

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 Pai Gow in the casino operated by The Star Pty Limited under licence granted by the Regulator:

(1) Amended Rules for the playing of Pai Gow

The amended rules for the playing of the game of Pai Gow 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 14th day of August 2025.



Anthony Vescio

A/Director Licensing

For and on behalf of the **NSW Independent Casino Commission**

Encl.

Annexure A – Pai Gow Game Rules – Version 4

PAI GOW

Contents

1. Definitions	2
2. Table Layout and Equipment.....	4
3. The Tiles	5
4. The Table of Play - House Way.....	5
5. Computer	5
6. The Bank.....	5
7. The Shuffle.....	6
8. The Dice and Cut	6
9. Wagers	7
10. Minimum and Maximum Wagers	10
11. Methods of Play	11
12. General Conditions of Play.....	11
13. Procedures of Methods of Play.....	12
14. Settlement.....	14
15. Irregularities	14
16. General Provisions	17
17. Player Rewards and Promotional Prizes.....	19

Appendix 1, 2, 3 & 4

Diagrams “A” and “B”

1. Definitions

1.1 In these rules, unless the contrary intention appears:

“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;

"bank" means the hand against which all other players wager;

“box dice” means a set of three dice of the same colour used to determine the first box to receive the tiles in a round of play;

“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);

“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;

"chung" means a marker used to indicate who has the bank in a round of play;

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

"commission" means the amount collected or deducted by the dealer from any winnings returned to a player/banker in accordance with rule 14.2;

“cut die” means a single dice of a different colour to the three box dice, used to determine the cut when the house banks;

"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;

"dice cup" means a device used to contain and shake the dice;

“float tray” means a lockable piece of 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 of the gaming floor;

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

"House" means the casino operator;

"House way" means the way a dealer shall set his/her hand or that of a player or player/banker upon request;

"House Way playing area" means a clearly marked playing area where the tiles are set in accordance with the House Way by the dealer and shall not be handled by the player.

"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;

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

"laja" means an additional mix of the tiles that may be performed by the dealer, a player or player/banker;

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

"match" means comparing the player's high hand with the House or player/banker's high hand and the player's low hand with the House or player/banker's low hand respectively;

"NICC" means the NSW Independent Casino Commission;

"player/banker" means a player taking the bank;

"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 patron 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.

"ranking" means the classification of the order of the tiles;

"round of play" means a period of play commencing with the cut of the tiles and concluding when the dealer matches the hands and, if applicable, collects losing

wagers and pays out winnings;

"shuffle" means a random mix of the tiles, conducted face downwards upon the table;

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

"tile(s)" means a domino or set of thirty two (32) dominoes;

"traditional cuts" means one of the approved ways of cutting the tiles at the request of either a player/banker or a casino supervisor;

"void" means invalid with no result;

2. Table Layout and Equipment

- 2.1 The game of Pai Gow 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 have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A" or "B".
- 2.3 A set of three dice shall be used to determine the first playing area to receive tiles (box dice). The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.4 A single die of different colour to the box dice used to determine the cut (cut die) when the house is banking. The sides of the die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.5 The following equipment shall also be used:
 - 2.5.1 Four dice, consisting of a set of three dice of the same colour and a fourth die of a different colour in accordance with rules 2.3 and 2.4
 - 2.5.2 a dice cup, being a cup like device with a non-transparent cover used to contain and shake the four dice;
 - 2.5.3 plus or minus buttons, with values from +4 to -4, which may be used to change the point of delivery of the tiles;
 - 2.5.4 an "OFF" button to signify a playing area removed from play;
 - 2.5.5 a marker known as a chung to indicate the bank;
 - 2.5.6 a float tray.
- 2.6 The table shall have a drop box attached for when cash is accepted.
 - 2.6.1 . The drop box may be removed for when a table is operating as cashless.

3. The Tiles

- 3.1 The game of Pai Gow shall be played with a set of thirty-two tiles.
- 3.2 The ranking of the tiles in both pair and individual order, is shown in Appendix 1. In the ranking:
 - 3.2.1 when a hand is lower than Day High Nine (ranking 22) the value of the hand shall be a single figure (zero to nine inclusive) and shall be determined by totalling the count values of the tiles in the hand and, as required, subtracting ten;
 - 3.2.2 Gee Jun, ranked No 1 pair, are as individual tiles the lowest ranked tiles and may be used as either a three or a six.
- 3.3 The tiles shall be checked, tile by tile, prior to the commencement of gaming, the conclusion of gaming or whenever tiles are replaced. The tiles shall then:
 - 3.3.1 be displayed on the table in order of rank and checked by the casino supervisor;
 - 3.3.2 remain so displayed at the commencement of gaming until a player takes a place at the table.
- 3.4 Should any tiles be damaged or marked during play, a casino supervisor shall replace them, either individually or with a new set of tiles.
- 3.5 The tiles may be changed at the discretion of a casino supervisor.

4. The Table of Play - House Way

- 4.1 The House way is outlined in Appendix 2.

5. Computer

- 5.1 A computer may be used by the House to check the correct setting of the House way.

