:

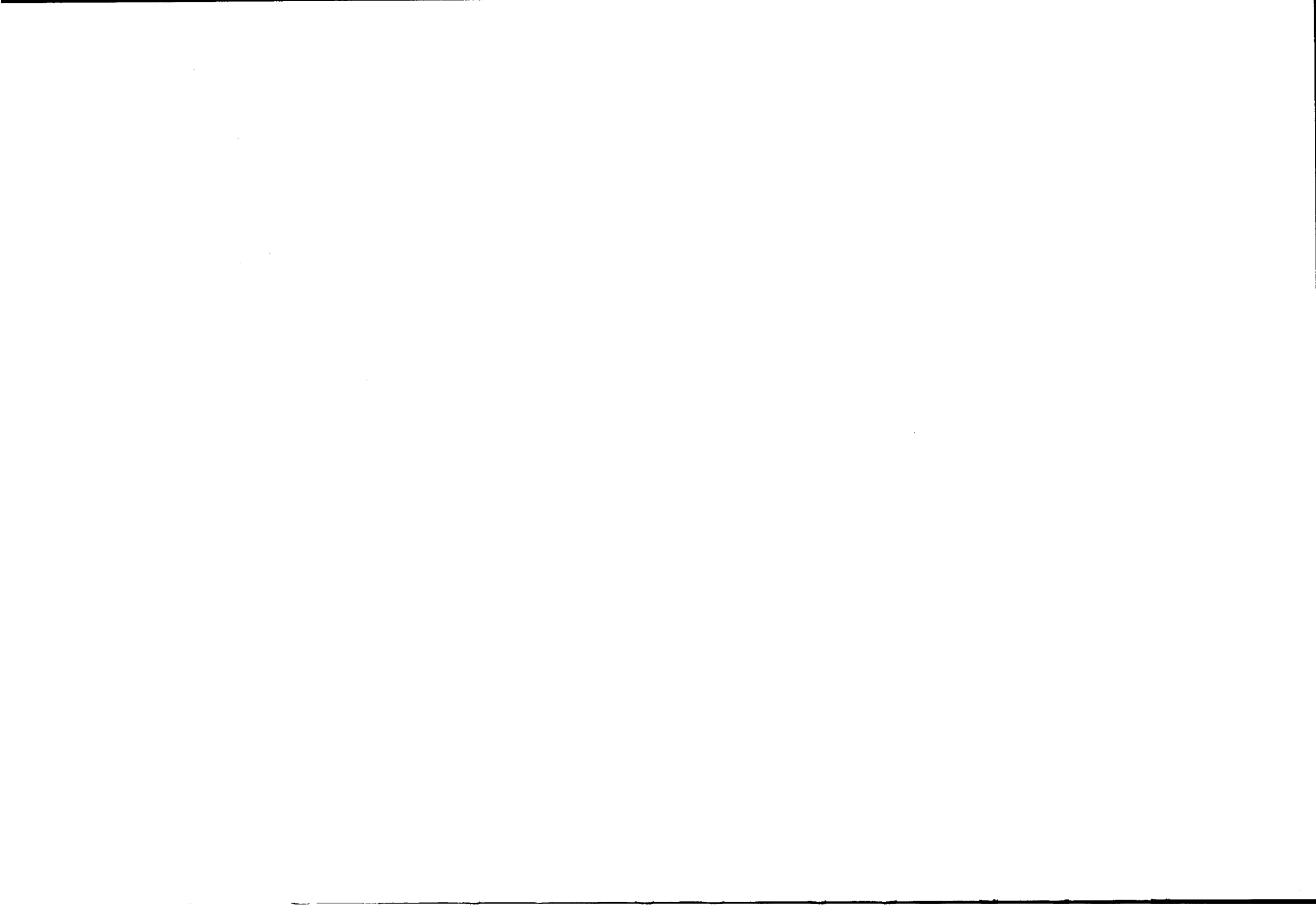
- (a) where 2 players are so eligible, the subsequent prize (if any);
- (b) where 3 players are so eligible, the 2 subsequent prizes (if any),

