

BLACKJACK CHALLENGE

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

“Any Pair” means an optional wager which may be made by a player in accordance with rule 13;

“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;

“blackjack” means an ace and any card having a point value of ten dealt as the initial two cards to a player or a dealer and this shall include an ace and a ten point value card dealt to a player who has split pairs;

“Blazing 7’s wager” means an optional additional wager, which may be made by a player in accordance with rule 0;

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

“Card Shoe” means a device from which cards are dealt;

“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/Assistant Gaming Manager;

“Controlling Player” means the player designated in rule 5.7 to call all decisions in regard to a playing area;

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

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

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

“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;

"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;

"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.

"Multishuffler" means a machine used for shuffling either four (4), six (6) or eight (8) decks of cards;

"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;

"Perfect Pairs wager" means an optional additional wager, which may be made by a player in accordance with rule 14;

"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;

"Point Total" means the value of cards in a hand;

"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;

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

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

"Void" means invalid with no result;

2. Table Layout and Equipment

- 2.1 The game of Blackjack Challenge 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', 'B', 'C' or 'D' with:
 - 2.2.1 a minimum of five and a maximum of seven playing areas designated for the placement of wagers;
 - 2.2.2 inscriptions to the effect that:
 - 2.2.2.1 Blackjack plays 2 to 1;
 - 2.2.2.2 the dealer must stand on 17 and must draw to 16;
 - 2.2.2.3 where the Blazing 7s, Star Pairs, Perfect Pairs, Any Pairs or Lucky Lucky wagers are offered, an area for the placement of these wagers.
- 2.3 The following equipment shall also be used:
 - 2.3.1 a shuffling device or card shoe;
 - 2.3.2 a discard rack capable of holding up to eight decks of cards; and
 - 2.3.3 a float tray.
 - 2.3.4 where a progressive jackpot is offered
 - 2.3.4.1 Electronic equipment which shall be programmed to record the amounts wagered at the table on the progressive jackpot.
 - 2.3.4.2 Areas designated or slots provided for wagers on the progressive jackpot.
 - 2.3.4.3 A shuffling device must be used.
- 2.4 The table shall have a drop box attached to it for when cash is accepted at the table in exchange for chips.
 - 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 Blackjack Challenge shall be played with six or eight decks; each deck having 52 cards without jokers, with backs the same colour and design, provided however that:
 - 3.1.1 If the optional wagers of Blazing 7's and/or Star Pairs are in operation at the table, then only six decks of cards shall be used
- 3.2 The value of the cards shall be as follows:

- 3.2.1 an ace shall have a value of 11 or 1;
- 3.2.2 any card from 2 to 10 inclusive shall have its face value; and
- 3.2.3 any jack, queen or king shall have a value of 10.
- 3.3 The rank of cards for the purpose of determining blackjack payouts in accordance with rule 17.1 will be from highest to lowest king, queen, jack and 10.
- 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 a time as they may be required.
- 3.6 Cards may be removed from the table and replaced with new cards, at the discretion of a casino supervisor, upon the completion of:
 - 3.6.1 any round of play when a shuffling device is in use; or
 - 3.6.2 a round of play in which the cutting card is exposed and prior to a shuffle when a card shoe is used.
- 3.7 All cards used in the game of Blackjack Challenge shall be dealt from a shuffling device or a card shoe specifically designed for such purpose and located on the table to the left of the dealer.
- 3.8 All cards shall be dealt face upwards.
- 3.9 No person shall handle, remove or alter any cards used in the game of Blackjack Challenge.
- 3.10 Each player at the table shall be responsible for correctly computing the point total of their hand and no player shall be entitled to rely on the point total announced by the dealer.