6. The Bank

- 6.1 The bank shall be offered counter clockwise around the table commencing directly to the left of the last bank. The bank shall be offered to the player who controls the playing area in accordance with rule 9.10.
- 6.2 When more than one player wagers on a playing area should the player controlling the playing area decline to take the bank it may be offered to the other players wagering on the playing area and the person controlling the playing area will relinquish control of the playing area for that bank subject to

rule 6.7.

- 6.3 Acceptance of the bank by a player must be controlled from the playing area they last played. This is indicated by the chung.
- 6.4 A player in control of a playing area may only take the bank from that playing area and will not be entitled to take the bank from any other playing area on which he/she may have wagered.
- 6.5 A player who has wagered on more than one playing area but does not have control of a playing area may only accept the bank from the playing area on which he/she has wagered which is furthest from the chung.
- 6.6 Other than at the commencement of the game, a player must have played the previous round of play to be able to accept the bank.
- 6.7 Each bank consists of a first and second round of play. At its discretion the House may allow up to three banks per playing area.
- 6.8 At its discretion the House may allow two or more players to share the bank at one seated position.
- 6.9 Where no player elects to take the bank, the House will bank.
- 6.10 When the House banks, a chung denoting "House bank" shall be placed on playing area one to indicate the House tiles. No wagers shall be accepted on playing area one when the House banks.

7. The Shuffle

- 7.1 Before each round of play, the dealer shall shuffle the tiles face downwards on the table.
- 7.2 The dealer shall stack the tiles into eight groups of four and place the tiles in the designated area.
- 7.3 The casino supervisor may approve a player's request for a laja by the dealer or to personally perform a laja, provided that after a player laja:
 - 7.3.1 the bank cannot request another shuffle;
 - 7.3.2 the tiles will be presented to the bank who may perform their own laja, before determining the cut.

8. The Dice and Cut

- 8.1 The player/banker or the dealer shall shake the dice cup during which time the dice must tumble. The dice cup is then placed on the table and the cover removed by the dealer, before moving the dice cup to the centre of the table.
- 8.2 The player/banker may decide to adjust the delivery of the tiles by nominating a plus or minus value (between +4 and -4) before the dice are disclosed. Any plus or minus value is added to or subtracted from the face up total of the box dice.

The nominated value shall be shown on a marker button placed in a central position on the table. This is known as "stealing the cut".

- 8.3 All four dice must come to rest with one surface flat to the base of the dice cup otherwise the dice cup shall be shaken again.
- 8.4 After the total of the box dice is called by the dealer, the following shall apply:
 - 8.4.1 The dealer will count counter clockwise commencing with the playing area designated by the chung, which shall be counted as 1, 9 or 17;
 - 8.4.2 The dealer will then announce "first tiles to playing area.....and the cut shall be.....";
 - 8.4.3 Where a player accepts the bank that player may nominate one of the cuts listed in Appendix 3. If that player declines to choose the cut, then the cut shall be determined by the cut die in accordance with Appendix 4.
 - 8.4.4 Where the House banks, the type of cut to be used will be determined by the cut die in accordance with Appendix 4.
 - 8.4.5 At the discretion of a casino supervisor, other cuts may be accepted subject to their prior approval by the NICC.
 - 8.4.6 The dealer shall then deliver the tiles to the players in accordance with the box dice total, subject to 8.2, and the determined cut.
 - 8.4.7 The dealer shall then shake the dice cup again and return it to the designated area after delivery of the tiles is completed.

9. Wagers

- 9.1 From 19 August 2024, the player must have a valid Player Card at the commencement of play.
- 9.2 The wagers defined in this rule shall be the permissible wagers at the game of Pai Gow:
- 9.3 A wager by a player against the bank which shall
 - 9.2.1 win if –
 - 9.2.1.1 the player's high hand is higher than the high hand of the bank and the player's low hand is higher than the low hand of the bank;
 - 9.2.1.2 the bank and the player have the same value hand and the player's high tile is of a higher ranking;
 - 9.2.2 lose if –

- 9.2.2.1 the bank's high hand is higher than the high hand of the player and the bank's low hand is higher than the low hand of the player;
 - 9.2.2.2 either the high or low hand from both the bank and player is zero regardless of ranking;
 - 9.2.2.3 the bank and the player have identical hands;
 - 9.2.2.4 the bank and the player have the same value hand and the bank's high tile is of equal ranking to the player's high tile;
- 9.2.3 neither win nor lose when only one of the player's hands is higher than the matching bank's hands.
- 9.4 a wager by a player/banker which shall:
 - 9.4.1 win if –
 - 9.4.1.1 the bank's high hand is higher than the high hand of the player and the bank's low hand is higher than the low hand of the player;
 - 9.4.1.2 either the high or low hand from both the bank and player is zero regardless of ranking;
 - 9.4.1.3 the bank and the player have identical hands;
 - 9.4.1.4 the bank and the player have the same value hand and the bank's high tile is of equal ranking to the player's high tile;
 - 9.4.2 lose if –
 - 9.4.2.1 the player's high hand is higher than the high hand of the bank and the player's low hand is higher than the low hand of the bank;
 - 9.4.2.2 the bank and the player have the same value hand and the player's high tile is of a higher ranking;

