

Ref: DF24/017426

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 Three Card Poker in the casino operated by The Star Pty Limited under licence granted by the Regulator on the 14 December 1994:

- (1) Amended Rules for the playing of Three Card Poker**
The amended rules for the playing of the game of Three Card Poker in the casino as set out in the Attachment, are approved.

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

Signed at Sydney, NSW, this 16th day of August 2024.



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

THREE CARD POKER

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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;

"**Ante Bonus**" means an automatic bonus paid to Ante wagers, regardless of the dealer's hand, if the hand qualifies for a bonus in accordance with rule 10.2;

"**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;

"**Play wager**" means an additional wager placed by a player in order to continue in a round of play;

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

"**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 or 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;

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

"**fold**" means a decision by a player to no longer continue with their hand for that particular round of play;

"**Float Tray**" means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips.

"**gaming supervisor**" means a person responsible for the immediate supervision of the operation of the game;

"**hand**" means three 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.

"**NICC**" means the NSW Independent Casino Commission;

“Pair Plus” means an alternative or optional additional wager which may be made by a player in accordance with rule 5.3, which shall win if the player’s hand contains a pair or higher, regardless of the dealer’s hand.

“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;

“round of play” means the period of play commencing with the removal of the first card from the card shoe or shuffling device by the dealer and concluding when the dealer, after drawing the last card, 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 Three Card 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. an inscription to the effect that the "dealer plays with Queen or higher ";
- 2.3. The following equipment shall also be used:
 - 2.3.1. either a card shoe, capable of holding a single deck of cards, or a shuffling device, capable of holding two individual decks of cards;
 - 2.3.2. a discard rack, capable of holding a single deck of cards, which shall be attached to the table to the right of the dealer.; and
 - 2.3.3. a float tray.
- 2.4. The table shall have a drop box attached for when cash is accepted.
 - 2.4.1. The drop box may be removed for when a table is operating as cashless.

3. The Cards

- 3.1. The game of Three Card 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 11.1.1 and 11.1.3 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 Three Card 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. following any period that the table has been vacant, immediately prior to the recommencement of play.
- 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 place an Ante and/or place a Pair Plus wager on the appropriate wagering area of the layout.
- 5.4. A player who has only wagered on the Pair Plus option shall not be permitted to place a Play wager.
- 5.5. 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.
- 5.6. A player shall not wager on more than one hand in any round of play.
- 5.7. Only one wager shall be accepted on any one wagering area.
- 5.8. 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, after the first card has been removed from the card shoe or shuffling device, 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 any time, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
 - 6.5.1.1. A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.
 - 6.5.1.2. When the player leaves the table, the marker shall be removed from the layout.
 - 6.5.1.3. Should a player be controlling more than one box, the marker shall be placed in front of the box at which he or she is located.
- 6.5.2. Where a player continues to play at the pre-existing table minimum, that minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 6.5.3. When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
- 6.5.4. New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.6. A casino supervisor may allow a player to wager in excess of the stated maximum 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.
- 7.2. Immediately prior to the commencement of a round of play and after all Ante and/or Pair Plus wagers are placed, the dealer may announce "no more bets" and shall deal the cards to themselves first, then starting from their left will continue dealing the 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/or Pair Plus wager; and
 - 7.3.3. in sequence, a second and third card to the dealer, and to each playing area containing an Ante and/or Pair Plus wager
- 7.4. When a shuffling device is in use, the cards shall be dealt in the following manner:
 - 7.4.1. three cards to the dealer; and

- 7.4.2. three cards at a time to each playing area containing an Ante and/or Pair Plus wager.

8. Betting Round

- 8.1. After the cards have been dealt in accordance with rule 7, players shall pick up their cards and shall declare their intention to either fold or play.
- 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 pass their cards, face downwards on the table, to the dealer.
- 8.4. The dealer shall collect the Ante and/or Pair Plus wager 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.
- 8.5. Players who elect to play shall place their cards face downwards on the Play wager area and, if the player has placed an Ante wager, place a Play wager of an amount equal to their Ante, on top of their cards.
- 8.6. After all Play wagers have been placed, the dealer shall turn all the cards of their hand face upwards and declare the highest possible poker value of the hand as determined in accordance with rule 11.
- 8.7. Players are not permitted to communicate, other than declaring an intention to either fold or play, until all players have completed the betting round.