4. The Shuffle and Cut

- 4.1 When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and shall not be cut.
- 4.2 When a shuffling device is used, the dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.3 Where casino pre-shuffled cards are to be introduced the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards either prior to placing them into the multishuffler or immediately prior to the cut.
 - 4.3.1 Where Angel pre-shuffled cards are to be introduced, the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards immediately prior to the cut.
- 4.4 When a card shoe is used, the dealer shall manually shuffle the cards so that they are randomly intermixed:

- 4.4.1 immediately prior to the start of play;
 - 4.4.2 when the cutting card is exposed or drawn as the first card of a new round of play;
 - 4.4.3 at the completion of the round of play in which the cutting card is drawn; or
 - 4.4.4 after a round of play if directed by a casino supervisor, where there is reason to suspect that the cards are not randomly intermixed.
- 4.5 When a card shoe is used, after the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him/her, to the players to be cut. The player to cut the cards shall be:
- 4.5.1 the first player to the table if the game is just commencing;
 - 4.5.2 the player on whose playing area the cutting cards appeared during the last round of play;
 - 4.5.3 the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play;
 - 4.5.4 the player at the farthest point to the right of the dealer if the cutting card is exposed or drawn as the first card of a new round of play; or
 - 4.5.5 the player at the farthest point to the right of the dealer if the cards are replaced in accordance with these rules.
- 4.6 When a card shoe is used, if the player designated in rule 4.5 refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a casino supervisor shall cut the cards.
- 4.6.1 If the dealer mishandles or drops the cards the dealer is to inform the casino supervisor to enable the casino supervisor to verify that all the cards have been collected.
- 4.7 When a card shoe is used, the person designated in rule 4.5 shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.8 When a card shoe is used, once the cutting card has been inserted by the person designated in these rules, the dealer shall arrange the cards so that all cards in front of the cutting card are placed to the back of the stack, after which the dealer shall insert the cutting card in the stack up to half way in from the back of the stack. The stack of cards shall then be inserted in the card shoe for commencement of play.
- 4.9 The first card dealt shall be burned by placing it face down in the discard rack and shall not be exposed:
- 4.9.1 prior to start of play when a shuffling device is in use; or
 - 4.9.2 following each shuffle and cut when a card shoe is in use.

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 A wager by a player shall be placed on the appropriate playing areas of the Blackjack Challenge layout prior to the first card being removed from the shuffling device or card shoe for each round of play.
- 5.4 Except as provided in these rules or until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been removed from the shuffling device or card shoe.
- 5.5 Up to three players may wager on any one playing area of the Blackjack Challenge layout for the purpose of wagering on Blackjack Challenge, Star Pairs, Perfect Pairs or Any Pairs wagers but a casino supervisor may restrict the number of players to less than three.
- 5.6 Only one wager will be accepted per Blazing 7's betting area in accordance with rule 5.8.
- 5.7 Where more than one player wagers on a playing area, the decisions with regard to the cards dealt to that area shall be called by the controlling player. The controlling player shall be:
 - 5.7.1 the player who is seated at the playing area;
 - 5.7.2 where there is no seated player, the player with the highest wager in the box;
 - 5.7.3 where all wagers are of equal value, the player whose wager is nearest the dealer.
- 5.8 The placement of a Blazing 7's optional wager is limited to players who have also placed an initial wager in the corresponding Blackjack Challenge betting area providing that where more than one player wishes to wager on a Blazing 7's playing area the opportunity to wager shall first be offered to;
 - 5.8.1 the player who is seated at the playing area;
 - 5.8.2 where there is no seated player, the player with the highest wager in the box;
 - 5.8.3 where all wagers are of equal value, the player whose wager is nearest the dealer.
- 5.9 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 5.7.

