

Ref: DF25/055062

CASINO CONTROL ACT 1992

Order

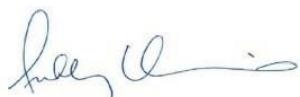
Pursuant to section 66(1) of the *Casino Control Act 1992*, the delegate of the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the game of Caribbean Stud Poker in the casino operated by The Star Pty Limited under licence granted by the Regulator:

(1) Amended Rules for the playing of Caribbean Stud Poker

The amended rules for the playing of the game of Caribbean Stud Poker in the casino as set out in **Annexure A**, are approved.

This Order shall take effect on the date of publication on The Star Sydney's website.

Signed at Sydney, NSW, this 15th day of August 2025.



Anthony Vescio
A/Director Licensing
For and on behalf of the **NSW Independent Casino Commission**

Encl.

Annexure A – Caribbean Stud Poker game rules – Version 4

CARIBBEAN STUD POKER

Contents

1. Definitions	2
2. Table Layout and Equipment.....	3
3. The Cards	4
4. The Shuffle and Cut	5
5. Wagers.....	5
6. Minimum and Maximum Wagers	6
7. The Deal.....	7
8. Betting Round	7
9. Settlement.....	8
10. Settlement Odds.....	9
11. Progressive Jackpot.....	9
12. Progressive Jackpot Payouts.....	11
13. Order of Poker Hand Values	11
14. Irregularities	12
15. Shuffling Device Malfunction	15
16. General Provisions.....	15
17. Player Rewards and Promotional Prizes	17
DIAGRAM "A"	20

1. Definitions

1.1 In these rules, unless the contrary intention appears:

“ante” means a player's initial wager placed in a round of play;

“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;

“bet” means an additional wager placed by a player in order to continue in a round of play;

“bonus jackpot” means a jackpot amount that may be won by a player with a valid jackpot wager in accordance with rules 11.10 and 11.11;

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

“Cash Change” means the purchasing of chips with cash or by any other means at the table;

“Cashless” means a table where chips can be purchased through a cashless terminal at table (CTT). “deck-checking device” means a machine used to check that each deck of cards contains the correct cards for the game;

“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;

“Colour Change” means the exchanging of chips for other chips;

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

“Deposit Limit” means the maximum amount an Account Holder can deposit into their Star Account in a calendar day via cash at cashier, Debit Card, EFTPOS, or Direct Bank Transfer for the purposes of gaming at The Star Sydney. Only external funds deposited into the Account Holder's Star Account are tracked against their Deposit Limit;

“fold” means a decision by a player to no longer continue with their hand for that particular round of play

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

“Gaming Limit” means Deposit Limit and Loss Limits;

“Gaming Manager” means a person responsible for the supervision of the operation

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

"hand" means five cards dealt to each player and the dealer in a round of play;

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

"Invalid wager" means a wager that was made by an ineligible player or a wager that doesn't meet the rules of the game. Any wager deemed invalid is void;

"jackpot wager" means an optional wager on the jackpot element of the game in which qualifying hands are paid an amount in accordance with the odds displayed on the table limit sign;

"Loss Limit" means the maximum net loss over a period that a player sets for gaming at The Star Sydney.

"NICC" means the NSW Independent Casino Commission;

"Player Card" a digital or physical card issued by a casino to a patron to use when gaming at the casino, as referred to in section 71A of the *Casino Control Act 1992* (NSW). A player card includes a The Star Club membership card, or a social member that has been issued with a Player Card;

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

"Proxy Betting" means a prohibited form of betting where one person places a wager on behalf of another. Placing a wager on someone else's behalf is only permitted when the player is physically present at the same table, and the action is solely to provide physical assistance to the player, without any form of economic benefit;

"round of play" means the period of play at a table commencing with the removal of the first card from the card shoe or shuffling device by the dealer and concluding when the dealer announces a result and, if applicable, collects losing wagers and pays out winning wagers. Can also be referred to as the "Hand";

"shuffling device" means a device used for the shuffling of cards and from which cards are dealt;

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

"void" means invalid with no result.

