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# New Zealand Gazette

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OF THURSDAY, 28 JANUARY 1999

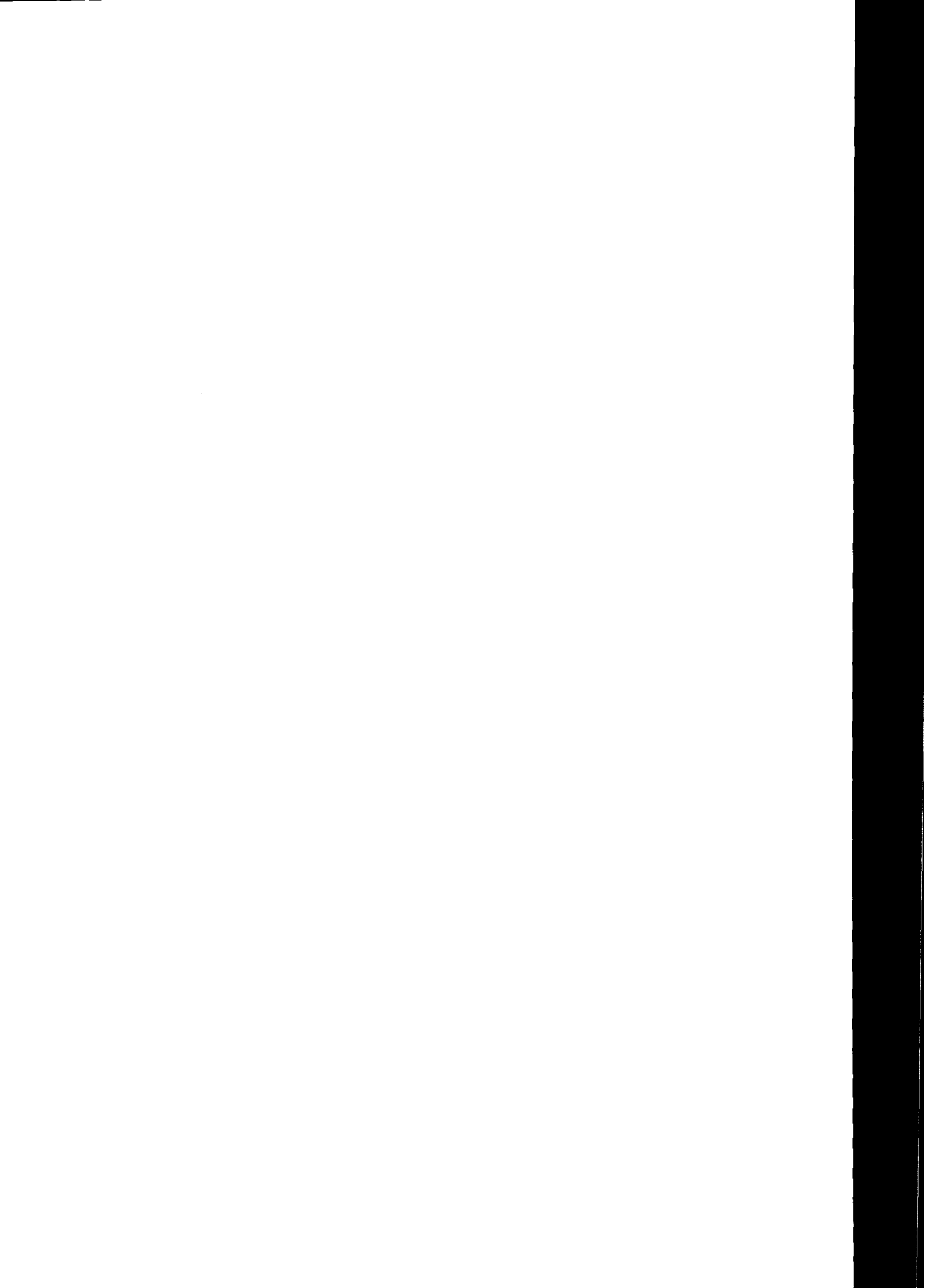
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WELLINGTON: FRIDAY, 29 JANUARY 1999 — ISSUE NO. 9

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CASINO CONTROL AUTHORITY

## **Rules of Casino Table Games Amendment No. 1**



## Rules of Casino Table Games, Amendment No.1

Pursuant to section 63 of the Casino Control Act 1990, the Casino Control Authority on 22 December 1998, resolved that with effect from 1 February 1999 the Rules of Casino Table Games approved to be conducted and played in the licensed casinos at:

- (a) 30-38 Victoria Street, Christchurch; and
- (b) the property bounded by Hobson, Victoria, Federal and Wellesley Streets, Auckland,

as set out in the Supplements dated Wednesday 28 January 1998 and Thursday 29 January 1998 to the *New Zealand Gazette* of Thursday 22 January 1998 and Thursday 29 January 1998 respectively, be amended as set out in the Schedule hereto.

