

## **CASINO CONTROL ACT 1992**

### **Order**

Pursuant to section 66(1) of the Casino Control Act 1992, the Independent Liquor and Gaming Authority Board does, by this Order, add to the list of games approved for play in the casino, the game of "Pontoon 6 to 5" and approves the following rules for the game of "Pontoon 6 to 5" in the casino operated by The Star Pty Limited under licence granted by the Independent Liquor and Gaming Authority Board on 14 December 1994:

**(1) Rules for the playing of "Pontoon 6 to 5"**

The rules for the playing of the game of "Pontoon 6 to 5" in the casino as set forth in the attachment hereto are approved.

This Order shall take effect on the date of publication on the Authority's website.

Signed at Sydney, this 25<sup>th</sup> day of May 2017.



Dr Sue Craig  
**Director Licensing**  
Delegate of the Independent  
Liquor and Gaming Authority  
Board



## **PONTOON 6 To 5**

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## 1. Definitions

1.1. In these rules, unless the contrary intention appears:

**“Angel pre-shuffled cards”** means playing cards from Angel Playing Cards Co., Ltd that are shuffled at the time of manufacture;

**“Assistant Gaming Manager”** means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

**“burn/ed”** means to remove a card from play by placing it in the discard rack;

**“card shoe”** means a device from which cards are dealt;

**“casino promotional token”** means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher, subject to any conditions specified on the voucher for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

**“casino supervisor”** means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a Gaming Supervisor/Assistant Gaming Manager;

**“controlling player”** means the player designated in rule 5.6 to call all decisions in regard to a playing area;

**“dealer”** means a person responsible for the operation of the game;

**“deck-checking device”** means a machine used to check that each deck of cards contains the correct cards for the game;

**“float tray”** means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

**“forfeit”** means that the player has the option after doubling to have the dealer return the doubled portion of the wager to the player and forfeit the original wager;

**“gaming manager”** means a person responsible for the supervision of the operation of the gaming floor;

**“Gaming Supervisor”** means a person responsible for the immediate supervision of the operation of the game;

**“hard total”** means the point total of a hand which contains no aces or which contains aces that are each counted as 1 in value;

**“inspector”** means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

**“multishuffler”** means a machine used for shuffling either four(4), six(6) or eight(8) decks of cards;

**“Perfect Pairs wager”** means an optional additional wager, which may be made by a player in accordance with rule 15;

"**point total**" means the total value of cards in a hand;

"**pontoon**" means an Ace and any card having a point value of ten dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten point value card dealt to a player who has split pairs;

"**promotional prize(s)**" means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

"**round of play**" means one complete cycle of play that shall begin with the removal of the first card from the card shoe or shuffling device and concludes when all players playing at a table have been dealt a hand, have acted or wagered upon that hand and then have had their wagers paid or collected and all cards used in the round of play have been placed in the discard rack;

"**shuffling device**" means a device used for the shuffling of cards and from which cards are dealt (*Note* - does not include a multishuffler);

"**soft total**" means the point total of a hand containing at least one ace counted as 11 in value;

"**stand off**" means where a wager shall neither win nor lose;

"**surrender**" means that where the dealer's initial card is equal to a Jack, Queen, King or Ace the dealer shall, after the initial deal and prior to any further cards being dealt, offer the player the option to surrender an amount equal to half of their original wager;

"**surrender buttons**" means the buttons placed on top of a bet to indicate that the bet has been surrendered;

"**void**" means invalid with no result.

## 2. Table Layout and Equipment

- 2.1. The game of Pontoon 6 To 5 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 table shall be marked in a manner substantially similar to that shown in diagrams 'A' or 'B' with:
  - 2.2.1. seven playing areas designated for the placement of wagers;
  - 2.2.2. an area for the placement of insurance wagers;
  - 2.2.3. inscriptions to the effect that:
    - 2.2.3.1. pontoon pays 6 to 5;
    - 2.2.3.2. the dealer must stand on hard 17 or soft 18;
    - 2.2.3.3. insurance pays 2 to 1.
  - 2.2.4. an area for the placement of wagers where the Perfect Pairs wager is offered.
- 2.3. The following equipment shall also be used:
  - 2.3.1. a card shoe or shuffling device;
  - 2.3.2. a discard rack capable of holding up to eight decks of cards;
  - 2.3.3. surrender buttons;

- 2.3.4. a float tray.
- 2.4. The table shall have a drop box attached to it.

### **3. The Cards**

- 3.1. The game of Pontoon 6 To 5 shall be played with either six decks or eight decks of cards, with the backs the same colour and design and a cutting card. Each deck shall have 48 cards without jokers and the four Tens shall be removed i.e. Ten of Hearts, Diamonds, Clubs and Spades.
- 3.2. The value of cards shall be as follows:
  - 3.2.1. an ace shall have a value of 11 except when that would give a player or the dealer a point total in excess of 21, in which case, it shall have a value of 1 and except as provided in rule 12.1.4.1;
  - 3.2.2. any card from 2 to 9 inclusive shall have its face value; and
  - 3.2.3. any jack, queen or king shall have a value of 10.
- 3.3. Cards shall be checked by a dealer or a casino supervisor or by use of a deck-checking device prior to use on a gaming table.
- 3.4. Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.
- 3.5. Cards may be removed from the table and replaced with new cards, at the discretion of a casino supervisor, upon the completion of:
  - 3.5.1. a round of play in which the cutting card is exposed and prior to a shuffle when a card shoe is used; or
  - 3.5.2. any round of play when a shuffling device is used.
- 3.6. All cards used in the game of Pontoon 6 To 5 shall be dealt from a card shoe or shuffling device specifically designed for such purpose and located on the table to the left of the dealer. All cards shall be dealt:
  - 3.6.1. face upwards; or
  - 3.6.2. the first two cards to each player may be dealt face downwards with the prior approval of an inspector. In this instance the players must expose the first two cards prior to receiving a third card.
- 3.7. Where rule 3.6.2 applies, the cards may be handled by the player, but may not leave the area of the table layout, nor be held away from the table.
- 3.8. No person shall handle, remove or alter any cards used in the game of Pontoon 6 To 5 other than as provided for in rule 3.6.2.
- 3.9. Each player at the table shall be responsible for correctly computing the point total of their hand and no player shall be entitled to rely on the point total announced by the dealer.