2. Table Layout and Equipment

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

2.2 The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram "A" with:

2.2.1 playing areas designated for the placement of wagers;

2.2.2 areas designated or slots provided for wagers on the progressive jackpot;

2.2.3 an inscription to the effect that the "dealer only plays with Ace/King or higher".

2.3 Where a progressive jackpot is offered, A table shall be fitted with electronic equipment which shall be programmed to record the amounts wagered at the table on the progressive jackpot, and the amount of the jackpot prize pool applicable to linked tables.

2.4 The following equipment shall also be used:

- 2.4.1 either a card shoe, capable of holding a single deck of cards, or a shuffling device, capable of holding two individual decks of cards;
- 2.4.2 a discard rack, capable of holding a single deck of cards, which shall be attached to the table to the right of the dealer.
- 2.4.3 Where a progressive jackpot is offered, a progressive meter, being an electronic jackpot display, which shall display the amount of the jackpot prize pool applicable to the linked tables; and
- 2.4.4 a float tray.

2.5 The table shall have a drop box attached for when cash is accepted.

- 2.5.1 The drop box may be removed for when a table is operating as cashless.

3. The Cards

3.1 The game of Caribbean Stud Poker shall be played with one deck of cards, having 52 cards without jokers, with backs of the same colour and design and a cutting card.

3.2 When a shuffling device is in use at a table:

- 3.2.1 the device may be loaded with one deck of cards while another deck is used in play; and
- 3.2.2 the backs of the deck of cards being used in play must be of a different colour to that of the backs of the other deck of cards in the shuffling device.

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

ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in rule 13.1.2 and 13.1.6 where the ace may be counted low.

3.4 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.

3.5 Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.

3.6 All cards used in the game of Caribbean Stud Poker shall be dealt from a card shoe or shuffling device specifically designed for such purpose.

- 3.7 Cards may, at the discretion of a casino supervisor, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.8 A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the number of cards.

4. The Shuffle and Cut

- 4.1 The cards shall be shuffled so that they are randomly intermixed within the deck:
 - 4.1.1 immediately prior to the start of play;
 - 4.1.2 at the completion of each round of play; or
 - 4.1.3 immediately prior to the recommencement of play following any period that the table has been vacant.
- 4.2 When a card shoe is used, after the cards have been shuffled the dealer shall cut the cards, place them on the cutting card and then insert all the cards in the card shoe for commencement of play.
- 4.3 No person other than the dealer shall cut the cards.
- 4.4 When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and the cards shall not be cut.
- 4.5 The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.

5. Wagers

- 5.1 From 19 August 2024, the player must have a valid Player Card at the commencement of play.
- 5.2 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.3 Prior to the first card being dealt in each round of play, each player at the table shall:
 - 5.3.1 place an ante on the appropriate wagering area of the layout; and
 - 5.3.2 be given an opportunity to participate in the progressive jackpot.
- 5.4 A player electing to participate in the progressive jackpot shall place a wager of the correct denomination on the appropriate area of the layout or in the slot provided on the table.
- 5.5 After the cards have been dealt in accordance with rule 7, players shall pick up their cards and declare their intention to either fold or bet.
- 5.6 A player who elects to bet shall place a wager, which must be exactly twice that of the ante placed by the player on that round of play, on the appropriate wagering area of the layout.

- 5.7 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 a round of play has been removed from the card shoe or shuffling device unless explicitly permitted by these rules.
- 5.8 A player shall not wager on more than one hand in any round of play.
- 5.9 Only one wager shall be accepted on any one wagering area.
- 5.10 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 to be played by a player and/or for each playing area and/or for each bet type shall be shown on a sign at the table. 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.
- 6.2 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 A wager found to be above the stated maximum 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.
- 6.4 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 the 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.
 - 6.5.2 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 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 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. The Deal

- 7.1 All cards shall be dealt face downwards except for one of the dealer's cards which shall be turned face upwards.
- 7.2 Immediately prior to the commencement of a round of play and after all ante wagers are placed and all wagers on the progressive jackpot have been made, the dealer may announce "no more bets" and shall deal cards to themselves then starting from their left will continue deal the players cards in a clockwise direction around the table.
- 7.3 When a card shoe is in use, the cards shall be dealt in the following manner:
 - 7.3.1 one card to the dealer; and
 - 7.3.2 one card to each playing area containing an ante; and
 - 7.3.3 in sequence, a second, third, fourth and fifth card to the dealer and to each playing area containing an ante, working in a clockwise direction around the table. The dealer's last card will be turned face upwards.
- 7.4 When a shuffling device is in use, the cards shall be dealt in the following manner:
 - 7.4.1 five cards to the dealer, with the bottom card then being turned face upwards; and
 - 7.4.2 five cards at a time to each playing area containing an ante.