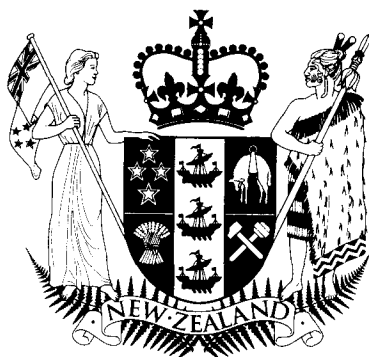
and so on. This rule shall not apply to the winner of the tournament or the runner-up.

6.12 Tournament chips in the possession of a player at the end of a session:

- (a) shall, where the chips used in the tournament were issued gratuitously by the casino operator, remain the property of the casino operator and be returned to the casino operator at the end of the session at the table at which they were used;
- (b) may otherwise be retained and redeemed by the player in accordance with the rules applying generally.







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CASINO CONTROL AUTHORITY

Notification of Approval of Casino Games
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Division 8—Roulette



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

Pursuant to section 63 of the Casino Control Act 1990, the Casino Control Authority on 27 November 1997 resolved that, with effect from 1 February 1998, the rules set out in the schedule hereto be approved as the Roulette Rules of Casino Table Games in substitution for the Rules of Casino Table Games set out in the Supplement dated 26 January 1996 to the *New Zealand Gazette* of 25 January 1996, as subsequently amended.

RM Irvine
Chairperson
Casino Control Authority

SCHEDULE**DIVISION 8 - ROULETTE**

Section 1	Application
Section 2	Table Layout and Equipment
Section 3	Wagers
Section 4	Rotation of Wheel and Ball
Section 5	Irregularities
Appendix 1	Roulette Table Layout and Illustration of Main Roulette Wagers (Option 1)
Appendix 2	Roulette Table Layout and Illustration of Main Roulette Wagers (Option 2)
Appendix 3	Layout of Optional Additional Wagering Areas
Appendix 4	Roulette Wheel Numbers

1.0 Application

The rules contained in this division, together with the general rules contained in division 1, shall apply to the game of roulette.

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 1 end and with a roulette layout imprinted at the opposite end. Each roulette table shall have a drop box attached to it.

2.2 The layout cloth of the roulette table:

- (a) shall be marked with areas for the placement of wagers in a manner substantially similar to that shown in either Appendix 1 or Appendix 2; and
- (b) may, at the option of the casino operator, also be marked with additional areas for the placement of wagers in a manner substantially similar to that shown in Appendix 3.

2.3 The roulette wheel shall:

- (a) have 37 numbered compartments equally spaced around it, where the roulette ball shall come to rest, 1 of which shall be marked 0 and coloured green and the rest of which shall be marked from 1 to 36 inclusive and coloured alternately red and black;
- (b) have a number of vertical and horizontal hazards fitted to its surface; and
- (c) be level and move freely and evenly.

The numbered compartments shall be arranged around the wheel in the order shown in Appendix 4.

2.4 Each roulette ball shall be made completely of a non-metallic substance and 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 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:

- (a) a display rack, which shall be used to indicate the colours and values of the non-value chips in use at the table;
- (b) marker buttons of different colours, sufficient to indicate the values of the subsets of non-value chips in use at the table;
- (c) a change block, which shall be used for the acceptance and exchange of chips;
- (d) a dolly, being an indicator placed on the roulette layout to denote the winning number;
- (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 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; and
- (g) a bell.