- 9.4.3 neither win nor lose when only one of the bank's hands is higher than the matching player's hands.
- 9.5 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 9.6 A wager by a player shall be placed on the appropriate playing areas of the Pai Gow layout after the shuffle and prior to the dice being exposed.
- 9.7 No wager may be handled, placed, increased or withdrawn after the dice have been exposed, when the House banks.
- 9.8 When a player banks, no wager may be handled, placed, increased or withdrawn after the dice being exposed without the player/banker's consent.
- 9.9 Up to three players may wager on any one playing area, but a casino supervisor may restrict the numbers of players to less than three.
- 9.10 Where more than one player wagers on a playing area the decisions with regard to the tiles dealt to that area shall be called by:
- 9.10.1 the player who is seated at the playing area;
- 9.10.2 at the discretion of the seated player, the player with the highest wager on that playing area;
- 9.10.3 where there is no seated player, the player with the highest wager on that playing area;
- 9.10.4 where there is no seated player and all wagers are of equal value, the player whose wager is nearest the dealer.
- 9.11 The dealer shall, prior to the commencement of a round of play, ascertain the player who shall call the decisions with respect to any playing area in accordance with rule 9.10.
- 9.12 The dealer shall ensure that the player calling the decisions places his/her wager in the portion of the playing area nearest to the dealer's side of the table.
- 9.13 A player may wager on more than one playing area but shall only control the tiles on one playing area. Where diagram 'B' is in use, and a player wagers on the House Way playing area, they shall not control the tiles on the House Way playing area.
- 9.14 A player in control of a playing area is not permitted to place an additional wager on another playing area when no other player is in control of that playing area; except where diagram 'B' is in use where a player may wager on a House Way playing area.
- 9.15 Upon accepting the bank, the player/banker shall make a wager. The dealer shall ascertain that the player/banker has sufficient funds to cover the minimum requirements.

- 9.16 When a player has the bank, the player/banker's wager is the only wager allowed on the player/banker's playing area.

10. Minimum and Maximum Wagers

- 10.1 The minimum and maximum wagers permitted to be played for each playing area when the House is banking shall be displayed on a sign at the table.
- 10.2 When a player/banker is banking, there is no maximum wager restriction for either the player/banker or players, but the stated table minimum will apply. A wager found to be below the stated minimum that is not rejected prior to the dice being exposed, shall be valid.
- 10.3 In situations where the House is banking, any wager found to be below the stated minimum that is not rejected prior to the dice being exposed, shall be valid. Wagers above the stated maximum shall be paid or collected to the maximum.
- 10.4 If in accordance with rule 10.3 a player is 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.
- 10.5 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 10.6 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.
- 10.6.1 Notwithstanding rule 10.6, 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.
- 10.6.1.1 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.
- 10.6.1.2 When the player leaves the table, the marker shall be removed from the layout.
- 10.6.1.3 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.
- 10.6.2 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.
- 10.6.3 When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.

10.6.4 New players arriving at the table after the change shall be required to adhere to the new table minimum.

10.7 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.

11. Methods of Play

11.1 The game may be played with:

11.1.1 the House holding the bank for each round of play; or

11.1.2 a player/banker covering all wagers and the House taking no part.

12. General Conditions of Play

12.1 After determining where to start, in accordance with rule 8, the dealer shall deal four tiles to each playing area. The tiles are dealt face down in groups of four to the playing areas, irrespective of whether anyone is seated at that position.

12.2 Where a group of tiles (eight or more) are to be delivered consecutively to empty playing areas, they may be placed collectively in relation to those playing areas and those areas shall be indicated by the dealer.

12.3 When all tiles have been dealt, the dealer shall retrieve the tiles dealt to playing areas without wagers and place them undisclosed in the designated area.

12.3.1 When diagram 'B' is in use, the dealer shall then turn the tiles dealt to the House Way playing areas so that they are horizontal to the dealer.

12.4 The players shall arrange their own tiles into two hands - the high hand and the low hand.

12.5 After players return their tiles to the playing area, the hand is considered set and shall not be handled again by players.

12.6 At the request of a player or player/banker, the dealer shall set that player's or player/banker's hand according to the House way.

12.7 A player shall indicate his decision to have the dealer set the hand by turning the tiles so that they face horizontal to the dealer.

12.8 The dealer shall set the player hand according to the House way after all other players have set their tiles and prior to the House hand or player/banker hand being set.

12.8.1 When diagram 'B' is in use, the dealer shall then set the hands in the House Way playing area and players shall not handle those tiles.