### **4. The Shuffle and Cut**

- 4.1. The dealer shall either use a multishuffler (which shall be positioned adjacent to the Pontoon 6 To 5 table and to the left of the dealer), shuffling device or manually shuffle the cards so that they are randomly intermixed:
  - 4.1.1. immediately prior to the start of play;
  - 4.1.2. when the cutting card is exposed or drawn as the first card of a new round of play;
  - 4.1.3. at the completion of the round of play in which the cutting card is drawn; or
  - 4.1.4. after a round of play if directed by a casino supervisor, where there is reason to

suspect that the cards are not randomly intermixed.

- 4.2. Where casino pre-shuffled cards are to be introduced the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards either prior to placing them into the multishuffler or immediately prior to the cut.
  - 4.2.1. Where Angel pre-shuffled cards are to be introduced, the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards immediately prior to the cut.
- 4.3. After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him/her, to the players to be cut. The player to cut the cards shall be:
  - 4.3.1. the first player to the table if the game is just commencing;
  - 4.3.2. the player on whose playing area the cutting card appeared during the last round of play;
  - 4.3.3. the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play;
  - 4.3.4. the player at the farthest point to the right of the dealer if the cutting card is exposed or drawn as the first card of a new round of play; or
  - 4.3.5. the player at the farthest point to the right of the dealer if the cards are replaced in accordance with these rules.
- 4.4. If the player designated in rule 4.3 refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a casino supervisor shall cut the cards.
- 4.5. The person designated in rule 4.3 or 4.4 shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.6. Once the cutting card has been inserted by the person designated in these rules, the dealer shall arrange the cards so that all cards in front of the cutting card are placed to the back of the stack, after which the dealer shall insert the cutting card in the stack up to half way in from the back of the stack. The stack of cards shall then be inserted in the card shoe for commencement of play.
  - 4.6.1. If the dealer mishandles or drops the cards the dealer is to inform the casino supervisor to enable the casino supervisor to verify that all cards have been collected.
- 4.7. When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and shall not be cut.
- 4.8. The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.9. The first card from the card shoe or shuffling device shall be burned by placing it face down in the discard rack and shall not be exposed.

## **5. Wagers**

- 5.1. All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.2. A wager by a player shall be placed on the appropriate playing areas of the Pontoon 6 To 5 layout prior to the first card being removed from the card shoe or shuffling device for each round of play.
- 5.3. Except as provided in these rules or until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been removed from the card shoe or shuffling device.

- 5.4. Up to three players may wager on any one playing area of the Pontoon 6 To 5 layout but a casino supervisor may restrict the number of players to less than three.
- 5.5. Where more than one player wagers on a playing area the decisions with regard to the cards dealt to that area shall be called by the controlling player. The controlling player shall be:
  - 5.5.1. the player who is seated at the playing area;
  - 5.5.2. where there is no seated player, the player with the highest wager in the box;
  - 5.5.3. where all wagers are of equal value, the player whose wager is nearest the dealer.
- 5.6. The dealer shall, prior to the commencement of a round of play, ascertain the controlling player who shall call the decisions with respect to any playing area in accordance with rule 5.5.
- 5.7. The dealer shall ensure that:
  - 5.7.1. the controlling player places his/her wager in the portion of the playing area nearest to the dealer's side of the table; and
  - 5.7.2. all other players wagering on the playing area place their wagers in a vertical line with the wager referred to in rule 5.7.1.
- 5.8. A player may be permitted to wager on more than one playing area at a Pontoon 6 To 5 table providing that, where there are insufficient seats at the table to accommodate player demand, a player wagering on more than one playing area shall give up a playing area or playing areas to accommodate other players.
- 5.9. 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.
- 5.10. A casino supervisor may, where a card shoe is in use, restrict any player who has not made a wager on the first round of play or who declines to place a wager on any given round of play during the course of a shoe of cards, to wagering the minimum wager displayed at the table until that shoe of cards is completed and a re-shuffle occurs.
- 5.11. A Gaming Manager may restrict a player to the table minimum wager in accordance with the provisions of rule 5.10 for the duration of all further shoes of cards where the player does not make a wager on the first round of play or declines to place a wager on any given round of play. An inspector must be notified prior to a player being so restricted under this rule.
- 5.12. A Gaming Manager may limit a player to one playing area and to the minimum wager for that playing area displayed on the sign at the Pontoon 6 To 5 table. An inspector must be notified prior to a player being so restricted under this rule.
- 5.13. Notwithstanding rule 5.8, a casino supervisor may reserve a series of playing areas at a table for the sole use of a specific player.
- 5.14. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

## **6. Minimum and Maximum Wagers**

- 6.1. The minimum and maximum wagers permitted on each playing area shall be shown on a sign at the table. The individual player amount is determined by rules 6.1.1, 6.1.2 and 6.1.3. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
  - 6.1.1. The controlling player has first option to wager to the maximum allowable amount for that playing area.

- 6.1.2. Where the controlling player in Rule 6.1.1 does not wager to the maximum allowable wager for that playing area then a second player may place a wager to the difference of the controlling players wager and the maximum allowable wager for that playing area.
- 6.1.3. Where the total of the controlling player and the second player wagers do not reach the maximum allowable wager for that playing area, a third player may place a wager up to the difference between that total and the maximum allowable wager for that playing area.
- 6.2. A wager found to be below the stated minimum, after the first card has been removed from the card shoe or shuffling device, shall be valid.
- 6.3. Where the total of the wagers for a playing area are found to be above the stated maximum those wagers shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.
  - 6.3.1. Where multiple players' wagers comprise the wagers in a playing area and the total of those wagers is found to be over the maximum, each individual player's maximum wager is determined by rules 6.1.1, 6.1.2 and 6.1.3.
- 6.4. Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
  - 6.5.1. Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at anytime, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
    - 6.5.1.1. A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.
    - 6.5.1.2. When the player leaves the table, the marker shall be removed from the layout.
    - 6.5.1.3. Should a player be controlling more than one box, the marker shall be placed in front of the box at which he or she is located.
  - 6.5.2. Where a player continues to play at the pre-existing table minimum, that minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
  - 6.5.3. When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
  - 6.5.4. New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.6. A casino supervisor may allow a player to wager in excess of the stated maximum wagers permitted 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.
- 6.7. 6.7 Where low limit gaming is offered for this game:
  - 6.7.1. tournament play shall not be offered; and
  - 6.7.2. all cards shall be dealt from a shuffling device.