3.0 Wagers

3.1 A player at the game may place wagers on the following numbers or combinations of numbers, from 0 to 36 inclusive:

- (a) 1 specific number or “**Straight Up**”, which shall:
 - (i) win if that number is spun, and
 - (ii) otherwise lose;
- (b) 2 specific adjoining numbers or “**Split**”, which shall:
 - (i) win if either of those numbers is spun, and
 - (ii) otherwise lose;
- (c) 3 specific numbers (either in a row across the layout or comprising either 0, 1 and 2 or 0, 2 and 3) or “**Street**”, which shall:

- (i) win if any of the numbers wagered on is spun,
 - (ii) win if 0 and 1 and 2 are wagered on and any of them is spun,
 - (iii) win if 0 and 2 and 3 are wagered on and any of them is spun, and
 - (iv) otherwise lose;
- (d) 4 specific numbers (either forming a square on the layout or comprising 0, 1, 2 and 3) or "**Corner**", which shall:
- (i) win if any of those numbers is spun,
 - (ii) otherwise lose;
- (e) 6 specific numbers in 2 rows across the layout or "**Six-Line**", which shall:
- (i) win if any of the numbers in the 2 rows is spun, and
 - (ii) otherwise lose;
- (f) 12 specific numbers in a column on the layout or "**Column**", which shall:
- (i) win if any of the 12 numbers in the column is spun, and
 - (ii) otherwise lose;
- (g) 12 specific numbers (1 to 12, 13 to 24 or 25 to 36 inclusive) or "**Dozen**", which shall:
- (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (h) the numbers 1 to 18 inclusive or "**Low**", which shall:
- (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;

- (i) the numbers 19 to 36 inclusive or “**High**”, which shall:
 - (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (j) even numbers or “**Even**”, which shall:
 - (i) win if the number spun is an even number, and
 - (ii) lose if the number spun is an odd number or 0;
- (k) odd numbers or “**Odd**”, which shall:
 - (i) win if the number spun is an odd number, and
 - (ii) lose if the number spun is an even number or 0;
- (l) numbers with red compartments on the wheel or “**Red**”, which shall:
 - (i) win if the compartment of the number spun is red, and
 - (ii) otherwise lose; and
- (m) numbers with black compartments on the wheel or “**Black**”, which shall:
 - (i) win if the compartment of the number spun is black, and
 - (ii) otherwise lose.

An illustration of the manner of placement of wagers on the layout pursuant to this rule is contained in Appendices 1 and 2.

- 3.2 Where the layout includes additional areas for the placement of wagers pursuant to subparagraph (b) of rule 2.2, a player may also place a wager on any 3 specific numbers (comprising a group on this part of the layout) or “**Neighbour**”, which shall:
- (a) win if any of the numbers in the group is spun; and
 - (b) otherwise lose.

An illustration of the manner of placement of wagers on the layout pursuant to this rule is contained in Appendix 3.

- 3.3 All wagers 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.
- 3.4 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has enough time to place the wager on the layout before "No more bets" is called.
- 3.5 Each player shall be responsible for the correct positioning of his/her wager on the layout 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.
- 3.6 Except as permitted by these rules, once the dealer has called "No more bets" no player shall:
- (a) make any wager; or
 - (b) handle, alter or withdraw any wager until all winning wagers in or on that wagering area have been paid by the dealer.

Notwithstanding subparagraph (b), a player may remove any of his/her winning wagers on Low, High, Even, Odd, Red, Black, Column or Dozen after the wager has been paid, whether or not the other such wagers have been paid.

- 3.7 No player shall handle, alter or withdraw a losing wager.
- 3.8 Each wager shall be settled in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel, provided however that the casino operator may modify the application of the rule if it is apparent in the circumstances that the strict application of the rule would be unfair to the player.
- 3.9 Winning wagers made pursuant to rule 3.1 or 3.2 shall be paid at the following odds:

Wager	Payout Odds
Straight Up	35 to 1
Split	17 to 1
Street	11 to 1
Neighbour	11 to 1

Corner	8 to 1
Six-Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low	1 to 1
High	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

- 3.10 When the ball comes to rest in the compartment of the wheel marked "0", all wagers shall lose other than those made either straight up on the 0 or in any available combination of the 0 and the numbers 1, 2 and 3.