- 5.10 The dealer shall ensure that:
- 5.10.1 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; and
 - 5.10.2 all other players wagering on the playing area place their wagers in a vertical line with the wager referred to in rule 5.10.1.
- 5.11 A player may be permitted to wager on more than one playing area at a Blackjack Challenge table providing that, where there are insufficient seats at the table to accommodate player demand, a player wagering on more than one playing area shall give up a playing area or playing areas to accommodate other players.
- 5.12 Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.
- 5.13 A casino supervisor may, where a card shoe is in use, restrict any player who has not made a wager on the first round of play or who declines to place a wager on any given round of play during the course of a shoe of cards, to wagering the minimum wager displayed at the table until that shoe of cards is completed and re-shuffle occurs.
- 5.14 A Gaming Manager may restrict a player to the table minimum wager in accordance with the provisions of rule 5.13 for the duration of all further shoes of cards where the player does not make a wager on the first round of play or declines to place a wager on any given round of play. An inspector must be notified prior to a player being so restricted under this rule.
- 5.15 A Gaming Manager may limit a player to one playing area and to the minimum wager for that playing area displayed on the sign at the Blackjack Challenge table. An inspector must be notified prior to a player being so restricted under this rule.
- 5.16 Notwithstanding rule 5.11, a casino supervisor may reserve a series of playing areas at a table for the sole use of a specific player.
- 5.17 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.
- 5.17 The Casino Supervisor may limit the number of players permitted to play at the table, or limit one player per dedicated player box.

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. The individual player amount is determined by rules 6.1.1, 6.1.2 and 6.1.3. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
 - 6.1.1 The player controlling the playing area as defined by rule 5.7 has first option to wager to the maximum allowable amount for that playing area.
 - 6.1.2 Where the player in rule 6.1.1 does not wager to the maximum allowable wager for that playing area then a second player may place a wager to the difference of the controlling player's wager and the maximum allowable wager for that playing area.
 - 6.1.3 Where the total of the controlling player and the second player wagers do not reach the maximum allowable wager for that playing area, a third player may place a wager up to the difference between that total and the maximum allowable wager for that playing area.
- 6.2 A wager found to be below the stated minimum, after the first card has been removed from the shuffling device or card shoe, shall be valid.
- 6.3 Where the total of the wagers for a playing area are found to be above the stated maximum those wagers shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.
 - 6.3.1 Where multiple players' wagers comprise the wagers in a playing area and the total of those wagers is found to be over the maximum, each individual player's maximum wager is determined by rules 6.1.1, 6.1.2 and 6.1.3.
- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
 - 6.5.1 Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at 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 change to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 6.5.3 When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
- 6.5.4 New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.6 A casino supervisor may allow a player to wager in excess of the stated maximum wagers permitted on that table, provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.
- 6.7 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 Initial Deal

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

8. Interim Settlement

- 8.1 Upon completion of the initial deal and before the final settlement;
 - 8.1.1 where a player has a blackjack, and the dealer’s card does not have a value of ten or is not an ace, the dealer shall pay the wager(s) on that hand at odds of 2 to 1, remove the cards dealt to that playing area and place them in the discard rack.
 - 8.1.2 where a player has a blackjack and the dealer’s card is an ace or has the value of 10, the dealer shall, make no payment nor remove any cards from that playing area until the outcome is determined under rule 17.

9. Subsequent Deal

- 9.1 The dealer shall, beginning from the left, announce the player's point total and allow the player to indicate whether he/she wishes to:
- 9.1.1 double in accordance with rule 10;
 - 9.1.2 split pairs in accordance with rule 11;
 - 9.1.3 stand by electing to receive no additional cards; or
 - 9.1.4 receive an additional card(s).
- 9.2 A player having a point total less than 12 shall be required, subject to rules 10 and 11, to receive an additional card or cards until his/her hand has a point total of not less than 12.
- 9.3 A player may elect to receive additional cards, subject to rules 10 and 11, whenever his/her point total is less than 21.
- 9.4 Each player must indicate his/her decision(s) by scratching, tapping or knocking on the table to indicate a request for additional cards, or by moving the hand horizontally to indicate that the player wishes to stand; or by such other visual hand signals acceptable to the casino operator. As each player indicates his/her decision(s), the dealer shall deal face up whatever additional cards are required to give effect to the decision(s) and shall announce the point total of the player's hand after each additional card is dealt.
- 9.5 Where a player's point total exceeds 21, any wager on that hand shall lose and the dealer shall immediately collect the cards from that hand and place them in the discard rack.
- 9.6 Where a player having a point total of 21 regardless of the dealer's card, the dealer shall pay the wager(s) on that hand at odds of 1 to 1, remove the cards dealt to that playing area and place them in the discard rack.
- 9.7 Where a player has achieved "Five Card Trick" by drawing 5 cards to a hand without exceeding 21 regardless of the dealer's card, the dealer shall pay the wager(s) on that hand at odds of 1 to 1, remove the cards dealt to that playing area and place them in the discard rack.