9. Final Settlement

- 9.1. The dealer's hand, in order to continue, must contain a queen or higher.
- 9.2. If the dealer's hand does not contain a queen or higher, the dealer shall announce "no hand" and Play wagers shall constitute a standoff.
- 9.3. The dealer shall then:
 - 9.3.1. collect the losing Pair Plus wagers for those hands with a lower value than a pair;
 - 9.3.2. pay the Antes, Ante Bonus to those hands containing a straight or higher and winning Pair Plus wagers of the players remaining in the round of play; and
 - 9.3.3. collect and count the cards and place them in the discard rack.
- 9.4. If the dealer's hand contains a queen or higher, the dealer shall then:
 - 9.4.1. compare their hand to each player's individual hand and:
 - 9.4.1.1. pay the Ante wager an Ante Bonus, regardless of the dealer's hand, to those hands containing a straight or higher;
 - 9.4.1.2. collect the Ante and the Play wagers for those hands containing a lower poker value than the dealer's;
 - 9.4.1.3. collect the Pair Plus wager for those hands of a lower value than a pair;

- 9.4.1.4. declare the Ante and the Play wagers for hands containing an equal poker value to that of the dealer, as a stand off;
- 9.4.1.5. pay the Ante and the Play wagers for those hands containing a higher poker value than the dealer's, in accordance with rule 10;
- 9.4.1.6. pay the Pair Plus wager on any hand containing at least a pair, regardless of the value of the dealer's hand, in accordance with rule 10;
- 9.4.2. after the dealer has compared individual hands and has paid or collected the wagers, they shall collect and count the cards and place them in the discard rack.
- 9.5. 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 will then announce "conceding hand" and collect the player's wagers and cards which shall be checked in accordance with rule 8.4.
- 9.6. After a player's hand has been conceded it cannot be returned to play.
- 9.7. Each player at the table shall be responsible for correctly computing the optimal value of their hand in accordance with rule 11.
- 9.8. At settlement the dealer shall be responsible for settling each player's hand based on the optimal hand value achievable under rule 11 and in accordance with the odds described under rule 10.

10. Settlement Odds

- 10.1. Winning Ante wagers at the game of Three Card Poker shall be paid at the odds of 1 to 1.
- 10.2. Ante wagers will qualify for a bonus payment if the hand contains a straight or higher, regardless of the dealer's hand.

The Ante Bonus payment will be paid in accordance with one of the prize schedules approved by the NICC . The applicable bonus odds will be displayed on a sign at the table.

- 10.3. Winning Play wagers at the game of Three Card Poker shall be paid at the odds of 1 to 1.
- 10.4. Winning Pair Plus wagers at the game of Three Card Poker shall be paid in accordance with one of the prize schedules approved by the NICC . The applicable odds will be displayed on a sign at the table.

11. Order of Poker Hand Values

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

11.1.1	Straight Flush	is a hand containing three cards of the same suit in consecutive ranking. An ace may be counted high or low;
11.1.2	Three of a kind	is a hand containing three cards of the same rank;
11.1.3	Straight	is a hand containing three cards of consecutive rank not all of the same suit. An ace may be counted high or low;
11.1.4	Flush	is a hand containing three cards of the same suit but not in consecutive ranking;
11.1.5	One pair	is a hand containing two cards of the same rank;
11.1.6	Three odd cards	is a hand containing three cards of different rank and at least two suits.

11.2. 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:

11.2.1. a Straight containing an ace, king, queen shall be ranked higher than a Straight containing a 3, 2, ace;

11.2.2. if both hands hold an equal value pair, the values of the third card of the hands determines which shall be higher.

12. Irregularities

12.1. Where a dealer realises, prior to any player handling their cards, that cards have been dealt incorrectly, they shall declare a misdeal.

12.2. An incorrect number of cards dealt to the dealer's hand shall constitute a misdeal.

12.3. Two or more cards exposed in error during the deal shall constitute a misdeal.

12.4. In the event of a misdeal all wagers shall be void and a new round of play shall be dealt.

12.5. Where an exposed card is dealt, it shall not constitute a misdeal. The dealer shall turn the card over and continue dealing.

12.6. Notwithstanding 12.5, 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 "Play" wagers, the players will be given the option to make a "Play" wager or to fold.

- 12.7. A player's hand containing too few cards or too many cards shall be declared void.
- 12.8. 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 and/or Pair Plus wager, the cards for that hand shall be counted and placed in the discard rack.
- 12.9. 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:
 - 12.9.1. the result of any rounds of play previously completed shall stand; and
 - 12.9.2. 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
 - 12.9.3. the deck shall be checked for any further missing or foreign cards; and
 - 12.9.4. Surveillance and an Inspector shall be notified.
- 12.10. If during play a player cannot place a Play wager equal to their Ante then the player's Ante wager will be void and returned to the player. If no Pair Plus wager has been placed, then the dealer shall collect and count the cards and placed them in the discard rack. The player will be informed any further instances will result in forfeiture of the Ante. A Pair Plus wager shall be played to completion and settled in accordance with rule 10.4.
- 12.11. 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:
 - 12.11.1. direct the player or players concerned to play their hand prior to other players handling their cards;
 - 12.11.2. restrict players suspected of collusion from playing together at the same table;
 - 12.11.3. direct the players on a table to speak English only at all times.
- 12.12. 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 any Ante wager shall become void and returned to the player. If no Pair Plus wager has been placed, then the dealer shall collect and count the cards and place them in the discard rack. A Pair Plus wager shall be played to completion and settled in accordance with rule 9
- 12.13. In the event that a wager has not been correctly settled by reason of an overpayment or underpayment, then provided:
 - 12.13.1. 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
 - 12.13.2. 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.