### SCHEDULE

#### 1.0 Commencement

These amendments shall come into force on 1 February 1999.

#### 2.0 Division 1 - General Rules

##### *General*

2.1 The introduction to Division 1 is hereby deleted and the following substituted:

#### “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 22 December 1998 resolved that, with effect from 1 February 1999:

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) Mini Baccarat;
  - (c) Midi Baccarat;
  - (d) Baccarat;
  - (e) Caribbean Stud Poker;
  - (f) Tournament Play;
  - (g) Roulette;
  - (h) Tai-Sai;
  - (i) Money Wheel;
  - (j) Poker; and
  - (k) Tournament 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) Mini Baccarat;
  - (c) Midi Baccarat;
  - (d) Baccarat;
  - (e) Caribbean Stud Poker;
  - (f) Tournament Play;
  - (g) Roulette;
  - (h) Tai-Sai;

- (i) Money Wheel;
- (j) Craps;
- (k) Pai Gow;
- (l) Poker; and
- (m) Tournament Poker.

**R M IRVINE  
CHAIRPERSON  
CASINO CONTROL AUTHORITY"**

*Application of Rules*

2.2 Rule 2.1 of this division is hereby deleted and the following substituted:

"2.1 This division of the Rules of Casino Table Games shall apply to the following games:

- (a) blackjack;
- (b) mini baccarat;
- (c) midi baccarat;
- (d) baccarat;
- (e) Caribbean stud poker;
- (f) tournament play;
- (g) roulette;
- (h) tai-sai;
- (i) money wheel;
- (j) craps;
- (k) pai gow;
- (l) poker;
- (m) tournament poker,

together with, and subject to, the rules governing the conduct of the particular game. These rules shall be binding on the casino operator and its employees and agents."

*Wagers*

2.3 Rule 10.1 of this division is hereby deleted and the following substituted:

"10.1 No wager shall be made or accepted in connection with any game if:

- (a) the wager is not expressly permitted by the rules of the game; or
- (b) the wager does not comply with the permissible wager limits applying to the player making the wager and indicated on the sign displayed in accordance with rule 9.2 or rule 9.4, as the case may be; or
- (c) partnership between players, with a view to exceeding any maximum wager limit, has occurred; or
- (d) the wager does not comply with any specified wager level applying to the player making the wager and set out in the rules of the game."

2.4 Rule 10.2 of this division is hereby amended by inserting after the words "subparagraph (b)", the words "or subparagraph (d)".

2.5 Section 10 of this division is hereby amended by inserting after rule 10.4 the following:

“10.5 The casino operator may restrict a player to making wagers on one gaming table at any one time.”

*Playing Cards, Card Shoes and Automatic Shufflers*

2.6 Section 15 of this division is hereby amended by inserting after rule 15.1 the following:

“15.1A Notwithstanding rule 15.1, when the game of poker is played in accordance with the rules contained in divisions 13 and 14, the decks of playing cards used in the games of poker shall contain the number of cards as prescribed in the rules contained in divisions 13 and 14.”

2.7 Rule 15.2 of this division is hereby deleted and the following substituted:

“15.2 Except as otherwise approved by the Authority, the backs of all playing cards in the deck or decks used in a game shall:

- (a) be identical;
- (b) bear the casino logo;
- (c) be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon; and
- (d) not 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 the cutting card or cards).”

2.8 Section 15 of this division is hereby amended by inserting after rule 15.4 the following:

“15.4A Notwithstanding rule 15.4, when the game of poker is played in accordance with the rules contained in divisions 13 and 14, the cards may be dealt by hand to each player as prescribed in the rules contained in divisions 13 and 14.”

**3.0 Division 2 - Blackjack***Table Layout and Equipment*

3.1 Rule 3.3 of this division is hereby deleted and the following substituted:

“3.3 The following equipment shall also be used in the game:

- (a) 4 to 8 decks of playing cards, provided however that the Super Sevens variation described in section 15 shall be played with 6 to 8 decks;
- (b) 1 or (at the option of the casino operator) 2 cutting cards;
- (c) a card shoe capable of holding all of the cards used in the game;
- (d) a discard rack capable of holding all of the cards used in the game; and
- (e) at the option of the casino operator, an automatic shuffler capable of holding 6 to 8 decks of cards.”

3.2 Section 3 of this division is hereby amended by inserting after rule 3.3 the following:

“3.4 Where an automatic shuffler is used, 2 sets of 6 to 8 decks of cards, each set a different colour, shall be used in the game.”