10. Doubling

- 10.1 A player may elect to double on the first two cards or the first three cards dealt on original or split hands, by wagering an amount of not more than their original wager.
- 10.2 Where a player elects to double, the one additional card received shall be dealt face upwards and placed sideways on the layout.
- 10.3 If the player controlling the playing area elects to double, player(s) with a wager on the same playing area shall also have the option to double on that hand before the additional card is dealt. If the other player(s) do not double, the condition that only one additional card shall be dealt to that hand remains unchanged.

- 10.4 Subject to rule 9.5, if the dealer obtains blackjack after a player doubles, the dealer shall only collect the amount of the player's original wager.

11. Splitting

- 11.1 When the initial two cards dealt to a playing area are identical in value, the player controlling that playing area may elect to split the hand into two separate hands providing that the wager on the second hand so formed is an amount equal to the original wager.
- 11.2 When a player splits a pair of cards, the dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to the second hand.
- 11.3 After a second card is dealt to a split hand, the dealer shall announce the point total of that hand and the player shall indicate their decision to stand, draw, double or split again in accordance to rule 11.4.
- 11.3.1 a player splitting aces or 10 point value cards shall be capable of achieving blackjack.
- 11.4 A player may only split twice per box on any value of cards if card values are of identical value to the original split cards:
- 11.4.1 the wager on all split hands is of an amount equal to the original wager; and
- 11.4.2 no more than three hands are formed per playing area in each round of play; and
- 11.4.3 a player who abstains from splitting their initial two cards may not elect to split after having received a third card.
- 11.5 If the player controlling a playing area decides to split, any other player who has placed a wager on that playing area shall either:
- 11.5.1 make an additional wager on the split hand(s) so formed of an amount equal to their original wager; or
- 11.5.2 have their original wager placed on the first hand so formed.
- 11.6 Subject to rule 9.5, if the dealer obtains a blackjack after a player splits a hand, the dealer shall only collect the amount of the player's original wager.

12. Additional Cards to the Dealer's Hand

- 12.1 When the subsequent deal to all players' hands has been completed, a dealer shall, subject to rule 12.3, deal additional cards as necessary to his/her hand.
- 12.2 If the dealer's hand has a point total of not more than 16, additional cards must be dealt until point total of not less than 17 is attained. When the dealer's hand has a point total of 17, 18, 19, 20 or 21, no additional cards shall be drawn.
- 12.3 No additional cards shall be drawn to the dealer's hand, regardless of the point total, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round of play.

13. Any Pairs (Optional)

- 13.1 Where the Any Pairs wager is offered, and the game of Blackjack Challenge is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram 'B' or 'D', any player may elect to place an Any Pairs wager before the round of play commences. The Any Pairs wagers shall be placed in the appropriate playing area of the layout.
- 13.2 The amount required to make an Any Pairs wager shall be shown on a sign at the table.
- 13.3 A Gaming Manager may limit the placement of Any Pairs wagers to those players who have also placed an initial Blackjack Challenge wager in accordance with rule 5, providing:
 - 13.3.1 prior notification of the restriction is given to Surveillance and an inspector; and
 - 13.3.2 a sign advising players of the restriction is displayed at the table.
- 13.4 Where players are not required to have placed an initial wager in accordance with rule 5, there must be at least one initial wager placed in the playing area in accordance with rule 5 before a player(s) may make an Any Pairs wager and the cards are dealt to that hand.
- 13.5 Up to three Any Pairs wagers shall be allowed per playing area. Subject to rule 13.3, preference of wagering will be given to those players who have also placed an initial Blackjack Challenge wager in accordance with rule 5, with any available positions going to other players in the order that wagers are placed.
- 13.6 For the purposes of playing Any Pairs a pair shall mean a hand that comprises the first two cards dealt to the playing area that are:
 - 13.6.1 of the same number, namely Ace 2, 3, 4, 5, 6, 7, 8, 9 or 10; or
 - 13.6.2 of the same picture type, namely jack, queen or king.
- 13.7 Where an Any Pairs wager is made and the initial two cards dealt to that particular hand are a pair that wager will be paid at the odds of 11 to 1.
- 13.8 Losing Any Pairs wagers shall be collected and placed in the float tray by the dealer, and winning Any Pairs wagers paid by the dealer at the completion of the initial deal.