8. Betting Round

- 8.1 After the cards have been dealt, the players shall pick up their cards and declare their intention to either fold or bet.
- 8.2 Players must ensure that their cards do not leave the area of the table layout nor are held away from the table.
- 8.3 Players who elect to fold shall place their cards, face downwards, on the table.
- 8.4 After a player's hole cards have been folded they cannot be returned to the player.
- 8.5 The dealer shall collect all wagers and hole cards from each player who elects to fold. The cards shall be individually spread out face downwards by the dealer, and then –

- 8.5.1 If no Jackpot wager is placed, the cards will be placed in the discard rack.
- 8.5.2 If a Jackpot wager has been placed, the cards are to be placed face down over that players respective Jackpot betting area
- 8.6 The dealer shall collect the ante and the cards from each player who elects to fold. The cards shall be individually spread out face downwards by the dealer, counted and then placed in the discard rack.
- 8.7 Players who elect to bet shall place their cards face downwards on their playing area and place a wager of an amount equal to twice their ante.
- 8.8 After bets have been placed by all of the players continuing in the round of play, the dealer shall turn all the remaining cards of their own hand face upwards and declare the highest possible poker value of the hand as determined in accordance with rule 13.
- 8.9 Players are not permitted to communicate, other than declaring an intention to either fold or bet, until all players have completed the betting round.

9. Settlement

- 9.1 The dealer's hand, in order to qualify, must have a poker value of ace and king, or higher.
- 9.2 If the dealer's hand does not have a poker value of ace and king, or higher, the dealer shall announce "no hand" and bet wagers shall be a stand-off.
- 9.3 Starting from the dealer's right, the dealer will then act in turn upon each player's hand. The dealer will turn the cards and spread them face up, take or pay, and then place the cards in the discard rack before going on to the next hand.
 - 9.3.1 A player who has folded shall only be eligible to be paid for a winning jackpot hand according to rule 15 if they have made a jackpot wager on that particular hand and will NOT be eligible for any other payments regardless of their final hand.
- 9.4 The dealer shall then:
 - 9.4.1 pay the antes of the players remaining in the round of play; and
 - 9.4.2 subject to rule 9.6, count and collect the cards of those players and place them in the discard rack.
- 9.5 If the dealer's hand does have a poker value of ace and king, or higher, the dealer shall then:
 - 9.5.1 compare their hand to each player's individual hand and:
 - 9.5.1.1 pay the ante and the bet for those hands with a higher poker value than the dealer's, in accordance with rule 10;
 - 9.5.1.2 collect the ante and the bet for those hands with a lower poker value than the dealer's; or
 - 9.5.1.3 declare the ante and the bet for hands with an equal poker value to that of the dealer, as a stand-off;

9.5.2 after the dealer compares hands and pays or collects wagers, they shall, subject to rule 9.6, count and collect the cards and place them in the discard rack.

9.6 Where a player has made a wager on the progressive jackpot for that round of play and has received a hand qualifying for a progressive jackpot payout as described in rule 11.7, the cards for that hand shall be left face upwards on the table and those cards shall not be collected or discarded until the pay out on the hand has been made.

9.7 Hands qualifying for a progressive jackpot will be settled according to rule 12.

9.8 After the dealer's hand is exposed a player may concede their own hand by indicating with a sweeping motion of their hand towards the dealer. The dealer may announce "conceding hand" and collect that player's wagers and cards which shall be checked in accordance with rule 8.6.