## **7. Initial Deal**

- 7.1. The dealer may call "no more bets" and starting from the left and continuing clockwise round the table, shall deal a card in sequence to each playing area containing wager/s and a card to the dealer's position. In a like manner the dealer shall then deal a second card to each of the wagered playing areas. Subject to rule 17.6, no bet is allowed once the first card is removed from the card shoe or shuffling device.
- 7.2. Where a shuffling device is in use, at the completion of the initial deal the dealer shall remove the cards from the discard rack and place them into the shuffling device.

## **8. Insurance**

- 8.1. Where the dealer's first card is an ace, a player may place an insurance wager, of not more than half the amount placed as his/her initial wager, that the dealer's second card will have a value of ten.
- 8.2. Where the dealer's first card is an Ace, a player who has achieved pontoon shall not be eligible to place an insurance wager.
- 8.3. If rule 8.1 applies the dealer shall call for insurance wagers by announcing the word "insurance". The dealer shall allow players sufficient time to place any insurance wager and then shall announce that insurance is closed and at the same time run a hand along the insurance line to indicate that insurance is closed.
- 8.4. All insurance wagers shall be made before the commencement of the subsequent deal and are to be placed on the insurance line of the layout.

## **9. Surrender**

- 9.1. Subject to rule 9.5, where the dealer's first card is Jack, Queen, King or Ace, any players who do not have Pontoon have the option to surrender half their original wager. Any player(s) who wish to surrender must indicate this decision by scratching, tapping or knocking on the table, or by such other visual hand signal acceptable to the casino operator. This shall be done before the subsequent deal for the current round of play commences.
- 9.2. Where rule 9.1 applies the dealer shall offer surrender by announcing 'surrender'.
- 9.3. A marker button will be placed on top of the surrendered wager and no further cards shall be dealt to that hand.
- 9.4. If a controlling player elects to surrender, the player(s) with a wager on the same playing area shall have the option to surrender. If the other player(s) do not surrender, the condition that no further cards shall be dealt to that hand remains unchanged.
- 9.5. If the controlling player elects not to surrender, player(s) wagering on the same playing area may not choose to surrender.
- 9.6. Where the dealer obtains pontoon, the surrender shall be void and the player shall lose their entire wager.
- 9.7. Where the dealer does not achieve pontoon the dealer shall complete their hand and collect all surrendered wagers in the final settlement.

## **10. Interim Settlement**

- 10.1. Upon completion of the initial deal and before the subsequent deal where a player has pontoon the dealer shall pay the wager(s) on that hand at odds 6 to 5 and remove the cards dealt to that playing area and place them in the discard rack.
- 10.2. During the subsequent deal and before the final settlement:

- 10.2.1. where a player achieves a point total of 21 the dealer shall pay the wager(s) in accordance with rule 10.5, Table 1 and then remove the cards dealt to that playing area and place them in the discard rack;
- 10.2.2. where a player achieves the Super Bonus the dealer shall pay the wager(s) in accordance with rule 10.5, Table 1 and Table 2, and remove the cards dealt to that playing area and place them in the discard rack;
- 10.2.3. where a Super Bonus is achieved on a round of play and there are other players wagering on that round the dealer shall pay any other player's bonus payments according with rule 10.5, Table 2 before removing the Super Bonus cards and placing them in the discard rack.
- 10.3. The dealer may, with the approval of a Pit Manager/Assistant Gaming Manager or above, pay the said wagers(s) at Final Settlement in accordance with rule 10.5, Table 1 and/or Table 2.
- 10.4. Winning hands as specified shall be paid in accordance with the payout odds and bonus odds as set out in Tables 1 and 2.
- 10.5. The payout schedule listed below shall be shown on a sign on the table:

**Table 1 PAYOUT ODDS**

| Result  | Odds   |
|---|--------|
| Pontoon   | 6 to 5 |
| 5 Card 21*  | 3 to 2 |
| 6,7,8 mixed suits*  | 3 to 2 |
| 7,7,7 mixed suits *   | 3 to 2 |
| 6 card 21*  | 2 to 1 |
| 6,7,8 same suits (except spades)*   | 2 to 1 |
| 7,7,7 same suits (except spades)*   | 2 to 1 |
| 7 or more card 21*  | 3 to 1 |
| 6,7,8 all spades*   | 3 to 1 |
| 7,7,7 spades*   | 3 to 1 |
| All other winning wagers  | 1 to 1 |
| * All winning double wagers shall be paid at the odds of 1 to 1 and shall not be eligible for payout odds as displayed above. |        |

**Table 2 SUPER BONUS\*\***

|  |  |
|--|--|
| 777 same suit and dealer first card any 7 pays | \$1000 if player bet is \$5 to \$24<br>\$5000 if player bet is \$25 or greater |
|--|--|

All other players who wagered on the round of play in which there is a Super Bonus winner shall receive a Bonus payment of \$50.

Super Bonus payouts are made in addition to the Payout Odds as displayed in Table 1.

\*\*Super Bonus does not apply where hands have been split or doubled.

## 11. Subsequent Deal

- 11.1. The dealer shall, beginning from the left, announce the player's point total and allow the controlling player to indicate whether he/she wishes to:

- 11.1.1. double in accordance with rule 12;
  - 11.1.2. split pairs in accordance with rule 13;
  - 11.1.3. stand by electing to receive no additional cards; or
  - 11.1.4. receive an additional card(s).
- 11.2. Controlling players may stand on the total of any two cards.
  - 11.3. A controlling player may elect to receive additional cards, subject to rules 12 and 13, whenever his/her point total is less than 21 except that a player having pontoon or a hard or soft total of 21 may not draw additional cards.
  - 11.4. Each controlling player must indicate his/her decision(s) by scratching, tapping or knocking on the table to indicate a request for additional cards, or by moving the hand horizontally to indicate that the player wishes to stand; or by such other visual hand signals acceptable to the casino operator. As each controlling player indicates his/her decision(s), the dealer shall deal face up whatever additional cards are required to give effect to the decision(s) and shall announce the point total of the player's hand after each additional card is dealt.
  - 11.5. Where a controlling player's point total exceeds 21, any wager on that hand shall lose, be collected by the dealer and placed in the float tray. The dealer shall immediately collect the cards from that hand and place them in the discard rack.