- 12.9 The dealer shall set the player/banker hand according to the House way after all other players tiles have been set. The hand so set will be confirmed by the player/banker prior to the first player's hand being exposed.
- 12.10 If, after the dealer has set the player or player/banker hand according to the House way, a player touches the tiles then the player must assume all responsibility for setting the tiles.
- 12.11 Only the player controlling a playing area is permitted to handle and set the tiles.
- 12.12 Where the provisions of rule 6.8 apply, the player/bankers may jointly decide the setting of tiles.
- 12.13 The tiles must remain within the table area and in view of the dealer and players may not exchange tiles, or exchange or communicate or cause to exchange or communicate, information regarding their hand or hands.
- 12.14 Upon opening and matching each hand the dealer shall declare whether the player has won (Jung), lost (Che) or stand off (Jowl) in accordance with rule 9.
- 12.15 Stand offs are indicated by the dealer tapping the table twice next to the player's tiles after which the player's tiles are placed in the designated area on the table.
- 12.16 The players can view any unused tiles only after all payouts are completed. These tiles cannot be handled by the players.
- 12.17 Where a player is the only person wagering on a playing area he/she may concede his/her wager by indicating with a sweeping motion with his/her hand toward the dealer. The tiles are then picked up by the dealer and placed in the designated area without being exposed and the player's wager is lost and removed. After a player's hand has been conceded it cannot be returned to play.
- 12.18 The casino supervisor may view the tiles of a conceded hand at his/her discretion.
- 12.19 Where there is only one player playing when the House banks, he/she may expose their tiles face up upon the table.

13. Procedures of Methods of Play

- 13.1 When the House is banking:
 - 13.1.1 a chung denoting House bank will be placed on playing area one and the House tiles dealt to that area. After collecting all tiles not in play the dealer shall move the tiles from playing area one to the front of the float;
 - 13.1.2 the dealer shall arrange and set the House hands after all player's hands have been set;

- 13.1.3 the dealer shall expose the House hands in front of the float before exposing the players hands;
 - 13.1.4 the House hands shall be set with the low hand in a vertical position to the dealer and the high hand in a horizontal position to the dealer;
 - 13.1.5 the casino supervisor will confirm that the House hand has been set the House way;
 - 13.1.6 the dealer shall expose each player's hands in turn, counter clockwise, from playing area one and match each hand;
 - 13.1.7 losing wagers are picked up and placed into the float and the related tiles placed in the designated area;
 - 13.1.8 the dealer shall pay, in accordance with rule 14.1, all winning wagers counter clockwise from playing area one, picking up the tiles as payment is made and placing them in the designated area;
 - 13.1.9 if a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.
- 13.2 When the player/banker is banking and the House does not play:
- 13.2.1 a chung will be placed on the player/banker's playing area and the player/banker's tiles shall be dealt to that playing area;
 - 13.2.2 the player/banker shall place a wager. If the banker fails to cover the total of declared wagers the player will be required to make up the difference. Where the player has insufficient funds or refuses to make up the difference the game shall be conducted as per rule 13.1;
 - 13.2.3 the player/banker shall set his/her hands after all other hands have been set and may expose the hands so set;
 - 13.2.4 the dealer shall bring the player/banker's hands to the front of the float and ensure they are exposed to the players;
 - 13.2.5 the dealer shall then expose each players' hands in turn, counter clockwise from the chung, and match each hand;
 - 13.2.6 all losing wagers are picked up immediately and placed in the losing wager area. The losing tiles are picked up at the same time and placed in the designated area;
 - 13.2.7 the dealer shall pay, in accordance with rule 14.1, all winning wagers from the losing wager area, counter clockwise from the chung, picking up the tiles as payment is made. The remaining total from the losing wager area is handed to the player/banker, less commission, in accordance with rule 14.2;
 - 13.2.8 if there are insufficient funds in the losing wager area to pay winning wagers, the shortfall shall be taken from the player/banker's wager;
 - 13.2.9 if a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.

14. Settlement

- 14.1 Winning wagers against the bank shall be paid at odds of 1 to 1, less a commission of 5%.
- 14.2 A 5% commission shall be collected by the dealer from any winnings by a player/banker following:
 - 14.2.1 the payment of any winning wagers to players;
 - 14.2.2 the return of the player/banker's original wager.
- 14.3 Where it is not possible to collect a commission exactly in chips, the nearest lower amount collectable in chips shall be taken.

15. Irregularities

- 15.1 If any tile is exposed during stacking, the dealer shall perform a Laja.
- 15.2 If more than two tiles are exposed during a Laja a re-shuffle will occur.
- 15.3 Where the dealer exposes two or more tiles:
 - 15.3.1 on a players hand, the player has the option of calling his/her hand void, before viewing his/her remaining tiles;
 - 15.3.2 on the player/banker's hand, the player/banker has the option of calling his/her hand void, before viewing his/her remaining tiles. If the player/banker chooses to void his/her hand pursuant to this rule, the tiles shall be reshuffled.
- 15.4 The casino supervisor has the option to direct the dealer to re-shuffle in response to exposed tiles or suspected tile tracking.
- 15.5 If tiles are exposed in the House's hands, the hands must be played.
- 15.6 If the player/banker exposes his/her own tiles, play shall continue.
- 15.7 Should the House or player/banker hands be set incorrectly and the first player's hand has been exposed, the House or player/banker hands stand.
- 15.8 Where a player requests their hand be set House way by the dealer and if prior to the Banker tiles being placed in the designated area, it is brought to the attention of the dealer or casino supervisor that the hand has been set incorrectly, subject to rule 12.12, the dealer or casino supervisor must alter the setting of the hand to reflect the House way.
- 15.9 When diagram 'A' is in use:
 - 15.9.1 and all playing areas are in play, the House is banking and players are believed to be communicating the value of the tiles