9.9 After a player's hand has been conceded it cannot be returned to play.

9.10 The dealer shall be responsible for declaring the optimum value of the hands in accordance with rule 13.

9.11 At settlement, it is at the discretion of the casino operator to reveal any folded hand.

10. Settlement Odds

10.1 Winning wagers at the game of Caribbean Stud Poker shall be paid at the odds listed below:

Wager	Odds
Ante	1 to 1
Bet:	
One pair or less	1 to 1
Two pairs	2 to 1
Three of a kind	3 to 1
Straight	4 to 1
Flush	5 to 1
Full House	7 to 1
Four of a kind	20 to 1
Straight Flush	50 to 1
Royal Flush	250 to 1

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

11. Progressive Jackpot

11.1 A player wishing to wager on the progressive jackpot must first have placed an ante for that round of play.

11.1.1 Notwithstanding rule 11.1, the Casino Supervisor may allow a player to place a jackpot wager on another player's box, provided that the other player has chosen not to participate in the jackpot and provided that the wager is in accordance with rule 5.8.

- 11.2 A player choosing to play the progressive jackpot shall be responsible for ensuring that their wager has been accepted.
- 11.3 The amount required to make a wager on the progressive jackpot shall be displayed on a sign at the table.
- 11.4 A player who has placed a wager on the progressive jackpot and receives a hand which qualifies for a jackpot prize shall win and be paid in accordance with rule 12, irrespective of whether the dealer's hand has an ace and a king, or higher.
- 11.5 Wagers on the progressive jackpot shall form part of one or more jackpot prize pools, as approved by NICC.
- 11.6 NICC shall approve the rate of increment to the prize pool(s) and may grant approval for a portion of each wager on the progressive jackpot being retained by the casino operator.
- 11.7 The following hands, as described in rule 13.1, shall qualify for a progressive jackpot payout:
 - 11.7.1 Royal Flush;
 - 11.7.2 Straight Flush;
 - 11.7.3 Four of a kind;
 - 11.7.4 Full House;
 - 11.7.5 Flush.
- 11.8 Any progressive jackpot payout made to a player shall be in addition to any payment made for an ante or bet wager by the player on that round of play.
- 11.9 When multiple tables are linked to the same jackpot pool, all tables shall:
 - 11.9.1 Have the same jackpot pay table on all participating tables;
 - 11.9.2 Contribute to the jackpot pool at the same jackpot increment rate and seed values as all other participating tables; and
 - 11.9.3 Have a qualifying wager of the same value.
- 11.10 The casino operator may offer a bonus jackpot as part of the operation of the prize meter system. When a bonus jackpot is offered:
 - 11.10.1 All players with a wager for that round of play on the jackpot shall be eligible for this feature;
 - 11.10.2 Bonus jackpots shall be paid to all players who had a valid jackpot wager at the table during a round of play where a Royal Flush or Straight Flush jackpot is won.
 - 11.10.3 A player shall not be eligible for a bonus jackpot in a round of play where they are the winner of the Royal Flush or Straight Flush progressive jackpot.
 - 11.10.4 Bonus jackpots shall be paid before a Straight Flush or Royal Flush.

11.11 The amounts paid for winning bonus jackpot wagers shall be displayed on a sign at the table.

12. Progressive Jackpot Payouts

12.1 Where a player's hand qualifies for a progressive jackpot payout, the amount of the payout shall be as follows:

12.1.1 Royal Flush \$50,000 or 100% of the jackpot, whichever is the greater;

12.1.2 Straight Flush \$5,000 or 10% of the jackpot, whichever is the greater;

12.1.3 Four of a kind \$500 bonus payout;

12.1.4 Full House \$150 bonus payout; or

12.1.5 Flush \$100 bonus payout.

12.2 Jackpot payments shall be made from right to left beginning with the playing area to the immediate right of the dealer.

12.3 If two or more player's hands qualify for a progressive jackpot payout during the same round of play:

12.3.1 with a Royal Flush, the winners shall share the jackpot as an aggregate or shall each receive \$50,000, whichever is the greater amount;

12.3.2 with a Straight Flush, the winners shall each be paid an equal share of the aggregate of the 10% payouts from each subsequent jackpot total or each receive \$5,000, whichever is the greater amount.

12.4 Where a hand containing a Royal Flush and a hand containing a Straight Flush qualify for a progressive jackpot in the same round of play, the player with the Straight Flush shall be paid first.