## 12. Doubling

- 12.1. A controlling player may elect to double by wagering an amount of not more than their original wager on:
  - 12.1.1. the player's original two cards (excluding pontoon); or
  - 12.1.2. the first two cards of any split pair; or
  - 12.1.3. any hand with a point total of less than 21 formed with a third or subsequent card;
  - 12.1.4. an Ace in the initial point total of any double shall have a value of one and not eleven;
    - 12.1.4.1. when doubling with two aces in the initial deal, the point total shall be 2, not 12.

provided that only one additional card shall be dealt to any hand on which a controlling player has elected to double.
- 12.2. All winning double wagers shall be paid at odds of 1 to 1 and shall not be eligible for payout odds and Super Bonus odds as set out in rule 10, Tables 1 and 2.
- 12.3. When the controlling player elects to double, the one additional card received shall be dealt face upwards and placed sideways on the layout.
- 12.4. If the controlling player elects to double, player(s) with a wager on the same playing area shall also have the option to double on that hand before the additional card is dealt. If the other player(s) do not double, the condition that only one additional card shall be dealt to that hand remains unchanged and player(s) shall not be eligible for payout odds and Super Bonus odds as set out in rule 10, Tables 1 and 2
- 12.5. Subject to rule 11.5, a controlling player who has elected to double, after receiving his/her next card (the card that constitutes the double), shall indicate whether he/she wishes to forfeit the original wager and retain his/her doubled portion. This shall be done by the controlling player scratching, tapping or knocking on the table to indicate that they wish to forfeit or by the controlling player moving their hand horizontally to indicate that they do not wish to forfeit; or by the use of such other visual hand signals acceptable to the casino operator. This shall be done before the next hand in turn is acted on.
- 12.6. Where the controlling player(s) indicates that he/she wishes to forfeit the dealer shall return the double portion to the player(s), remove the original wager. If all bets on the playing

area are forfeited the cards will be collected and placed in the discard rack.

- 12.7. Other player(s) with a doubled wager on the same playing area shall have the option to forfeit regardless of whether the player controlling the playing area elects to forfeit.
- 12.8. If the dealer obtains pontoon after a player doubles, the dealer shall only collect the amount of the player's original wager.

### **13. Splitting**

- 13.1. When the initial two cards dealt to a playing area are identical in value, the controlling player may elect to split the hand into two separate hands providing that the wager on the second hand so formed is an amount equal to the original wager.
- 13.2. Except as provided by rule 13.6, when a controlling player splits cards that are identical in value, 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.
- 13.3. A controlling player splitting Aces or 10-point value cards shall not be capable of achieving a pontoon.
- 13.4. If the initial two cards dealt to a player are sevens of the same suit and the player elects to split to form two hands the "Super Bonus" payout as set out in rule 10, Table 2 shall not apply in the event that an additional seven(s) of the same suit is drawn to any of the split hands.
- 13.5. Subject to rule 11.5, if the dealer obtains pontoon after a controlling player splits a hand, the dealer shall only collect an amount equal to the player's original wager.
- 13.6. Subject to rule 13.9, a controlling player splitting aces shall receive one, and only one, additional card on each ace which shall be dealt face upwards and placed sideways on the layout.
- 13.7. After a second card is dealt to a split hand, the dealer shall announce the point total of that hand and the controlling player shall indicate their decision to stand, draw or double with respect thereto except that:
  - 13.7.1. subject to rule 13.9, a controlling player splitting aces shall receive one, and only one, additional card on each ace which shall be dealt face upwards and placed sideways on the layout; and
  - 13.7.2. a controlling player splitting aces or 10 point value cards shall not be capable of achieving a pontoon.
- 13.8. A controlling player may not split cards dealt to a split hand a second time (even if the second card dealt to either of the split hands is of identical value to the original split cards) and may not form more than two hands per playing area.
- 13.9. Notwithstanding rule 13.8, a Gaming Manager may permit players at a specific table to split again if the second card dealt to either of the split hands is of identical value to the original split cards providing that:
  - 13.9.1. all such players are advised of this option prior to the commencement of play; and
  - 13.9.2. the wager on a third hand is of an amount equal to the original wager; and
  - 13.9.3. no more than three hands are formed per playing area in each round of play; and
  - 13.9.4. a player splitting aces to form a third hand shall receive one, and only one, additional card on each ace which shall be dealt face upwards and placed sideways on the layout; and
  - 13.9.5. a player who abstains from splitting their initial two cards may not elect to split after having received a third card.
- 13.10. If the controlling player decides to split, any other player who has placed a wager on that

playing area shall either:

13.10.1. make an additional wager on the split hand(s) so formed of an amount equal to their original wager; or

13.10.2. have their original wager placed on the first hand so formed.

13.11. Subject to rule 11.5, if the dealer obtains a pontoon after a player splits a hand, the dealer shall only collect the amount of the player's original wager.

## **14. Additional Cards to the Dealers Hand**

14.1. When the subsequent deal to all players' hands has been completed, a dealer shall, subject to rule 14.3, deal additional cards as necessary to his/her hand.

14.2. If the dealer's first card is an ace and the second card does not have a value of 10, any insurance wagers shall be lost and collected by the dealer immediately upon the drawing of that card.

14.3. No additional cards shall be drawn to the 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.

14.4. Except as provided in rule 14.3, a dealer shall draw additional cards to the dealer's hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 is attained, at which point no additional cards shall be drawn.

## **15. Perfect Pairs (Optional)**

15.1. The casino operator may in its discretion offer players the opportunity to make Perfect Pairs wagers in accordance with this rule.

15.2. Where the Perfect Pairs wager is offered, and the game of Pontoon 6 To 5 is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram 'B' for Perfect Pairs, any player may elect to place a Perfect Pairs wager before the round of play commences. The Perfect Pairs wagers shall be placed in the appropriate playing area of the layout.

15.3. The amount required to make a Perfect Pairs wager shall be shown on a sign at the table.

15.4. A Gaming Manager may limit the placement of Perfect Pairs wagers to those players who have also placed an initial wager in accordance with rule 5, providing:

15.4.1. prior notification of the restriction is given to Surveillance and an Inspector; and

15.4.2. a sign advising players of the restriction is displayed at the table.

15.5. Where players are not required to have placed an initial wager in accordance with rule 5, there must be at least one initial wager placed in the playing area in accordance with rule 5 before a player(s) may make a Perfect Pairs wager and the cards are dealt to that hand.

15.6. Up to three Perfect Pairs wagers shall be allowed per playing area. Preference of wagering will be given to those players who have also placed an initial wager in accordance with rule 5 and thereafter in the order that wagers are placed.