- they hold, the House may, at its discretion, remove a playing area from play;
- 15.9.2 And where the situation described in 15.9.1 is suspected, a casino supervisor shall decide whether to remove a playing area from subsequent rounds of play and an inspector shall be notified;
- 15.9.3 If a decision is made to remove a playing area from play, that playing area shall be determined by the dealer shaking the dice and, having determined the sum of the box dice, shall count counter clockwise from playing area one. A marker button denoting "Off" is placed on that playing area;
- 15.9.4 If, as determined by rule 15.9.5, the box dice total indicates the House, a further total shall be determined until the result indicates an alternative playing area;
- 15.9.5 A casino supervisor shall decide when a playing area taken out of play in accordance with rule 15.9.2 may be reintroduced into play.
- 15.10 Where diagram 'B' is in use:
- 15.10.1 and a player mistakenly handles or resets the tiles in the House Way playing area; the final setting of those tiles shall always be completed by the dealer in the House Way;
- 15.10.2 and the House Way playing area is set incorrectly and it is brought to the attention of the dealer or casino supervisor prior to the Banker tiles being placed in the designated area, the dealer must alter the setting of the hand to reflect the House Way.
- 15.11 Should the dealer distribute the tiles incorrectly and it is noted prior to the players handling the tiles, the deal will be reconstructed.
- 15.12 If reconstruction is not possible, the round of play shall be declared void and all thirty two tiles shall be re-shuffled.
- 15.13 If an incorrect distribution occurs and it is not noted until after tiles have been handled, the round of play will be played to a conclusion.
- 15.14 Where a player or players are suspected of viewing another players tiles or collecting information from other active or non active players, a casino supervisor may:
- 15.14.1 direct the player or players concerned to set their hands prior to other players handling theirs;
- 15.14.2 restrict players suspected of collusion from playing at the same table;
- 15.14.3 direct the players on a table to speak English only at all times.
- 15.15 In the event that the dealer opens a player's hand and accidentally knocks down or mixes the tiles of that player or another player, the dealer shall set

the disturbed tiles the House way.

15.16 Where a player makes a wager in accordance with rule 9 and fails to set their hand within a reasonable period, or refuses or is not present to set their hand, a casino supervisor may direct the dealer to set the tiles according to the House way and the player must accept responsibility for any subsequent result.

15.17 In the event that a tile(s) is found to be missing or a tile(s) is found that does not form part of the 32 tiles that make up a set the following shall apply:

15.17.1 the result of any rounds of play previously completed shall stand;

15.17.2 the round of play where the missing tile(s) is discovered or the foreign tile(s) is found shall be declared void and all monies returned for that round of play;

15.17.3 the set shall be checked for any further missing or foreign tiles.

15.18 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:

15.18.1 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

15.18.2 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 the NICC,

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

15.19 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:

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

15.19.2 Make a reasonable attempt to identify the patron involved.

15.20 For the avoidance of doubt:

15.20.1 For the purposes of rule 15.18.2 and 15.19.2 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:

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

- 15.20.1.2 Where an overpayment has been made, an attempt to request or demand the return of moneys from that patron;
- 15.20.2 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 15.18, at the end of each month The Star must inform the NICC of any individual overpayment or underpayment of which it becomes aware that is over \$1,000 in value.
- 15.21 In the event a wager is found to be invalid pursuant to Rule 16.1
 - 15.21.1 before the commencement of the round of play, The Star will return the Invalid Wager to the person;
 - 15.21.2 In the course of the round of play, 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.
 - 15.21.3 If an Invalid Wager applies to any previous rounds of play that have already been settled, the wagers and results of the previous rounds of play shall stand.
- 15.22 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.
 - 15.22.1 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.
 - 15.22.2 The wagers and results of previous round(s) of play shall stand.

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, he/she 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 his/her 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 may refuse, on reasonable grounds, any wager made by a player prior to the dice being exposed, 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 A copy of these rules shall be made available for inspection upon request.
- 16.20 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.

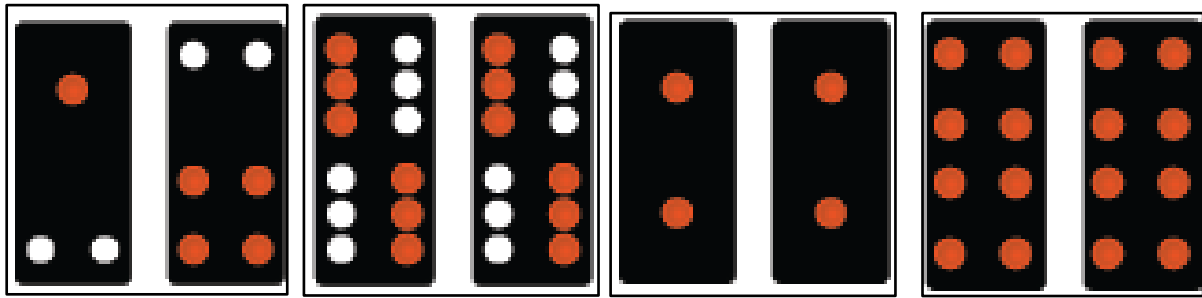
17.9 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

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 the 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 the NICC as soon as possible