13. Order of Poker Hand Values

13.1 The order of hands, highest to lowest is as follows:

13.1.1 Royal Flush is a hand containing an ace, king, queen, jack and 10 of the same suit;

13.1.2 Straight Flush is a hand containing five cards of the same suit in consecutive ranking. An ace may be counted low;

13.1.3 Four of a Kind is a hand containing four cards of the same rank;

13.1.4 Full House is a hand containing "Three of a kind" and "One pair";

13.1.5 Flush is a hand containing five cards of the same suit but not in consecutive ranking;

- 13.1.6 Straight is a hand containing five cards of consecutive rank regardless of suit. An ace may be counted high or low;
- 13.1.7 Three of a kind is a hand containing three cards of the same rank;
- 13.1.8 Two pairs is a hand containing two “pairs”;
- 13.1.9 One pair is a hand containing two cards of the same rank;
- 13.1.10 Five odd cards is a hand containing five cards of different rank and at least two suits.

13.2 Hands of the same value but consisting of different card values shall be ranked in accordance with the rank of cards prescribed in rule 3.3. For example:

- 13.2.1 a Straight containing an ace, king, queen, jack and 10 shall be ranked higher than a Straight containing a 5, 4, 3, 2 and ace;
- 13.2.2 in the event of two hands each containing two pairs, the hand holding the highest pair in terms of card value shall be ranked the higher. If both hands hold the highest pair, the respective card values of the second pairs shall determine the outcome. In the case of a draw, the card values of the fifth card of the hands determines which shall be higher.

14. Irregularities

- 14.1 Where a dealer realises, prior to any player handling their cards, that cards have been dealt incorrectly, they shall declare a misdeal.
- 14.2 An incorrect number of cards dealt to the dealer's hand shall constitute a misdeal.
- 14.3 Two or more cards incorrectly exposed during the deal shall constitute a misdeal.
- 14.4 In the event of a misdeal all wagers shall be void and a new round of play shall be dealt.
- 14.5 Where an exposed card is dealt, it shall not constitute a misdeal. The dealer shall turn the card over and continue dealing, subject to rule 14.6.
- 14.6 If a card is exposed in error on the dealer's hand that card shall be left face upwards and all other cards shall be dealt face downwards.
- 14.7 Notwithstanding rule 14.6, if the Dealer exposes one or more cards in their hand in error before all of the players have made a decision in relation to their “Bet” wagers, the players will be given the option to make a “Bet” wager or to fold.
- 14.8 A player's hand containing too few cards or too many cards shall be declared void.
- 14.9 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:
 - 14.9.1 the result of any rounds of play previously completed shall stand; and

- 14.9.2 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 to players for that round of play; and
- 14.9.3 the deck shall be checked for any further missing or foreign cards; and
- 14.9.4 Surveillance and an Inspector shall be notified.

14.10 Where a dealer realises, after a player has handled their cards, that a hand has been dealt to a playing area that does not contain an ante, the cards for that hand shall be counted and placed in the discard rack.

14.11 If prior to the dealer's cards being exposed, the dealer becomes aware that a bet does not comply with rule 5.6, the player must, upon request:

- 14.11.1 correct the bet; or
- 14.11.2 fold, whereupon the dealer shall collect the ante and return any portion of the bet made.

14.12 If during a settlement, the dealer becomes aware that a bet does not comply with rule 5.6 the dealer will:

- 14.12.1 pay or take the amount wagered when that amount is less than the amount required to comply with rule 5.6;
- 14.12.2 pay or take up to the amount required to comply with rule 5.6.

14.13 Where a player or players are suspected of viewing another player's cards or collecting information from other active or non active players, a casino supervisor may:

- 14.13.1 direct the player or players concerned to play their hand prior to other players handling their cards;
- 14.13.2 restrict players suspected of collusion from playing together at the same table;
- 14.13.3 direct the players on a table to speak English only at all times.

14.14 Where a player makes a wager in accordance with rule 5.3 and fails within a reasonable period or refuses or is not present to make a decision in regard to the cards dealt to that playing area, then that hand shall be deemed folded.

14.15 In the event of a malfunction of the electronic equipment referred to in rules 2.3 and 2.4.3, an inspector shall be notified. With the approval of the Gaming Supervisor, the game may continue to be dealt without the use of the jackpot.