12.14. In the event that a wager has not been settled correctly and The Star suspects that it was an intentional act, The Star must make a reasonable attempt to:

12.14.1. Within a reasonable time, rectify the incorrect settlement; and

12.14.2. Make a reasonable attempt to identify the patron involved.

12.15. For the avoidance of doubt:

12.15.1. For the purposes of rule 12.13.2 and 12.14.2 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:

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

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

12.15.2. 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 12.13, 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.

12.16. In the event a wager is found to be invalid pursuant to Rule 14.1:

12.16.1. Before the commencement of the hand, The Star will return the invalid wager to the person;

12.16.2. 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.

12.16.3. If an invalid wager applies to any previous hands that have already been settled, the wagers and results of the previous hands shall stand

13. Shuffling Device Malfunction

13.1. Where a shuffling device jams, stops intermixing cards during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.

- 13.2. 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:
 - 13.2.1. that round of play shall be declared void; and
 - 13.2.2. the result of any rounds of play previously completed shall stand; and
 - 13.2.3. the game shall be continued with another shuffling device or a card shoe and using new cards, subject to rule 3.7

14. General Provisions

- 14.1. 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:
 - 14.1.1. any claim of agency, representative, power of attorney or otherwise; or
 - 14.1.2. the person with the economic stake in the wager.
- 14.2. 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.
- 14.3. Rule 14.2 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.
- 14.4. Where a casino supervisor is satisfied that a person has contravened any provision of rule 14.2, they may:
 - 14.4.1. declare that any wager made by the person is void;
 - 14.4.2. direct that the person shall be excluded from further participation in the game;
 - 14.4.3. exclude the person from the casino in line with the provisions of section 79 of the *Casino Control Act 2007*.
- 14.5. A casino supervisor may invalidate the outcome of a game if:
 - 14.5.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 14.5.2. any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 14.6. Where the outcome of a game is invalidated under rule 14.5, 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 14.5.2 be forfeited.

- 14.7. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 14.8. 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.
- 14.9. 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.
- 14.10. 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.
- 14.11. Players and spectators are not permitted to have side wagers with or against each other.
- 14.12. A casino supervisor may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the card shoe or shuffling device, and in so doing may cause the wager(s) to be removed from the layout.
- 14.13. 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.
- 14.14. In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.
- 14.15. A copy of these rules shall be made available for inspection upon request.

15. Player Rewards and Promotional Prizes

- 15.1. The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 15.2. Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 15.3. When offering a non-monetary prize 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.
- 15.4. Promotional Prizes must not be awarded in the form of cash. Any monetary prizes, or non-monetary prizes approved for conversion to monetary value, may only be paid by a crossed cheque made out to the winner, by electronic funds transfer to the winner's bank account or by a combination of these payment options
- 15.5. 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:
 - 15.5.1. tobacco in any form;

- 15.5.2. a firearm, or ammunition, or an imitation firearm, within the meaning of the *Firearms Act 1996*;
- 15.5.3. a prohibited weapon within the meaning of the *Weapons Prohibition Act 1998*;
- 15.5.4. more than 20 litres of liquor; or
- 15.5.5. any item or service prescribed by the regulations.
- 15.6. 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.
- 15.7. The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
 - 15.7.1. the manner in which a Promotional Prize is to be awarded;
 - 15.7.2. when and where the Promotional Prize will be awarded;
 - 15.7.3. the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 15.7.4. if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 15.7.5. the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
 - 15.7.6. the closing date and time for receipt of entry into any Promotional Prize promotion;
 - 15.7.7. the place, date and time of any Promotional Prize promotion;
 - 15.7.8. the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
 - 15.7.9. how the winner of a Promotional Prize will be notified;
 - 15.7.10. how the results of a Promotional Prize will be published;
 - 15.7.11. details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
 - 15.7.11.1. If the prize is machinery or an electric appliance, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories.
 - 15.7.11.2. If the prize is a motor vehicle, details shall also include:
 - i) Make
 - ii) Model;

- iii) Accessories; and whether registration and other on-road costs are included.

15.7.11.3. 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.

15.7.11.4. 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.

15.8. 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:

15.8.1. face-to-face; or

15.8.2. mail; or

15.8.3. telephone; or

15.8.4. email.

15.9. 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:

15.9.1. 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.

- 15.10. 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*.
- 15.11. 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.
- 15.12. 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.
- 15.12.1. 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.

Diagram "A"

Three Card Poker Layout