*Opening of Table for Gaming*

3.3 Section 6 of this division is hereby amended by inserting after rule 6.3 the following:

“6.4 Notwithstanding rule 6.2, when an automatic shuffler is used, each set of 6 to 8 decks of cards may be loaded into the automatic shuffler without visual inspection by any player, after having first been:

- (a) chemmy shuffled;
- (b) stacked; and
- (c) riffle shuffled.”

*Shuffle and Cut of Cards*

3.4 Rule 7.1 of this division is hereby deleted and the following substituted:

“7.1 The cards shall be shuffled so that they are randomly intermixed:

- (a) immediately before the start of play;
- (b) when the cutting card or the first of the cutting cards, as the case may be, is drawn as the first card of the new round;
- (c) at the end of the round during which the cutting card or the first of the cutting cards, as the case may be, appears otherwise than as the first card;
- (d) at the discretion of the casino supervisor following any period during which the table has been vacant;

- (e) at the direction of a game supervisor or casino supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
- (f) if any card has been exposed prior to the cards entering the shoe.”

*Payment of Blackjack*

3.5 Rule 10.1 of this division is hereby deleted and the following substituted:

“10.1 If the dealer’s first card is a 2 to 9 inclusive and a player has blackjack, the dealer shall on completion of the initial deal pay the blackjack at odds of 3 to 2 and remove the player’s cards to the discard rack before any further cards are dealt.”

*Doubling Down*

3.6 Rule 11.1 of this division is hereby deleted and the following substituted:

“11.1 A player may only elect to double down on the first 2 cards dealt to him/her or on the first 2 cards of any split pair provided in both cases that those 2 cards do not include aces.”

*Super Sevens Wager*

3.7 Rule 15.6 of this division is hereby deleted and the following substituted:

“15.6 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 to the player direct the original Super Sevens wager plus the winnings.”

*Irregularities*

3.8 Rule 16.6 of this division is hereby deleted and the following substituted:

“16.6 If a player who has made an initial wager in accordance with rule 5.1 is not present to act on that hand, and there is no other player who is entitled to make any decision with regard to the hand, the casino operator may direct that further cards be dealt to the player’s hand until the hand has a point total of 12 or more.”

3.9 Section 16 of this division is hereby amended by inserting after rule 16.10 the following:

“16.11 If the dealer has failed to offer a player the opportunity to make an insurance wager in accordance with section 9 and the dealer’s omission is noticed before the dealer has dealt the second card to the dealer’s hand the player shall still be entitled to make an insurance wager.”

**4.0 Division 3 - Mini Baccarat***Table Layout and Equipment*

4.1 Rule 3.4 of this division is hereby deleted and the following substituted:

“3.4 The following equipment shall also be used in the game:

- (a) 8 decks of playing cards;
- (b) 1 or (at the option of the casino operator) 2 cutting cards;
- (c) a card shoe, with a non-transparent sliding cover, which is capable of holding all of the cards used in the game;
- (d) a discard rack capable of holding all of the cards used in the game; and
- (e) at the option of the casino operator, an automatic shuffler capable of holding 8 decks of cards.”

4.2 Section 3 of this division is hereby amended by inserting after rule 3.4 the following:

“3.5 Where an automatic shuffler is used, 2 sets of 8 decks of cards, each set a different colour, shall be used in the game.”

*Wagers*

4.3 Rule 5.2 of this division is hereby deleted and the following substituted:

“5.2 In 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 Banker’s Hand and Player’s Hand; or
- (d) the Banker’s Hand and Player’s Hand and Tie; or
- (e) the Player’s Hand; or
- (f) the Player’s Hand and Tie; or
- (g) a Tie.”

*Opening of Table for Gaming*

4.4 Section 6 of this division is hereby amended by inserting after rule 6.3 the following:

“6.4 Notwithstanding rule 6.2, when an automatic shuffler is used, each set of 8 decks of cards may be loaded into the automatic shuffler without visual inspection by any player, after having first been:

- (a) chemmy shuffled;
- (b) stacked; and



- (c) riffle shuffled.”

*Shuffle and Cut of Cards*

4.5 Rule 7.1 of this division is hereby deleted and the following substituted:

“7.1 The cards shall be shuffled so that they are randomly intermixed:

- (a) immediately before the start of play;
- (b) at the end of the round during which the cutting card or the first of the cutting cards, as the case may be, is drawn as the first card;
- (c) 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, appears otherwise than as the first card;
- (d) at the discretion of the casino supervisor following any period during which the table has been vacant;
- (e) at the direction of a game supervisor or casino supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
- (f) if any card has been exposed prior to the cards entering the shoe.”

4.6 Rule 7.2 of this division is hereby deleted and the following substituted:

“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 each seated player for cutting until a player accepts the cut. If no seated player accepts the cut a casino employee shall cut the cards.”