14.16 In the event that a wager or Cash Change or Colour Change has not been correctly settled by reason of an overpayment or underpayment, then provided:

- 14.16.1 The overpayment or underpayment was not made intentionally, and The Star does not suspect that it was made intentionally (which, for the purposes of this rule, is to be determined in each case by The Star making reasonable enquiries); and

14.16.2 Within a reasonable time, the overpayment or underpayment is either rectified or a reasonable attempt has been made by The Star to rectify the overpayment or underpayment upon becoming aware of the overpayment or underpayment or The Star has otherwise brought the overpayment or underpayment to the attention of NICC,

Then the overpayment or underpayment will not be taken to constitute a breach of these rules.

14.17 In the event that a wager or Cash Change or Colour Change has not been settled correctly and The Star suspects that it was an intentional act, The Star must make a reasonable attempt to:

14.17.1 Within a reasonable time, rectify the incorrect settlement; and

14.17.2 Make a reasonable attempt to identify the patron involved.

14.18 For the avoidance of doubt:

14.18.1 For the purposes of rule 14.16.2 and 14.17.2 a reasonable attempt to rectify would be satisfied by The Star making a reasonable attempt to identify, contact or liaise with an affected patron and if practical, in the case of an affected patron having been identified:

14.18.1.1 Where an underpayment has been made, an attempt to reimburse that patron; or

14.18.1.2 Where an overpayment has been made, an attempt to request or demand the return of moneys from that patron;

14.19 An unintentional overpayment of moneys to a patron by The Star will be not taken as a breach of any obligation The Star has regarding the provision or extension of credit under section 74 of the *Casino Control Act 1992*; and notwithstanding rule 14.16, at the end of each month The Star must inform NICC of any individual overpayment or underpayment of which it becomes aware that is over \$1,000 in value.

14.20 In the event a wager is found to be invalid pursuant to Rule 16.1:

14.20.1 before the commencement of the hand, The Star will return the Invalid Wager to the person;

14.20.2 In the course of the hand, The Star will make a reasonable attempt to return winning Invalid Wagers to the person and the person will not be entitled to any winnings arising out of the Invalid Wager.

14.20.3 If an Invalid Wager applies to any previous hands that have already been settled, the wagers and results of the previous hands shall stand.

14.21 If the Star determines that a player, who has set a Loss Limit and exceeded their Loss Limit during a round of play, only the amount of the wager within the Loss Limit will be considered valid and settled according to the game result.

14.21.1 If a player fails to comply with rule 16.2 and their wager exceeds the Loss Limit, the amount exceeding the Loss Limit shall be deemed invalid and

returned to the guest in reverse order of the bets placed. The dealer and/or supervisor must advise the player of their obligations when playing on a Loss Limit as per clause 16.2.

14.21.2 The wagers and results of previous round(s) of play shall stand.

15. Shuffling Device Malfunction

- 15.1 Where a shuffling device jams, stops intermixing cards during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.
- 15.2 Where it becomes evident, in a round of play for which one or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate:
 - 15.2.1 that round of play shall be declared void; and
 - 15.2.2 the result of any rounds of play previously completed shall stand; and
 - 15.2.3 the game shall be continued with another shuffling device or a card shoe and using new cards, subject to rule 3.7

16. General Provisions

- 16.1 From 19 August 2024, a player must have a valid Player Card at the commencement of play and must only participate in the game with the use of their own Player Card. If a player does not comply with this requirement, including by presenting a Player Card to a dealer that was issued to another person or by placing a wager for or on behalf of another person, any wager placed by the player will be considered invalid irrespective of:
 - 16.1.1 any claim of agency, representative, power of attorney or otherwise; or
 - 16.1.2 the person with the economic stake in the wager.
- 16.2 Players that set a Loss Limit for gaming at The Star Sydney are required to:
 - 16.2.1 declare all chip purchases to the dealer at a table game prior to the commencement of the round of play;
 - 16.2.2 declare all chips introduced at a table game to the dealer prior to the commencement of the round of play;
 - 16.2.3 declare any remaining chips to a dealer when leaving a table game; and
 - 16.2.4 comply with all other reasonable guidance and directions notified by The Star from time to time relevant to the monitoring of their gaming activity.
- 16.3 A player is not permitted to place any wager(s) that would exceed their Loss Limit.
- 16.4 The Casino Supervisor may restrict a player from wagering for the purposes of allowing the player's Loss Limit to calculate and reset for the new Loss Limit period. This may include requiring the player to take a short break from play prior to the new Loss Limit period.
- 16.5 To the maximum extent permitted by law, The Star is not liable for any loss, damages, cost