14. Perfect Pairs (Optional)

- 14.1 The casino operator may in its discretion offer players the opportunity to make Perfect Pairs wagers in accordance with this rule.
- 14.2 Where the Perfect Pairs wager is offered, and the game of Blackjack Challenge is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram 'C' or 'D', any player may elect to place a Perfect Pairs wager before the round of play commences. The Perfect Pairs wagers shall be placed in the appropriate playing area of the layout.

- 14.3 The amount required to make a Perfect Pairs wager shall be shown on a sign at the table.
- 14.4 A Gaming Manager may limit the placement of Perfect Pairs wagers to those players who have also placed an initial wager in accordance with rule 5, providing:
- 14.4.1 prior notification of the restriction is given to Surveillance and an Inspector; and
 - 14.4.2 a sign advising players of the restriction is displayed at the table.
- 14.5 Where players are not required to have placed an initial wager in accordance with rule 5, there must be at least one initial wager placed in the playing area in accordance with rule 5 before a player(s) may make a Perfect Pairs wager and the cards are dealt to that hand.
- 14.6 Up to three Perfect Pairs wagers shall be allowed per playing area. Subject to rule 14.4 preference of wagering will be given to those players who have also placed an initial wager in accordance with rule 5 and thereafter in the order that wagers are placed.
- 14.7 For the purposes of playing "Perfect Pairs" a pair shall mean a hand that comprises the first two cards dealt in the initial deal that are:
- 14.7.1 of the same number, namely Ace, 2, 3, 4, 5, 6, 7, 8, 9 or 10 or
 - 14.7.2 of the same picture type, namely jack, queen or king.
- 14.8 Where a Perfect Pairs wager is made and the initial two cards dealt to that players hand in that round are:
- 14.8.1 A "Mixed Pair" being a pair that comprises two cards of the same number or picture type but of different colours (i.e. one red suited card and one black suited card), the player shall win and be paid at the odds of five to one.
 - 14.8.2 A "Coloured Pair" being a pair that comprises two cards of the same number or picture type and colour but different suits (i.e. clubs and spades); the player shall win and be paid at the odds of ten to one.
 - 14.8.3 A "Perfect Pair" being a pair that comprises of two cards of the same number or picture type and suit (i.e. two Queens of Spades or two 5 of clubs), the player shall win and be paid at the odds of thirty to one.
- 14.9 Winning Perfect Pairs wagers shall be paid and losing Perfect Pairs wagers collected by the dealer at the completion of the initial deal and before any subsequent deal.

15. Star Pairs (Optional)

- 15.1 The casino operator may in its discretion offer players the opportunity to make Star Pairs wagers in accordance with this rule.
- 15.2 Where the Star Pairs wager is offered, and the game of Blackjack Challenge is played at a table with a layout cloth marked in a manner substantially similar to

that shown in diagram 'C' or 'D', any player may elect to place a Star Pairs wager before the round of play commences. The Star Pairs wagers shall be placed in the appropriate playing area of the layout.