*Initial Deal*

4.7 Section 8 of this division is hereby deleted and the following substituted:

**“8.0 Initial Deal**

- 8.1 Two hands shall be dealt in the game, 1 being 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 call “No more bets” and then begin dealing the cards.
- 8.3 The dealer shall deal an initial 4 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, at the discretion of the casino operator, be conducted in accordance with any 1 of the following styles of dealing: Style A, Style B and Style C. Where a shoe begins in a particular dealing style it shall continue in that style until its completion.

**Dealing Style A**

- 8.5 The initial 4 cards shall be dealt face up, the Player's Hand to the Player's Box and the Banker's Hand to the Banker's Box. The dealer shall then announce the point count of the Player's Hand first, followed by that of the Banker's Hand.
- 8.6 The dealer shall at all times be in control of the cards.

**Dealing Style B**

- 8.7 At the start of each round of play, after the wagers have been placed, the Banker and the Player (if any) for the round shall be determined in accordance with rules 8.8 and 8.9.
- 8.8 The Banker shall be determined as follows:
- (a) the seated player with the highest wager on the Banker's Hand shall, if he/she wishes, be the Banker;
  - (b) if there is more than 1 such player, the one occupying the lowest numbered seat shall be offered the role first. If he/she declines the dealer shall offer the role to the next such player, moving counter-clockwise around the table, and so on;
  - (c) if no such player wishes to accept the role, it shall be offered to the seated player or players with the next highest wager on the Banker's Hand, as set out in subparagraphs (a) and (b);
  - (d) if no seated player with a wager on the Banker's Hand wishes to be the Banker, rule 8.16 shall apply.
- 8.9 The Player shall be determined in accordance with the procedure described in rule 8.8, substituting "Player" for "Banker" and "Player's Hand" for "Banker's Hand".
- 8.10 The Banker and the Player shall:
- (a) act as such only to expose the total of the Banker's Hand or the Player's Hand, as the case may be;
  - (b) be responsible for receiving and handling the cards in accordance with these rules and the instructions of the dealer calling the game; and
  - (c) be identified by the indicator puck marked "Banker" or "Player", as the case may be, which shall be placed next to his/her wagering area.
- 8.11 The initial 4 cards shall be dealt face down, the Player's Hand to the Player's Box and the Banker's Hand to the Banker's Box.
- 8.12 The dealer shall then pass the initial 2 cards drawn for the Player's Hand to the Player, who shall take the cards, ensuring that they are continually in full view of everyone participating in the game and of the surveillance cameras. The cards must not be removed from the table.

- 8.13 Having checked the hand, the Player shall immediately turn the cards face up on the layout. 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.
- 8.14 The dealer shall then pass the Banker's Hand to the Banker. Rules 8.12 and 8.13 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.
- 8.15 At no time shall the Player's Hand and the Banker's Hand be passed out at the same time.
- 8.16 If:
- (a) there is no bet on the Player's Hand or the Banker's Hand; or
  - (b) no player entitled to do so wishes to receive and handle the cards dealt to a hand; or
  - (c) the game supervisor or casino supervisor so directs,

the dealer shall retain and turn over the cards for that hand or those hands, as the case may be.

#### **Dealing Style C**

- 8.17 The initial 4 cards shall be dealt face down, the Player's Hand to the Player's Box and the Banker's Hand to the Banker's Box. The dealer shall then turn over and announce the point count of the Player's Hand first, followed by the Banker's Hand.
- 8.18 The dealer shall be in control of the cards at all times."

**5.0 Division 4 - Midi Baccarat***Table Layout and Equipment*

5.1 Rule 3.4 of this division is hereby deleted and the following substituted:

“3.4 The following equipment shall also be used in the game:

- (a) 8 decks of playing cards;
- (b) 1 or (at the option of the casino operator) 2 cutting cards;
- (c) a card shoe, with a non-transparent sliding cover, which is capable of holding all of the cards used in the game;
- (d) a discard container capable of holding all of the cards used in the game;
- (e) at the option of the casino operator, a palette, being a flat paddle used by the dealer to place, turn and retrieve cards;
- (f) 2 round indicator pucks marked “Banker” and “Player” respectively, which shall be used to indicate the Banker and the Player respectively when the game is being conducted in accordance with Dealing Style B; and
- (g) at the option of the casino operator, an automatic shuffler capable of holding 8 decks of cards.”

5.2 Section 3 of this division is hereby amended by inserting after rule 3.4 the following:

“3.5 Where an automatic shuffler is used, 2 sets of 8 decks of cards, each set a different colour, shall be used in the game.”