15.7. For the purposes of playing "Perfect Pairs" a pair shall mean a hand that comprises the first two cards dealt in the initial deal that are:

15.7.1. of the same number, namely Ace, 2, 3, 4, 5, 6, 7, 8 or 9 or

15.7.2. of the same picture type, namely jack, queen or king.

15.8. Where a Perfect Pairs wager is made and the initial two cards dealt to that player's hand in that round are:

15.8.1. A "Mixed Pair" being a pair that comprises two cards of the same number or picture

- type but of different colours (i.e. one red card and one black card), the player shall win and be paid at the odds of five to one.
- 15.8.2. A “Coloured Pair” being a pair that comprises two cards of the same number or picture type and colour but of different suits (i.e. clubs and spades), the player shall win and be paid at the odds of ten to one.
- 15.8.3. A “Perfect Pair” being a pair that comprises of two cards of the same number or picture type and suit (i.e. two Queens of Spades or two 5 of clubs), the player shall win and be paid at the odds twenty-five to one.
- 15.9. Winning Perfect Pairs wagers shall be paid and losing Perfect Pairs wagers collected by the dealer at the completion of the initial deal and before any subsequent deal.

## 16. Final Settlement

- 16.1. Settlement of wagers remaining on the table after the completion of the dealer's hand shall be as follows:
- 16.1.1. a player having pontoon shall win and be paid at odds of 6 to 5 regardless of the point total of the dealer;
- 16.1.2. a player having a point total of 21 shall win and be paid in accordance with rule 10, Table 1 regardless of the point total of the dealer;
- 16.1.3. a player having achieved the Super Bonus shall win and be paid in accordance with rule 10, Table 2, regardless of the point total of the dealer. All other players who wagered on the round of play shall be paid a bonus payment of \$50;
- 16.1.4. a player having a point total of 20 or less shall win and be paid at odds of 1 to 1 if the dealer's hand has a point total in excess of 21;
- 16.1.5. a player having a point total of 20 or less shall win and be paid at odds of 1 to 1 if the point total exceeds that of the dealer's hand;
- 16.1.6. an insurance wager made under the provisions of rule 8 shall win and be paid at odds of 2 to 1 if the dealer achieves a pontoon;
- 16.1.7. a player having a point total of 20 or less shall lose an amount equal to their original wager if the dealer achieves a pontoon;
- 16.1.8. a wager, other than a player's original wager, made in accordance with rules 12 and 13 shall constitute a stand-off if the dealer achieves pontoon;
- 16.1.9. a wager on a hand having a point total of 20 or less shall lose if the point total of the dealer exceeds that of the player without exceeding 21;
- 16.1.10. a wager on a hand having a point total of 20 or less with the same point total as that of the dealer's hand shall constitute a stand-off;
- 16.1.11. the non-surrendered portion of a player's wager, made in accordance with rule 9, shall be called a stand-off, where the dealer achieves a point total other than pontoon. Where the dealer achieves pontoon it shall lose.
- 16.2. All winning wagers shall be paid and all losing wagers collected and placed in the float tray.
- 16.3. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer and placed in the discard rack.

## 17. Irregularities

- 17.1. A card found turned face upwards in the card shoe or shuffling device shall be burned by placing it in the discard rack and play shall continue.
- 17.1.1. Where a shuffling device is used and there is reason to suspect that further cards

may be incorrectly faced in the shuffling device, a casino supervisor may, after the round of play has been completed, direct that all remaining cards be removed from the shuffling device and checked.

- 17.2. Subject to rule 17.5, a card dealt in error shall be dealt to the players or the dealer as though it were the next card from the card shoe or shuffling device.
- 17.3. A player who refuses to accept the card referred to in rule 17.2 shall not receive any additional card during that round of play provided that a player who has less than two cards on his/her hand shall be required to receive an additional card until his/her hand has two cards.
- 17.4. Where the card referred to in rule 17.2 is refused by all players it shall become the dealer's next card.
- 17.5. A card exposed and dealt in error to the dealer's completed hand shall be burned by placing it in the discard rack.
- 17.6. A card dealt in error to the dealer's hand and not exposed will be placed under the card shoe or shuffling device and used as the first card of the next round of play. In such circumstances the card shall be deemed not to have been removed from the card shoe or shuffling device.
- 17.7. Should the dealer commence a round of play where no wagers have been placed, this round of play shall be void and any exposed cards shall be burned and placed in the discard rack.
- 17.8. Subject to rule 17.7, should the round of play contain an error caused by the incorrect dealing of a card, and the error is detected and notified to the dealer before the commencement of the next round of play, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. In the event of a reconstruction the casino operator and the players shall accept the result. However, should reconstruction not be possible, then the casino supervisor shall authorise that round being declared void and all monies returned for that round of play, providing any interim settlement made to a player shall stand.
  - 17.8.1. Where the casino supervisor authorises that a round of play be void, play will continue with the remaining cards in the shoe or shuffling device.
- 17.9. If there are insufficient cards remaining in the card shoe or shuffling device to complete a round of play, all of the cards in the discard rack shall be shuffled and cut in accordance with rule 4 and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.
- 17.10. Subject to rule 5.5, where a player makes a wager in accordance with rule 5 and fails within a reasonable period, or refuses or is not present, to make decisions with regard to the cards dealt to the playing area containing the wager, cards shall be dealt to the playing area in turn by the dealer until the point total of the cards exceeds 11.
  - 17.10.1. Subject to rule 5.5 and where a player makes a wager in accordance with rule 5 and fails within a reasonable period, or refuses or is not present, to make decisions with regard to the cards dealt to the playing area containing the wager, no further cards shall be dealt to that playing area.
- 17.11. In the event that the cards are not cut in accordance with rules 4.3 and 4.4, the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of previous rounds of play shall stand.
- 17.12. Should the dealer forget to burn the first card from the card shoe or shuffling device in accordance with rule 4.8, then play shall continue with that card remaining in play.
- 17.13. Should the dealer fail to offer insurance in accordance with rule 8 and the omission is discovered after the subsequent deal has commenced, a player shall be entitled to place an insurance wager providing no second or subsequent card to the dealer's hand has been dealt.