or expense that a player may suffer or incur either directly or indirectly arising out of or in connection with a player intentionally, recklessly or by any dishonest means exceeding a Gaming Limit or in circumstances where a Gaming Limit is exceeded because the player fails to comply with their obligations set out in rule 16.2.

- 16.6 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.
- 16.7 Rule 16.6 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.
- 16.8 Where a casino supervisor is satisfied that a person has contravened any provision of rule 16.6, they may:
 - 16.8.1 declare that any wager made by the person is void;
 - 16.8.2 direct that the person shall be excluded from further participation in the game;
 - 16.8.3 exclude the person from the casino in line with the provisions of section 79 of the *Casino Control Act 1992*;
 - 16.8.4 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.
- 16.9 A casino supervisor may invalidate the outcome of a game if:
 - 16.9.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 16.9.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 16.10 Where the outcome of a game is invalidated under rule 16.9, 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 16.9.2 be forfeited.
- 16.11 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 16.12 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 16.13 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.
- 16.14 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 their seat or position.
- 16.15 Players and spectators are not permitted to have side bets with or against each other.

- 16.16 A casino supervisor or above 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.
- 16.17 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.
- 16.18 In any dispute arising from the play of this 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*.
- 16.19 The Star is not obliged to pay a wager, prize or jackpot to any person who, at the time of the wager, was in breach of The Star's Employee Gambling Policy.
- 16.20 A copy of these rules shall be made available for inspection upon request.
- 16.21 Proxy Betting is not permitted

17. Player Rewards and Promotional Prizes

- 17.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 17.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 17.3 When offering a non-monetary Promotional Prize, with the exception of prizes consisting of casino dollars, the casino operator may give the winner the option to be paid a monetary value alternative of the non-monetary prize instead.
- 17.4 Promotional Prizes must not be awarded in the form of cash. The method of prize disbursement will be outlined in the promotional terms and conditions.
- 17.5 The non-monetary prize rules as set out in section 66(4)(b) of the *Casino Control Act 1992* apply and Promotional Prizes will not consist of or include any of the following:
 - 17.5.1 tobacco in any form;
 - 17.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the *Firearms Act 1996*;
 - 17.5.3 a prohibited weapon within the meaning of the *Weapons Prohibition Act 1998*;
 - 17.5.4 more than 20 litres of liquor; or
 - 17.5.5 any item or service prescribed by the regulations.
- 17.6 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.
- 17.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:

- 17.7.1 the manner in which a Promotional Prize is to be awarded;
- 17.7.2 when and where the Promotional Prize will be awarded;
- 17.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
- 17.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 17.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 17.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 17.7.7 the place, date and time of any Promotional Prize promotion;
- 17.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 17.7.9 how the winner of a Promotional Prize will be notified;
- 17.7.10 how the results of a Promotional Prize will be published;
- 17.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
 - 17.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories
 - 17.7.11.2 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.
 - 17.7.11.3 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.
 - 17.7.11.4 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.

17.8 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:

- 17.8.1 face-to-face; or
- 17.8.2 mail; or
- 17.8.3 telephone; or
- 17.8.4 email.

17.9 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:

- 17.9.1 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.

17.10 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*.

17.11 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 Inspector is to be notified within 48 hours.

17.12 The casino operator shall provide NICC with full details of the terms and conditions of any promotion conducted by the casino operator in accordance with these rules at least 24 hours prior to the commencement of any promotion.

- 17.12.1 In the event the casino operator amends the terms and conditions of any promotion conducted under these rules after the commencement of the promotion, the casino operator must re-submit the amended terms and conditions to NICC as soon as possible.

DIAGRAM "A"

CARIBBEAN STUD POKER LAYOUT