Appendix 1

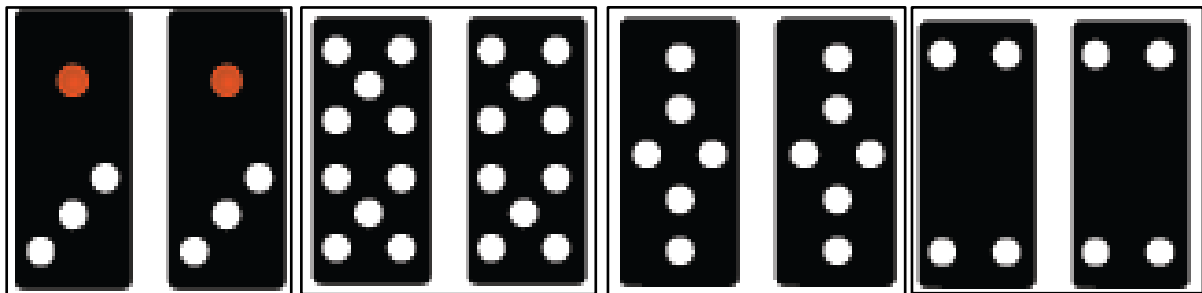


Gee Jun (Gee)

Teen (12)

Day (2)

Yun (High 8)

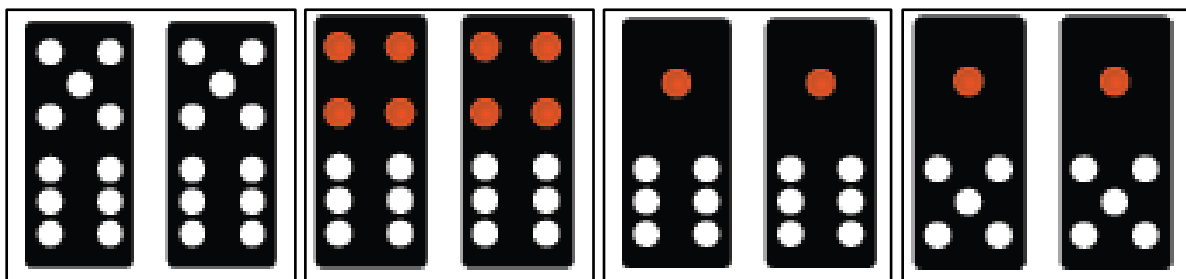


Nhor (High 4)

Mooy (High 10)

Cheong Sum (High 6)

Ban Tang (Low 4)

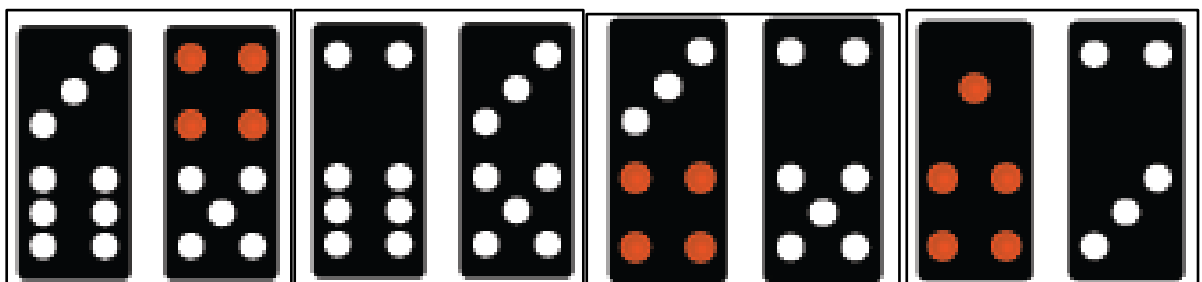


Foo Tau (11)

Hoong Tau Sap (Low 10)

Ka Kiok Chaat (High 7)

Lim Lum Lok (Low 6)



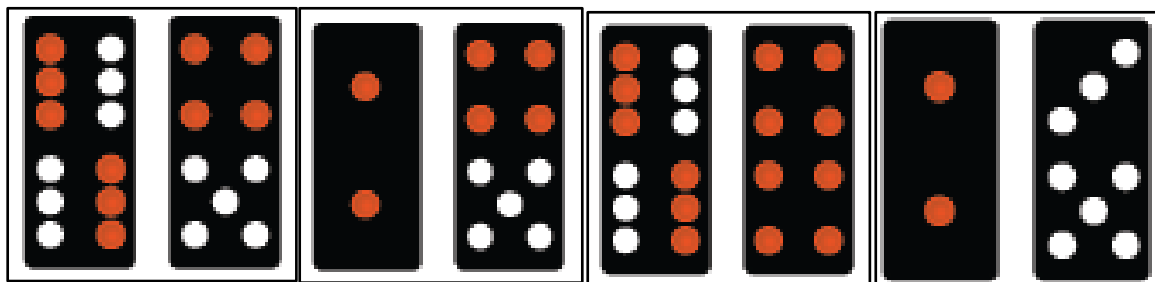
Chap Gow (9)

Chap Paat (Low 8)

Chap Chaat (Low 7)

Chap Ng (5)

Wongs, Gongs and High Nines

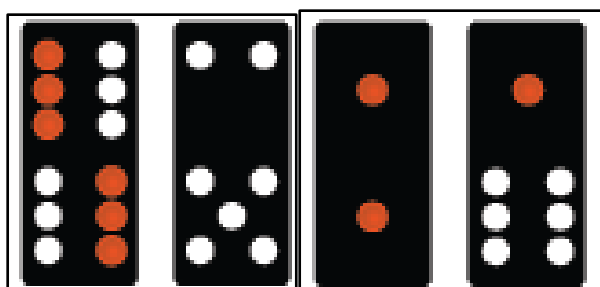


Teen Wong

Day Wong

Teen Gong

Day Gong



Teen High Nine

Day High Nine

Note: A Wong, Gong or High Nine can be played with any 9, 8 or 7, not only the tiles depicted.