4.0 Rotation of Wheel and Ball

- 4.1 The direction of each spin of the wheel may be alternated.
- 4.2 The dealer shall spin the roulette ball in a direction opposite to the rotation of the wheel and the ball shall complete at least 4 revolutions around the track of the wheel for the spin to be valid.
- 4.3 While the ball is still rotating around the wheel the dealer shall call "No more bets", at the same time ringing the bell.
- 4.4 When the ball comes to rest in a compartment around the wheel, the dealer shall:
- (a) announce the number of the compartment and its colour; and
 - (b) place the dolly on that number on the roulette layout.
- 4.5 The dealer shall then:
- (a) first collect all losing wagers; and then
 - (b) pay all winning wagers.
- 4.6 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.
- 4.7 The casino operator may, at its discretion, change the ball after any spin.

5.0 Irregularities

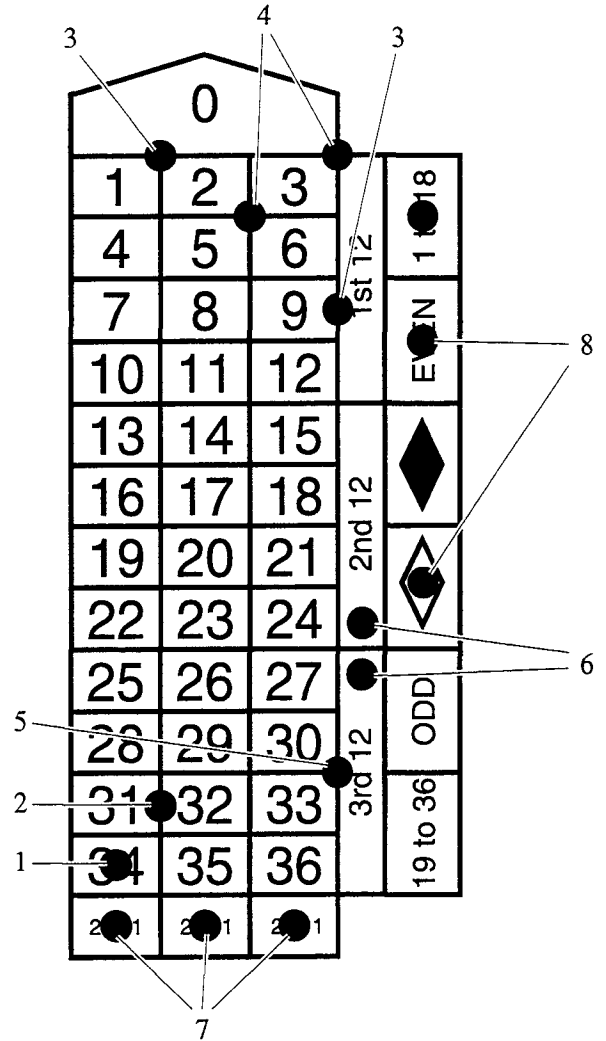
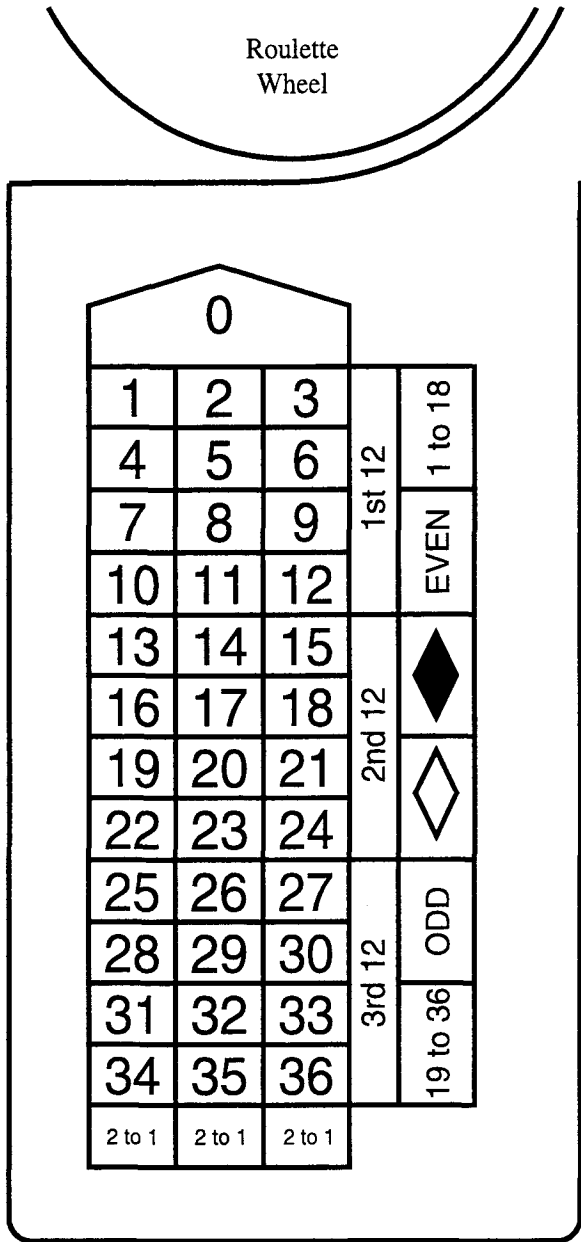
5.1 If:

- (a) the ball is spun in the same direction as the wheel is rotating; or
- (b) a foreign object enters the wheel before the ball comes to rest; or
- (c) the ball is taking an inordinate amount of time to fall into a compartment, whether because it is so balanced in its revolutions or is unduly hung up in an air pocket or for some other reason; or
- (d) any person interferes with the ball or the rotation of the wheel during a spin,

the dealer or game supervisor shall announce a "No spin" and the dealer shall attempt to remove the ball from the wheel before it comes to rest in 1 of the compartments. The spin shall be void whether or not a "No spin" is announced and whether or not the ball comes to rest in a compartment before being removed from the wheel.

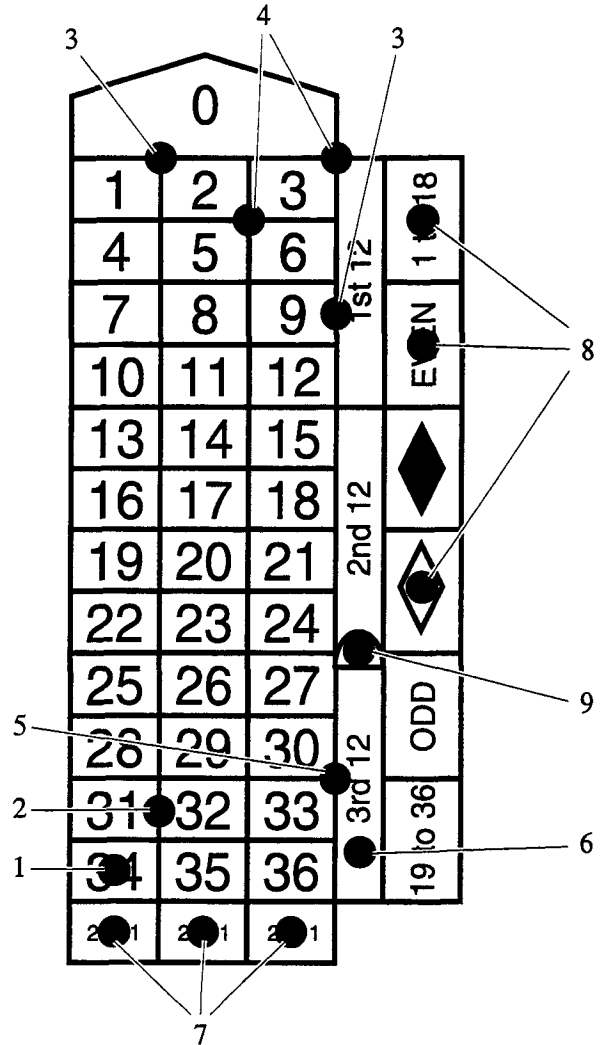
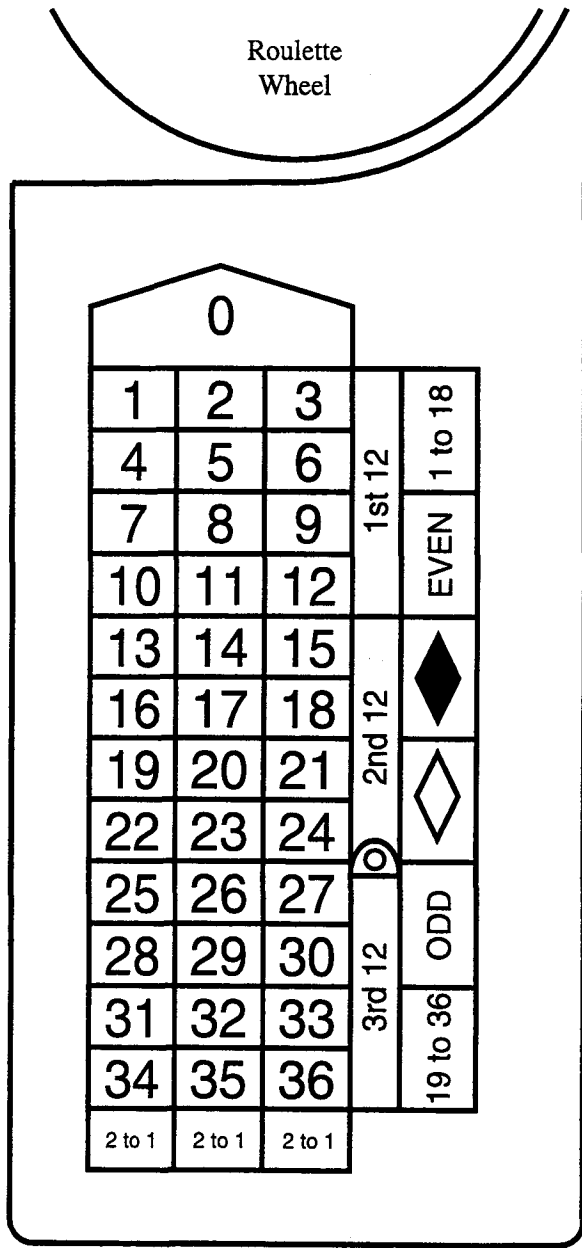
- 5.2 If the ball is propelled or falls out of the wheel head during a spin, the dealer or game supervisor shall announce a "No spin". The spin shall be void whether or not a "No spin" is announced. When the ball is retrieved the game supervisor shall examine it.
- 5.3 If the dealer anticipates that the ball will not complete 4 revolutions around the track of the wheel, he/she shall announce a "No spin" and attempt to remove the ball from the wheel before it comes to rest in 1 of the compartments. The spin shall be void whether or not the ball comes to rest in a compartment before being removed from the wheel.
- 5.4 After a void spin the dealer shall return the ball to the previous winning numbered compartment and re-spin in accordance with section 4.
- 5.5 If a winning number display is provided at the roulette table, the casino operator shall not be responsible for the display of any incorrect results or other information or for the consequences of any other malfunction of the display.