*Wagers*

5.3 Rule 5.2 of this division is hereby deleted and the following substituted:

“5.2 In 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 Banker’s Hand and Player’s Hand; or
- (d) the Banker’s Hand and Player’s Hand and Tie; or
- (e) the Player’s Hand; or
- (f) the Player’s Hand and Tie; or
- (g) a Tie.”

*Opening of Table for Gaming*

5.4 Section 6 of this division is hereby amended by inserting after rule 6.3 the following:

“6.3A Notwithstanding rule 6.2, when an automatic shuffler is used, each set of 8 decks of cards may be loaded into the automatic shuffler without visual inspection by any player, after having first been:

- (a) chemmy shuffled;
- (b) stacked; and
- (c) riffle shuffled.”

5.5 Rule 6.4 of this division is hereby deleted and the following substituted:

“6.4 Notwithstanding rules 6.1 to 6.3A, pre-shuffled cards may be used provided they are secured in a designated area from the time of the pre-shuffle until such time as they are required and are either chemmy shuffled and/or riffle shuffled before being cut.”

*Shuffle and Cut of Cards*

5.6 Rule 7.1 of this division is hereby deleted and the following substituted:

“7.1 The cards shall be shuffled so that they are randomly intermixed:

- (a) immediately before the start of play; and
- (b) where the game is conducted in accordance with either Dealing Style A or Dealing Style C as described in section 8, after each shoe of cards is completed; and
- (c) at the direction of a game supervisor or casino supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
- (d) if any card has been exposed prior to the cards entering the shoe.

Where the game is conducted in accordance with Dealing Style B, section 11 shall apply upon the completion of a shoe of cards.”

5.7 Rule 7.3 of this division is hereby deleted and the following substituted:

“7.3 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 each seated player for cutting until a player accepts the cut. If no seated player accepts the cut a casino employee shall cut the cards.”

*Initial Deal*

5.8 Section 8 of this division is hereby amended by inserting after rule 8.15 the following:

“8.15A Nothing in this section shall prohibit the turning of the Banker’s hand before the Player’s hand provided this has been authorised by the casino supervisor and the requirements of rule 8.15 are satisfied.”

5.9 Page 249 of division 4 is a duplicate of page 248. The contents of page 249 should be deleted. The remaining page numbering of the division shall not alter until a full reprint has occurred.

**6.0 Division 5 - Baccarat***Table Layout and Equipment*

6.1 Rule 3.4 of this division is hereby deleted and the following substituted:

“3.4 The following equipment shall also be used in the game:

- (a) 8 decks of playing cards;
- (b) 1 or (at the option of the casino operator) 2 cutting cards;
- (c) a card shoe, with a non-transparent sliding cover, which is capable of holding all of the cards used in the game;
- (d) a discard container capable of holding all of the cards used in the game;
- (e) at the option of the casino operator, a palette, being a flat paddle used by the dealer to place, turn and retrieve cards;
- (f) 2 round indicator pucks marked “Banker” and “Player” respectively, which shall be used to indicate the Banker and the Player respectively when the game is being conducted in accordance with Dealing Style B; and
- (g) at the option of the casino operator, an automatic shuffler capable of holding 8 decks of cards.”

*Wagers*

6.2 Rule 5.2 of this division is hereby deleted and the following rule substituted:

“5.2 In 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 Banker’s Hand and Player’s Hand; or
- (d) the Banker’s Hand and Player’s Hand and Tie; or
- (e) the Player’s Hand; or
- (f) the Player’s Hand and Tie; or
- (g) a Tie.”

*Opening of Table for Gaming*

6.3 Section 6 of this division is hereby amended by inserting after rule 6.3 the following:

“6.3A Notwithstanding rule 6.2, when an automatic shuffler is used, each set of 8 decks of cards may be loaded into the automatic shuffler without visual inspection by any player, after having first been:

- (a) chemmy shuffled;

- (b) stacked; and
- (c) riffle shuffled.”

6.4 Rule 6.4 of this division is hereby deleted and the following substituted:

“6.4 Notwithstanding rules 6.1 to 6.3A, pre-shuffled cards may be used provided they are secured in a designated area from the time of the pre-shuffle until such time as they are required and are either chemmy shuffled and/or riffle shuffled before being cut.”

*Shuffle and Cut of Cards*

6.5 Rule 7.1 of this division is hereby deleted and the following substituted:

“7.1 The cards shall be shuffled so that they are randomly intermixed:

- (a) immediately before the start of play; and
- (b) where the game is conducted in accordance with either Dealing Style A or Dealing Style C as described in section 8, after each shoe of cards is completed;
- (c) at the direction of a game supervisor or casino supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
- (d) if any card has been exposed prior to the cards entering the shoe.

Where the game is conducted in accordance with Dealing Style B, section 11 shall apply upon the completion of a shoe of cards.”