Appendix 2

HOUSE WAY

1. When you have two ranking pairs, play the two pairs as two hands.

2. Never split the following pairs:

Ngor (High Four)	Foo Tau (Eleven)
Mooy (High Ten)	Hoong Tau Sap (Low Ten)
Cheong Sum (High Six)	Lim Lum Lok (Low Six)
Ban Tang (Low Four)	Chap Ng (Mixed Fives)

3. Split:

Gee Jun (Supreme)	with	High 6 and 6, 5, 4
Teen (Twelve) or Day (Two)	with	9 and 8, 7, 6, 5, 4 8 and 8, 7, 6, 5, 4 7 and 7, 6, 5, 4
Chap Gow (Nines)	with	Teen and Day Teen/Day and 10 10 and 10
Yun and Chap Paat (Eights)	with	Teen and Day Teen/Day and 11, 10 10 and 11, 10 10 and 10 11 and 9
Ko Kiok Chaat and Chap Chaat (Sevens)	with	Teen and Day Teen/Day and 11, 10

4. Wongs Gongs and High Nines

4.1 If no other higher play is possible, always play Wong, Gong or High Nine even at the expense of the low hand.

4.2 Play High Nine instead of Gong or Wong and Gong instead of Wong when given a choice.

4.3 When given a choice of playing a Wong, Gong or High Nine with a Teen and Day, play the Teen on the high hand.

5. Exceptions to Wongs, Gongs and High Nines

5.1 Play Gong over High Nine when the fourth tile is four.

5.2 Play Wong over Gong or High Nine when the fourth tile is eleven.

6. General Play

6.1 Bring the low hand and the high hand as close together as possible unless they can be set to a higher value.

6.2 If the high hand is seven or less play the high tile on the low hand when given a choice.

6.3 If the high hand is eight or better play the high tile on the high hand when given a choice.

6.4 Where possible do not play the two highest tiles on the same hand.

7. Exceptions to General Play

High 10, Low 10, any 6 with 2 or 12. Play 0 and 8.

High 10, Low 10, 11 any 7 or 8. Play 0 and 8 or 0 and 9.

High 8, High 10, 11 any 7. Play 7 and 9.

High 6, 5, Gee Jun any 2 or 12. Play 7 and 9.

High 6, 5, Gee Jun any 7. Play 2 and 9.

High 6, 5, Gee Jun any 8. Play 3 and 9.

High 6, 5, Gee Jun any 10. Play 5 and 9.

High 6, 5, Gee Jun and 11. Play 6 and 9.

High 6, Low 6, 5 and Gee Jun. Play 1 and 9.

High 6, 5, Gee Jun and nine. Play 4 and 9.

High 4, Low 4, 5 any 6. Play 0 and 9.

High 6, Low 6, 2 or 12 with any 4 or 5. Play 0 and 8 or 1 and 8.

High 4, Low 4, 5, Gee Jun. Play 7 and 9 with the high 4 on the high hand.

High 8, Low 8, High 6 with any 7. Play 4 and 5 with the high 8 on the high hand.

High 8, Low 8, High 4 with any 7. Play 2 and 5 with the high 8 on the high hand.

High 8, Low 8, High 4 with any 6. Play 2 and 4 with the High 8 on the high hand.

High 10, Low 10, High 6 with any 7. Play 6 and 7 with the high 10 on the high hand.

High 4, High 10, Low 4, Eleven. Play 4 and 5 with High 4 on the high hand.

High 10, High 8, Low 8 and 9. Play 7 and 8 with the High 8 on the low hand.

The exceptions listed above may also be known as using the format outlined below.

If after bringing both hands closer together you have 1 on the low hand and it is possible to make 8 or 9 on the high hand, play the eight or nine.

If after bringing both hands closer together you have 2 on the low hand and it is possible to make 8 using a Teen or Day, play the 8.

If after bringing both hands closer together you have two tiles in the first six rankings on the same hand and its possible to separate them without altering the point totals on the hands, do so.

If after bringing both hands closer together you have an 8 with 5, Gee Jun on either hand and its possible to make a high 6 ranked nine or better, do so.

High 8, High 10, 11 any 7. Play 7 and 9.