Appendix 1
Roulette Table Layout and Illustration of Main Roulette Wagers (Option 1)



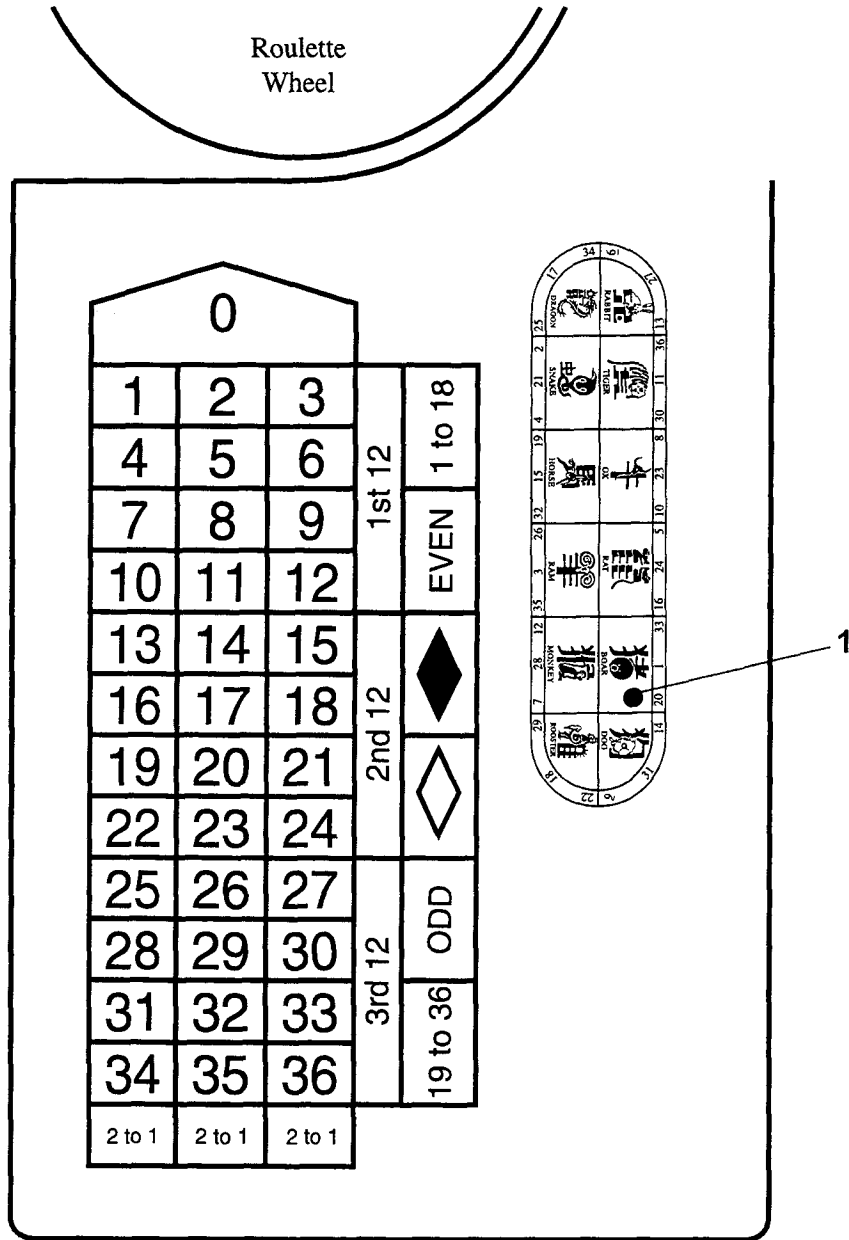
- 1. Straight Up
- 2. Split
- 3. Street
- 4. Corner
- 5. Six Line
- 6. 1 Dozen
- 7. 12 Column
- 8. Even Chance (i.e. High, Odd, Black, Red, Even, Low)

Appendix 2
Roulette Table Layout and Illustration of Main Roulette Wagers (Option 2)



1. Straight Up
2. Split
3. Street
4. Corner
5. Six Line
6. 1 Dozen
7. 12 Column
8. Even Chance (i.e. High, Odd, Black, Red, Even, Low)
9. Courtesy Line between 2nd dozen and 3rd dozen.



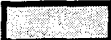
Appendix 3
Layout of Optional Additional Wagering Areas



1. Neighbour

Appendix 4 Roulette Wheel Numbers

LEGEND

-  Black
-  Red
-  Green