6.6 Rule 7.3 of this division is hereby deleted and the following substituted:

“7.3 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 each seated player for cutting until a player accepts the cut. If no seated player accepts the cut a casino employee shall cut the cards.”

*Initial Deal*

6.7 Section 8 of this division is hereby amended by inserting after rule 8.15 the following:

“8.15A Nothing in this section shall prohibit the turning of the Banker’s hand before the Player’s hand provided this has been authorised by the casino supervisor and the requirements of rule 8.15 are satisfied.”



**7.0 Division 6 - Caribbean Stud Poker***Wagers*

7.1 Rule 5.1 of this division is hereby deleted and the following substituted:

“5.1 Before the first card is dealt in a round each player:

- (a) shall make an ante wager;
- (b) subject to these rules may, where the casino operator offers a progressive jackpot, make a jackpot wager; and
- (c) subject to these rules may, where the casino operator allows a blind betting option, make a bet wager.”

7.2 Rule 5.10 of this division is hereby deleted and the following substituted:

“5.10 Except as permitted by these rules, once the dealer has called “No more bets” no player shall:

- (a) make any ante wager or jackpot wager; or
- (b) handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager except that where the casino operator allows a blind betting option, the bet wager may be withdrawn if the player folds.”

*Shuffle and Cut of Cards*

7.3 Rule 7.1 of this division is hereby deleted and the following substituted:

“7.1 The cards shall be shuffled so that they are randomly intermixed within the deck:

- (a) immediately before the start of play;
- (b) at the end of each round;
- (c) at the recommencement of play following any period during which the table has been vacant; and
- (d) at the direction of a game supervisor or casino supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
- (e) if any card has been exposed prior to the cards entering the shoe.”

*Irregularities*

7.4 Rule 12.1 of this division is hereby deleted and the following substituted:

“12.1 If a player fails to comply with rule 9.5 the casino operator may declare the player’s hand void, in which event any ante, bet and jackpot wagers made by that player shall be void.”

**8.0 Division 9 - Tai Sai*****Wagers***

8.1 Rule 4.1 of this division is hereby deleted and the following substituted:

“4.1 A player at the game may place the following wagers:

- (a) **“Small”**, which shall:
  - (i) win if any of the totals 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the 3 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 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the 3 dice, except in the case of triple 4 or triple 5, and
  - (ii) lose if any other total appears, or if the totals 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 1 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 1 of the specific doubles 1, 2, 3, 4, 5 or 6, which shall:
  - (i) win if that double appears, and
  - (ii) win once only 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) **“3 Dice Totals”**, being a wager on any 1 of the following specific dice totals of the 3 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 3 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 1 of these specific combinations, which shall:

(i) win if that combination appears on 2 or more of the dice, 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 1 of those specific numbers, which shall:

(i) win if that number appears on 1 or more of the dice, and

(ii) lose if that number does not appear.”

*Dice Tumbler and Table Operation*

8.2 Rule 6.1 of this division is hereby deleted and the following substituted:

“6.1 At the beginning of each game the dealer or game supervisor shall activate the device that causes the dice to be spun within the covered dice tumbler so that the dice are spun at least 3 times. The dealer shall then call “Place your bets”.”

8.3 Rule 6.3 of this division is hereby deleted and the following substituted:

“6.3 The dealer or game supervisor shall then uncover the dice tumbler and, providing the dice are lying flat, he/she shall announce the result by calling the respective values of the high or uppermost faces of the dice in order from the lowest number to the highest, followed by the total (for example, “1, 3, 6, total 10”). Doubles and triples and the total shall be called in a similar fashion (for example, “double 3, 4, total 10” or “triple 5, total 15”).”

8.4 Rule 6.4 of this division is hereby deleted and the following substituted:

“6.4 At the same time as announcing the winning combination the dealer or game supervisor shall enter the result into the electronic equipment programme by:

(a) depressing the relevant numbered button or buttons, or switch or switches, as the case may be on the entry terminal corresponding to the declared winning combination; and

(b) pressing the entry button on the terminal.”

**9.0 Division 11 - Craps***Wagers*

9.1 Rule 4.5 of this division is hereby deleted and the following substituted:

“4.5 Orally declared wagers shall be accepted only when accompanied by chips and if there is enough time for the wager to be confirmed orally by a dealer or game supervisor.”

*Irregularities*

9.2 Rule 6.4 of this division is hereby deleted and the following substituted:

“6.4 If:

- (a) any of the dice leaves the table; or
- (b) 1 die comes to rest on top of the other; or
- (c) any of the dice comes to rest on the chips constituting the craps bank of chips located in front of the game supervisor; or
- (d) any of the dice comes to rest in the dice bowl in front of the stickperson or on any of the rails surrounding the table; or
- (e) more than 1 face 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) any die other than one approved for the game is used in the roll; or
- (h) any of the dice is rolled in such a way that it would be impossible to call the natural fall of the dice; or
- (i) someone other than the shooter chosen by the casino operator rolls the dice,

the stickperson or game supervisor shall announce a “No roll”. The roll shall be void whether or not a “No roll” is announced.”