Appendix 3

PAI GOW CUTS

<u>TRADITIONAL NAME</u>	<u>OPTIONS</u>	<u>ENGLISH NAME</u>
Yat Dong Dong	(Right or Left)	One Stack
Cup Say	(Right or Left, Top or Bottom)	Tiger
Chee Yee	(Top or Bottom)	Chop the Ears
Dai Pin	(Right or Left)	Big Slice
Jung Quat	(Top or Bottom)	From the Heart
Long Tau/Fong May	(Right or Left)	Dragon Head/Phoenix Tail
Wui Fung Bank		Hong Kong Bank
Foot Say		Four Across
Sydney Harbour Bridge		Sydney Harbour Bridge
Ghan Dong Ping Say	(Right or Left)	Kangaroo Jump
Pong Yun	(Right or Left)	Buddhas Signal
Bo Bo Go Sing	(Right or Left)	Boy Walks Up Stairs
Ghan Dong Cup Say	(Right or Left)	Striped Tiger
Yat Kai Sum May		Chicken Three Ways
Arn Lok Peng Sar	(Right or Left)	Flying Dragon
Sydney Tower		Sydney Tower
China Bank		China Bank
Chong Wan Sup Lok		Sixteen Across
Seung Gwai Pak Moon		Ghost Closing the Door
Gum Un Que	(Right or Left Front to Back)	Double Bridge

Appendix 4

House Cuts

Where the House banks, or where a player refuses to nominate a cut, the number shown on the cut dice shall determine the style of cut to be used in accordance with following:

Cut die	Cut
1,	Long Tau/Fong May
2	Jung Quat
3	Cup Say
4	Dai Pin
5	Wui Fung Bank
6	Chee Yee

Diagram "A"

PAI GOW LAYOUT

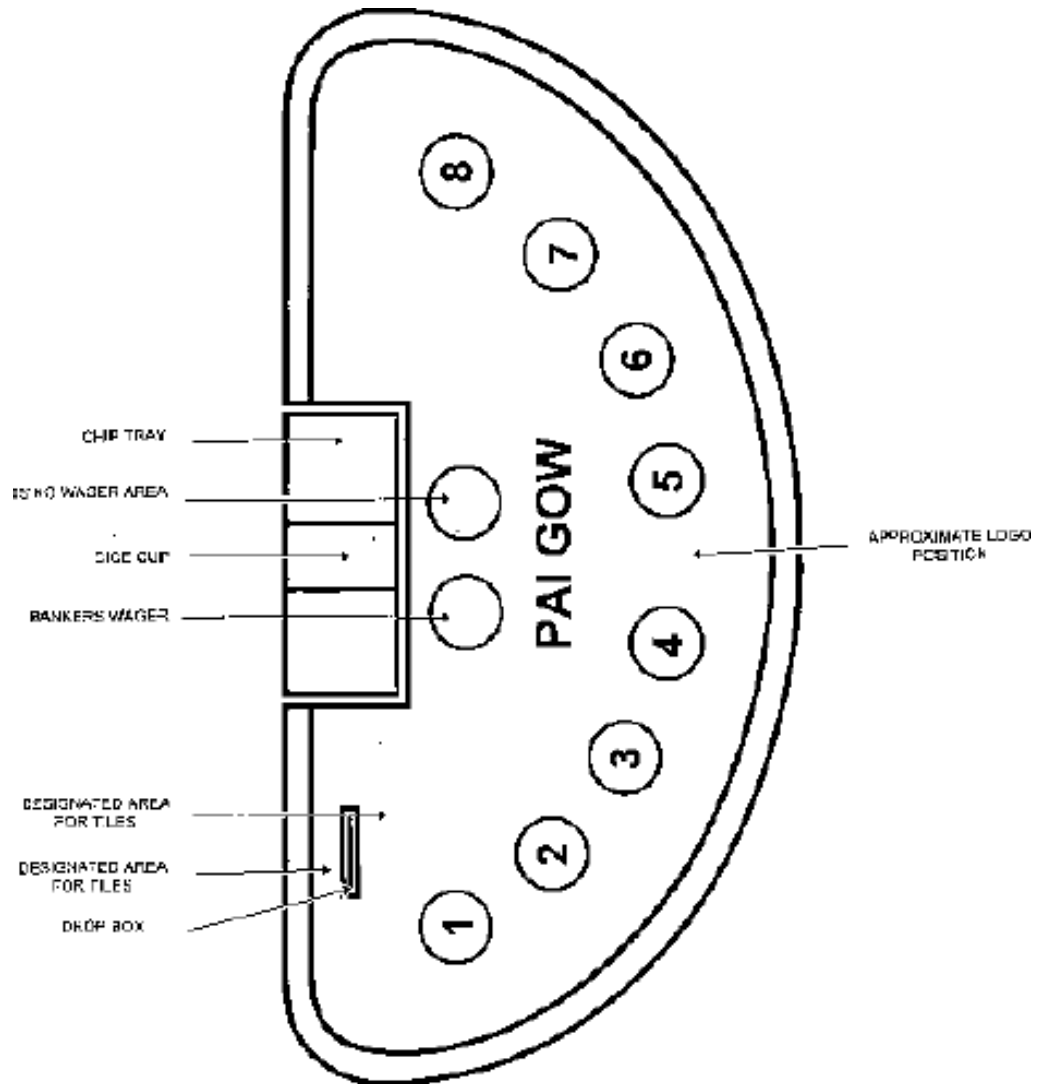


Diagram 'B'

PAI GOW LAYOUT