- 17.14. In the event that the cards are not shuffled following the exposure of the cutting card, subject to rule 17.8, the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of previous rounds of play shall stand.
- 17.15. In the event that the cards are not placed in the shuffling device at the completion of the initial deal in accordance with rule 7.2, the cards shall remain in the discard rack until the completion of the initial deal of the subsequent round of play.
- 17.16. In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 3.1, the following shall apply:
- 17.16.1. the result of any rounds of play previously completed shall stand;
- 17.16.2. the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned for that round of play, providing any interim settlement made to a player will stand;
- 17.16.3. the remainder of the card shoe or shuffling device shall then be declared void and the decks checked and verified at the table for any further missing or foreign cards; and
- 17.16.4. Surveillance and an Inspector shall be notified.
- 17.17. If a card has been burned that card is treated as a burned card.

## **18. Shuffling Device Malfunction**

- 18.1. This rule, and rules 18.2 to 18.3, apply if all of the following conditions are satisfied:
- 18.1.1. a shuffling device is in use for the game of Pontoon 6 To 5; and
- 18.1.2. it becomes evident, in a round of play for which 1 or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate; and
- 18.1.3. the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and
- 18.1.4. another shuffling device is readily available; and
- 18.1.5. it is practicable to transfer cards to another shuffling device.
- 18.2. Where a shuffling device malfunctions without causing any damage to the cards in the shuffling device, the cards in the shuffling device must be transferred to another shuffling device and the game continued.
- 18.3. Where a shuffling device malfunctions and causes damage to any card in the shuffling device:
- 18.3.1. the damaged cards in the malfunctioning shuffling device are to be removed from play; and
- 18.3.2. the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and
- 18.3.3. the damaged cards are to be replaced with cards from a new deck, and the replacement cards are to be placed in the shuffling device containing the cards transferred from the malfunctioning shuffling device; and
- 18.3.4. the game is continued.
- 18.4. Where a shuffling device malfunctions and the casino operator or a player is disadvantaged by reason of the malfunction, the round of play is terminated, and the amount wagered by each player must be returned to the player. The result of any rounds of play previously completed shall stand.



- 18.5. Where a shuffling device malfunctions and rules 18.1.4 or 18.1.5 cannot be satisfied:-
- 18.5.1. each player must be given the opportunity to have each amount wagered by the player in the round of play returned to the player; and
  - 18.5.2. any damaged card must be replaced with cards from a new deck; and
  - 18.5.3. the replacement cards, if any, and any undamaged cards in the shuffling device are to be shuffled and cut in the same way as applies under rule 4; and
  - 18.5.4. the round of play for the players who elected not to have their wagers returned is completed using a card shoe.

## **19. General Provisions**

- 19.1. A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 19.2. Rule 19.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 19.3. Where a casino supervisor is satisfied that a person has contravened any provision of rule 19.1, he/she may:
- 19.3.1. declare that any wager made by the person is void;
  - 19.3.2. direct that the person shall be excluded from further participation in the game;
  - 19.3.3. exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
  - 19.3.4. cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 19.4. A casino supervisor may invalidate the outcome of a game if:
- 19.4.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
  - 19.4.2. any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 19.5. Where the outcome of a game is invalidated under rule 19.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 19.4.2 be forfeited.
- 19.6. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 19.7. No spectator or any player wagering at any table may, unless requested by a player, attempt to influence or offer advice to that player regarding that player's decisions of play.
- 19.8. A casino supervisor may 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.
- 19.9. A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 19.10. Players and spectators are not permitted to have side bets with or against each other.
- 19.11. A casino supervisor may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the card shoe or shuffling device, and in so doing may cause the wager(s) to be removed from the layout.

- 19.12. Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a Gaming Supervisor, subject to a review (if requested) by a casino supervisor.
- 19.13. In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 19.14. A copy of these rules shall be made available for inspection upon request.

## 20. Tournament Play

### 20.1. Definitions

20.1.1. In these rules, unless the contrary appears:

**“buy-in”** means the prescribed amount of money to be converted into tournament chips by each tournament player prior to each session or final for participation in the tournament;

**“marker”** means an indicator which may be used to indicate the wagering order;

**“pass card”** means an approved card which may be used by a tournament player in lieu of a wager in a round of play;

**“play-off”** means any session of play the purpose of which is to determine a winner and/or placegetter(s) of a session where two or more tournament players have finished that session with an equal value of chips other than zero;

**“session”** means a set time period, measured using a clock or determined by some other means, at the completion of which the winner and/or placegetter(s) advance to a further or final session;

**“tie”** means that two (2) or more tournament players have equal value amounts of tournament chips at the conclusion of a heat or final;

**“tournament”** means a competition for the playing of Pontoon 6 To 5, which is restricted to persons who have completed an entry form and have paid the prescribed entry fee;

**“tournament chips”** are chips issued to tournament players for the purposes of wagering and scoring in tournament play. In cases where tournament chips have a cash value, the chips shall be redeemable for cash chips at the same percentage value at which they were issued, at the conclusion of a session or when leaving the table. The tournament terms and conditions shall detail the ratios at which tournament chips with a cash value are issued and redeemed for cash chips;

**“Tournament Manager”** means a licensed person(s) appointed by the casino operator and responsible for the overall control of the tournament;

**“undisclosed wager”** means a wager made by a tournament player by writing the amount and type of wager on an approved form the details of which shall not be revealed to any other tournament player at the table until after the conclusion of the round of play in which the wager was placed.

### 20.2. Application of Pontoon 6 To 5 rules

20.2.1. The rules for playing of Pontoon 6 To 5 other than sub rules 5.4, 5.8, 6.2, 6.3, 6.5, 6.6, and 19.9 shall apply, except where the rules are inconsistent with the rules for

tournament play, in which case the rules for tournament play shall prevail.

20.2.2. Pontoon 6 To 5 rules 17.7 and 17.15.2 are amended to the extent necessary for the following to have effect:

20.2.2.1. where the round of play is voided any interim payout made to a player shall be repaid to the casino operator.

### **20.3. Entry fees/prize pool for tournament**

20.3.1. The casino operator may charge tournament players a fee to enter a tournament and may add value to the prize pool in the form of cash, goods or services.

20.3.2. All entry fees received by the casino operator shall be included in a prize pool for distribution to the winning tournament players in accordance with the conditions of play and no entry fee or part thereof shall be refunded to any person unless specifically permitted by the conditions of entry.

20.3.3. The casino operator may guarantee the prize pool based on a minimum number of entries being received. Should the number of entries be less than the minimum requirement, the casino operator may reserve the right to cancel the tournament.

20.3.4. The casino operator may cancel the tournament without liability. In the event of cancellation all entry fees will be refunded.