9.3 Rule 6.8 of this division is hereby deleted and the following substituted:

“6.8 The game supervisor shall overrule the stickperson if, in his/her judgement, the stickperson has made an error in calling the throw of the dice.”

9.4 Rule 6.10 of this division is hereby deleted and the following substituted:

“6.10 The casino supervisor may overrule the stickperson and/or game supervisor if, in his/her judgement, that person or those persons, as the case may be, has or have made an error in calling the throw of the dice. Similarly a more senior casino supervisor may overrule a less senior casino supervisor in the same circumstances.”

**10.0 Division 12 - Pai Gow***Ranking of the Tiles*

10.1 Rule 4.2 of this division is hereby deleted and the following substituted:

- “4.2 When a 2 tile hand ranks lower than Day High Nine (ranking 22), the value of that hand shall be:
- (a) determined by totalling the respective point values of the 2 tiles forming the hand;
  - (b) where the total of the point values of the tiles in the hand is a number from 0 to 9 inclusive, that number; and
  - (c) where the total of the point values of the tiles is the number 10 or above, the right digit of that number.

For the purposes of this rule, the point value of a tile is the number of dots on its face, except that each of the 2 tiles comprising the pair Gee Jun may be counted as either a 3 or a 6.”

10.2 Rule 4.3 of this division is hereby deleted and the following substituted:

- “4.3 Where the respective point values of each 2 tile hand are the same, then the point value of each such hand is further ranked by the ranking of the highest individual tile in that hand.”

10.3 Section 4 of this division is hereby amended by inserting after rule 4.3 the following:

- “4.4 Individual tiles shall rank, from highest to lowest, as set out in Appendix 3.
- 4.5 A 2 tile hand with the same point value as the bank’s 2 tile hand and the same high ranking tile is called a “copy”.
- 4.6 The bank, whether held by the house or the player or in conjunction with the house, shall win any “copy” hands.
- 4.7 A 2 tile hand with the point total of 0 has no ranking, and shall therefore be a “copy” hand if both the player and banker have a 2 tile hand of 0.”

*Wagers*

10.4 Rule 6.1 of this division is hereby deleted and the following substituted:

- “6.1 Each player in a round, other than the player/banker (if any), shall make a wager against the bank, which shall:
- (a) win if:
    - (i) the player’s high hand is higher ranking than the banker’s high hand and the player’s low hand is higher ranking than the banker’s low hand, or
    - (ii) the banker and the player have the same value hand and the player’s high tile is of a higher ranking than the banker’s high tile;

- (b) lose if:
  - (i) the banker's high hand is higher ranking than the player's high hand and the banker's low hand is higher ranking than the player's low hand, or
  - (ii) the banker's high hand is higher ranking than the player's high hand and both the banker's and the player's low hands have a value of 0; or
- (c) constitute a push if only 1 of the player's high and low hands is higher than the corresponding hand in the banker's hand."

10.5 Rule 6.2 is hereby deleted and the following substituted:

"6.2 In any round the player/banker (if any) shall place a wager, in conjunction with the house where he/she is a co-banker, which shall:

- (a) win if:
  - (i) the banker's high hand is higher ranking than the player's high hand and the banker's low hand is higher ranking than the player's low hand, or
  - (ii) the banker and the player have the same value hand and the banker's high tile is of equal ranking to the player's high tile, or
  - (iii) the banker's high hand is higher ranking than the player's high hand and both the banker's and the player's low hands have a value of 0, or
- (b) lose if the player's high hand is higher ranking than the banker's high hand and the player's low hand is higher ranking than the banker's low hand; or
- (c) constitute a push if only 1 of the banker's high and low hands is higher ranking than the corresponding hand in the player's hand."

10.6 Rule 6.5 is hereby deleted and the following substituted:

"6.5 Subject to rule 11.1(b), the casino operator may permit up to 3 players to wager on any 1 box, except that where there is a player/banker, the player/banker's wager shall be the only wager allowed on the player/banker's box."