### **20.4. Tournament conditions**

20.4.1. The casino operator is to publish and provide to each tournament player a copy of the tournament conditions.

20.4.2. The tournament conditions must include, but is not limited to, the following:

- (a) the amount of the entry fee, if any;
- (b) the amount of tournament chips to be allocated to or purchased by the tournament player at the commencement of a session;
- (c) whether there is a minimum or compulsory wager for each round of play in a session;
- (d) the minimum and maximum wagers for each round of play in a session including, if applicable, the point at which the minimum and/or maximum wager may be increased during a session;
- (e) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session, repechage, catch-up or secondary rounds or sessions;
- (f) the conditions of play applicable to the allocation of tables and wagering areas, the order of wagering, the use of pass cards and undisclosed wagers;
- (g) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (h) in respect of eligibility for entry:
  - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
  - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
  - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;

- (i) the terms of entry (including the period within which an tournament player may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (j) the prizes and the method of payment and any undertaking, reservation or guarantee given by the casino operator, if applicable;
- (k) a statement that the tournament is conducted by the Tournament Manager in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.

20.4.3. The Tournament Manager may require each tournament player to agree in writing with the approved Rules and Conditions of the tournament prior to accepting entry into the tournament.

## **20.5. Conduct of Play**

20.5.1. The Tournament Manager shall designate the gaming tables to be used in the conduct of the tournament.

20.5.2. The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 20.5.1 is used exclusively for tournament play.

20.5.3. The Tournament Manager may alter the starting time of any session, if reasonable notice has been given to the tournament players.

20.5.4. The Tournament Manager may determine the method of allocating tables and playing areas to tournament players, the order of wagering, the conditions applicable to the use of pass cards and undisclosed wagers, providing those conditions are consistent with the relevant rules of the game.

20.5.5. The Tournament Manager may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:

20.5.5.1. if the tournament player or players to progress to the following session from that gaming table or round have been determined; and

20.5.5.2. if the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, providing all the tournament players at the gaming table agree.

20.5.6. Where a tournament player does not take an allotted seat at the specified time or is absent during a session the Tournament Manager may:

20.5.6.1. direct the dealer to deduct an amount equal to the minimum wager from the set amount of tournament chips for each round of play for which the tournament player is absent, to a maximum of three rounds of play; and/or

20.5.6.2. declare the tournament player's position cancelled and the tournament player disqualified. Once disqualified a tournament player will not be entitled to a refund of the entry fee except on the approval of the Tournament Manager but will retain the value of tournament chips won or purchased in accordance with these rules.

20.5.7. The Tournament Manager may disqualify a tournament player if found to have contravened any of the rules of Pontoon 6 To 5 or tournament play and shall not be entitled to receive a refund of the entry fee but will, subject to rule 19.5, retain the value of tournament chips won or purchased in accordance with these rules.

20.5.8. At the completion of each session of play, dealers and/or casino supervisors shall total the value of tournament chips in front of each remaining tournament player. This amount is to be recorded and given to the Tournament Manager who will determine and announce the winners or place getters.

20.5.9. At the conclusion of each session of play, dealers and/or casino supervisors are to ensure that all tournament chips have been returned to the inventory. If a situation arises where tournament chips have not been returned to the table, the Tournament Manager is to be advised and the quantity and denomination recorded.

## **20.6. Wagers**

- 20.6.1. All wagers will be made with tournament chips.
- 20.6.2. Prior to the start of any session, each tournament player will receive or purchase an equivalent allotment of tournament chips at the table.
- 20.6.3. Any tournament player who cannot provide the prescribed buy-in prior to the commencement of each session shall be eliminated and the entry fee will not be refunded.
- 20.6.4. A tournament player must wager at least the minimum and no more than the maximum on each round of play during the session. A player who fails to wager on each round of play shall be disqualified unless he/she has played a pass card in accordance with rule 20.7.
- 20.6.5. Tournament players will be disqualified if they increase, or attempt to increase their buy-in by any other means than the payment of winning wagers by the dealer. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.
- 20.6.6. Tournament players may not remove their tournament chips from the table. All chips must remain in full view of tournament players and staff whilst play is in progress. Tournament players must not exchange chips with other tournament players for any reason.
- 20.6.7. The Tournament Manager shall disqualify any tournament player found to be deliberately concealing, pocketing or otherwise hiding chips during tournament play. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.
- 20.6.8. All wagers must be made and paid with the approved tournament chips.
- 20.6.9. Tournament chips in the possession of a tournament player at the conclusion of each session of play shall remain the property of the casino operator. In cases where tournament chips have a cash value the chips shall be redeemable for cash chips at the same percentage value at which they were issued, at the conclusion of a session or when leaving the table. The tournament terms and conditions shall detail the ratio at which tournament chips with a cash value are issued and redeemed for cash chips.
- 20.6.10. A tournament player shall wager only from their allocated position.
- 20.6.11. Subject to reasonable notice, the Tournament Manager may limit the time period within which individual wagers must be made.
- 20.6.12. Where a tournament player does not place a wager within the allotted time, the tournament player's wager may be restricted to an amount equal to the stated minimum wager for the table.
- 20.6.13. Any tournament player who cannot wager at least the minimum prior to the commencement of a round will be eliminated and must vacate the table.
- 20.6.14. Subject to rule 20.7 and 20.8, each tournament player must wager at least the minimum prescribed wager on each round of play and shall not exceed the maximum. All wagers shall be in units of the minimum. Wagers in excess of the stated maximum shall be paid or collected to the maximum. A wager found to be less than the minimum shall be required to be made up to the minimum. If the tournament player is unable to increase the wager to the prescribed minimum, the

tournament player's wager shall be void and the cards shall be burned by placing them in the discard rack and the tournament player shall be eliminated from the session. A wager found to contain incomplete increments should be valid to the last complete wagered increment.

20.6.15. The minimum and maximum wager may be increased/decreased during the tournament providing tournament players have been notified of the condition prior to the commencement of the tournament.

## **20.7. Pass cards**

20.7.1. If the tournament provides for the use of a pass card(s) such card(s) shall be allocated at the beginning of each heat. Each tournament player shall be allocated the same number of pass cards. The tournament player may place a pass card on the playing area in lieu of a wager. Pass cards will be collected by the dealer at the conclusion of each round of play.

## **20.8. Undisclosed wagers**

20.8.1. A tournament may provide for the use of undisclosed wagers. The number of undisclosed wagers shall be determined by the terms and conditions of the tournament.

20.8.2. Where a tournament player elects to make an undisclosed wager the following shall apply:

20.8.2.1. the tournament player shall make the wager by writing the type of wager and amount of the wager on a form designed for the purpose and passing it to the game supervisor for recording; and

20.8.2.2. each tournament player is responsible for the correct completion of his or her form; and

20.8.2.3. undisclosed wagers shall be within the table minimum or maximum wagers prescribed and shall not exceed the amount of tournament chips in the tournament player's possession; and

20.8.2.4. an undisclosed wager may be made in conjunction with a wager in tournament chips provided the combined total does not exceed the amount of tournament chips in the tournament player's possession; and

20.8.2.5. the game supervisor will examine the undisclosed wager prior to the commencement of the round of play to ensure that it has been made in accordance with these rules and will place an indicator in front of the tournament player making the wager to indicate the existence of an undisclosed wager; and

20.8.2.6. at the conclusion of the round of play the Gaming Supervisor shall announce the type and amount of each undisclosed wager and will have the tournament player place the wager in the appropriate section of the layout to be paid or taken by the dealer according to the result.

20.8.3. Where after the conclusion of a round of play an undisclosed wager is found not to have complied with 20.8.2:

20.8.3.1. an undisclosed wager less than the table minimum shall be deemed to be for the minimum;

20.8.3.2. an undisclosed wager that exceeds the maximum shall be deemed to be for the maximum;

20.8.3.3. an undisclosed wager that exceeds the amount of tournament chips in the tournament player's possession will be deemed to be for the full amount of those chips or the table maximum whichever is the lower;

20.8.3.4. an undisclosed wager that does not show the amount or type of wager

the tournament player shall have an amount equal to the table minimum deducted from his/her tournament chip inventory.

- 20.8.4. At the conclusion of the round of play in which an undisclosed wager is played and prior to the first card of the next round of play is dealt, any tournament player may request and examine the form used by another tournament player to make the undisclosed wager.

### **20.9. Order of wagering**

- 20.9.1. A tournament may provide for an order of wagering to be implemented. The order of wagering shall be determined by the terms and conditions of the tournament.
- 20.9.2. Where an order of wagering is to be implemented a marker will be used to indicate the wagering order. The marker will be placed on box one for the first round of play, box two for the second round of play and so on.
- 20.9.3. Subject to rule 7, the Tournament Manager may choose to commence the dealing of each round with the tournament player holding the betting marker. The dealer will continue in a clockwise direction around the table until all tournament players have two cards, and the dealer has one. Subject to rule 11, the subsequent deal shall also commence with the tournament player holding the betting marker and the dealer will continue in a clockwise direction until all tournament players have made decisions with respect to their hands.
- 20.9.4. When the marker is placed on a tournament player's box, that tournament player must wager first, the remaining tournament players shall wager in sequence commencing with the tournament player to the left of the tournament player who wagers first.
- 20.9.5. A tournament player who wagers out of sequence as determined by rule 20.9.4 shall be required to remove their wager and wait their turn.
- 20.9.6. Subject to rules 9, 10, 12 and 13, once a tournament player has made their wager in turn, wagers may not be removed or altered. A wager for the purposes of this section includes a wager made in accordance with rule 8 as applicable.

### **20.10. Session winners/placegetters**

- 20.10.1. The number of tournament players to advance to the next session will be determined at the start of the tournament.
- 20.10.2. The winner(s) of each session will be the tournament player(s) on each table with the highest value of chips at the end of the session.
- 20.10.3. If at the completion of each session the remaining number of tournament players having an equal value of tournament chips exceeds the number of tournament players to advance to the next session, a play off will be conducted amongst those tournament players. At the end of each round of play a count of the tournament player's tournament chips shall be conducted until an order is determined.
- 20.10.4. If two (2) or more tournament players are eliminated in the same round of play, a count of residual chips will determine the placings unless two or more tournament players have equal or no residual chips, in which case the tournament player with the smallest wager will be deemed to have been eliminated first. If the tournament players have made equal wagers the tournament player whose chips were removed first shall be deemed to have been eliminated first.

### **20.11. General provisions**

- 20.11.1. Tournament players may not advise or seek advice from other tournament players or persons not involved in the tournament during play.
- 20.11.2. In the event of a dispute relating to the rules or conditions of entry, the decision of the Tournament Manager will be final and the game will not proceed until the dispute is settled.

20.11.3. At the Tournament Manager's discretion, a count of all tournament player's chips may be conducted.

20.11.4. A tournament player may be disqualified if found to contravene any of these rules. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.

## **21. Player Rewards and Promotional Prizes**

- 21.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 21.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 21.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 21.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 21.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
  - 21.5.1 tobacco in any form;
  - 21.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
  - 21.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
  - 21.5.4 more than 20 litres of liquor; or
  - 21.5.5 any item or service prescribed by the regulations.
- 21.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.
- 21.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
  - 21.7.1 the manner in which a Promotional Prize is to be awarded;
  - 21.7.2 when and where the Promotional Prize will be awarded;



- 21.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
- 21.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 21.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 21.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 21.7.7 the place, date and time of any Promotional Prize promotion;
- 21.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 21.7.9 how the winner of a Promotional Prize will be notified;
- 21.7.10 how the results of a Promotional Prize will be published;
- 21.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
- 21.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
- i) Make
  - ii) Model;
  - iii) Accessories.
- 21.7.11.2 If the prize is a motor vehicle, details shall also include:
- i) Make
  - ii) Model;
  - iii) Accessories; and
  - iv) whether registration and other on-road costs are included.
- 21.7.11.3 If the prize is travel, details shall also include:
- i) number of persons entitled to take advantage of the travel prize;
  - ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
  - iii) restrictions on when the travel must be taken;
  - iv) if spending money is included.
- 21.7.11.4 If the prize is real estate, details shall also include:
- i) the type of dwelling;
  - ii) plans;
  - iii) contract details;
  - iv) easement details;
  - v) address or other location;

- vi) what is included – conveyancing, legal costs, fixtures, furniture.

21.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

- 21.8.1 face-to-face; or
- 21.8.2 mail; or
- 21.8.3 telephone; or
- 21.8.4 email.

21.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

- 21.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

21.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

- 21.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

21.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.

21.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

**DIAGRAM 'A'**  
**PONTOON 6 To 5 LAYOUT**



**DIAGRAM 'B'**

**PONTOON 6 To 5 PERFECT PAIRS LAYOUT**