*Variations of Play; Settlement of Wagers*

10.7 Rule 11.1 is hereby deleted and the following substituted:

"11.1 When the house is the sole banker:

- (a) the chung shall be placed on box number 1 and the banker's tiles delivered to that box. After collecting all tiles not in play the dealer shall move the banker's tiles from box number 1 to a position directly in front of the float tray;
- (b) no wagers shall be accepted on box number 1;
- (c) the dealer shall set the house's hand after all of the players' hands have been set;

- (d) the dealer shall expose the house's hand in front of the float tray before exposing the players' hands;
- (e) the game supervisor shall confirm that the house's hand has been set the house way;
- (f) the dealer shall then, in relation to each of the players' hands in turn, counter clockwise from box number 1, expose and match the hand;
- (g) all losing wagers shall be picked up immediately and placed in the losing wager area, until all hands have been compared to the bank's hand, and the corresponding tiles placed in the designated area. After all comparisons and before winning wagers are paid, the losing wagers shall be placed in the float tray;
- (h) if a hand constitutes a push the tiles shall be removed and placed in the designated area and the wager shall remain; and
- (i) after all of the hands at the table have been exposed the dealer shall pay, in accordance with rule 6.11, all winning wagers, box by box counter clockwise from box number 1, picking up the tiles when payment is made and placing them in the designated area."

#### *Irregularities*

10.8 Section 12 of this division is hereby amended by inserting after rule 12.16 the following:

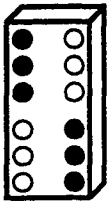
"12.17 In the event that there is a player/banker or co-banker, and the dealer counts the total of the bets incorrectly so that there are insufficient funds to cover all the winning wagers the player/banker shall make up the difference. In the case of a co-banker the difference shall be made up equally by the co-banker and the house."

#### *Appendix 3 Ranking of Tiles - Individual*

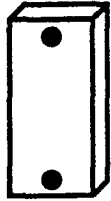
10.9 Appendix 3 of this division is hereby deleted and the following substituted:

**Appendix 3**  
**Ranking of Tiles – Individual**

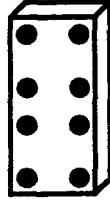
RANKING in Number Order



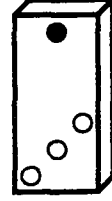
No 1: *Teen*



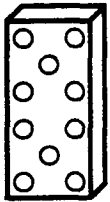
No 2: *Day*



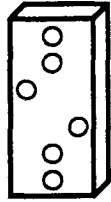
No 3: (*High 8*)



No 4: (*High 4*)



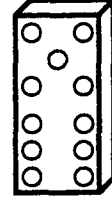
No 5: (*High 10*)



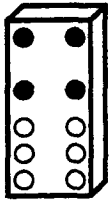
No 6: (*High 6*)



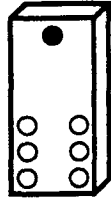
No 7: (*Low 4*)



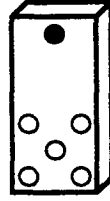
No 8: (*11*)



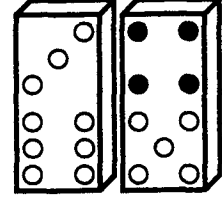
No 9: (*Low 10*)



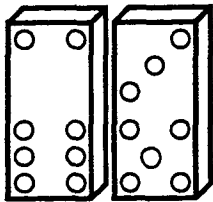
No 10: (*High 7*)



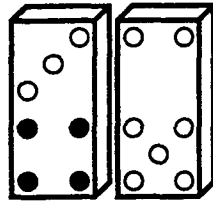
No 11: (*Low 6*)



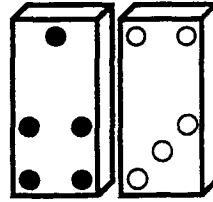
No 12: (*9*)



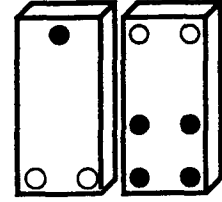
No 13: (*Low 8*)



No 14: (*Low 7*)



No 15: (*5*)



No 16: (*Gee Jun*)

Note: Gee Jun as individual tiles are the lowest ranked. They can both be used as either a 3 or a 6.



*Appendix 4 ("House Way")*

10.10 Rule 2.3 of Appendix 4 is hereby deleted and the following substituted:

## "2.3 Split:

Gee Jun	with	6 and 6 (non-pairing) 6 and 5 6 and 4
Teen or Day	with	9 and 11 9 and 8 9 and 7 9 and 6 9 and 5 9 and 4  8 and 8 (non-pairing) 8 and 7 8 and 6 8 and 5 8 and 4 7 and 7 (non-pairing) 7 and 6 7 and 5 7 and 4  6 and 6 (non-pairing) 6 and 5 6 and 4
Nines	with	Teen and Day Teen/Day and 10  10 and 10 (non-pairing)
Eights	with	Teen and Day Teen/Day and 11 Teen/Day and 10 11 and 10 11 and 9 10 and 10 (non-pairing)
Sevens	with	Teen and Day Teen/Day and 11 Teen/Day and 10  11 and 10  10 and 10 (non-pairing)"