- 15.3 The amount required to make a Star Pairs wager shall be shown on a sign at the table.
- 15.4 A Gaming Manager may limit the placement of Star Pairs wagers to those players who have also placed an initial wager in accordance with rule 5, providing:
 - 15.4.1 prior notification of the restriction is given to Surveillance and an Inspector; and
 - 15.4.2 a sign advising players of the restriction is displayed at the table.
- 15.5 Where players are not required to have placed an initial wager in accordance with rule 5, there must be at least one initial wager placed in the playing area in accordance with rule 5 before a player(s) may make a Star Pairs wager and the cards are dealt to that hand.
- 15.6 Up to three Star Pairs wagers shall be allowed per playing area. Subject to rule 15.4 preference of wagering will be given to those players who have also placed an initial wager in accordance with rule 5 and thereafter in the order that wagers are placed.
- 15.7 For the purposes of playing "Star Pairs" a pair shall mean a hand that comprises the first two cards dealt in the initial deal that are:
 - 15.7.1 of the same number, namely Ace, 2, 3, 4, 5, 6, 7, 8, 9 or 10 or
 - 15.7.2 of the same picture type, namely jack, queen or king.
- 15.8 Where a Star Pairs wager is made and the initial two cards dealt to that players hand in that round are:
 - 15.8.1 A "Mixed Pair" being a pair that comprises two cards of the same number or picture type but of different colours (i.e. one red card and one black card), the player shall win and be paid at the odds of five to one.
 - 15.8.2 A "Same Colour Pair" being a pair that comprises two cards of the same number or picture type and colour but of different suits (i.e. clubs and spades), the player shall win and be paid at the odds of eight to one.
 - 15.8.3 A "Suited Pair" being a pair that comprises of two cards of the same number or picture type and suit (i.e. two Queens of Spades or two 5 of clubs), the player shall win and be paid at the odds of twenty to one.
 - 15.8.4 A "Pair of Aces" being a pair comprised of two Aces of any suit, the player shall win and be paid at the odds of thirty to one.
- 15.9 Winning Star Pairs wagers shall be paid and losing Star Pairs wagers collected by the dealer at the completion of the initial deal and before any subsequent deal.
- 15.10 In the event the Star Pairs wager qualifies for more than one win event, the bet will be paid to the highest win event only.

16. Blazing 7's (Optional)

- 16.1 The casino operator may in its discretion offer players the opportunity to make Blazing 7s wagers in accordance with this rule.
- 16.2 Where the Blazing 7s wager is offered, and the game of Blackjack Challenge is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram 'D', any player may elect to place a Blazing 7s wager before the round of play commences. The Blazing 7s wagers shall be placed in the appropriate playing area of the layout.
- 16.3 The amount required to make a Blazing 7s wager shall be shown on a sign at the table.
- 16.4 Placement of Blazing 7s wagers is limited to those players who have also placed an initial wager in accordance with rule 5.
- 16.5 For the purposes of playing Blazing 7's the qualifying hand for a jackpot prize shall consist of the first two (2) cards dealt to the player's hand AND the first card dealt to the dealer's hand
- 16.6 Where the player's first two cards and the dealer's first card do not win as per the Blazing 7's Pay Table, any Blazing 7's optional wagers placed on that hand shall lose.
- 16.7 Blazing 7's wagers shall be collected and placed in the float tray by the dealer prior to the initial deal.
- 16.8 In the event a Blazing 7's wager qualifies for more than one win event, the bet will be paid for the highest win event only.
- 16.8.1 The qualifying hand for a jackpot prize shall consist of the first two (2) cards dealt to the player's hand AND the first card dealt to the dealer's hand.

Pay Table

Hand Name	Hand Description	\$2.50 Jackpot Wager	\$5 Jackpot Wager
Three Sevens of Diamonds	Three Sevens, All Diamonds	100% of Jackpot	100% of Jackpot
Three Suited Sevens	Three Sevens of the same suit, other than Diamonds	10% of Jackpot	10% of Jackpot
Three Same Colour Sevens	Three Sevens, all of the same colour but not the same suit	\$1250	\$2500
Three Sevens	Three unsuited Sevens, not of	\$500	\$1000

	the same colour		
Two Player Sevens	Two Sevens to the Player's hand and no Sevens to the dealer's hand	\$50	\$100
One Player Seven & One Dealer Seven	One Seven to the Player's hand and one seven to the dealer's hand	\$25	\$50

- 16.9 Any progressive jackpot payout made to a player shall be in addition to any payment made for a winning Blackjack Challenge wager by the player on that round of play.
- 16.10 When multiple tables are linked to the same jackpot pool, all tables shall:
- 16.10.1 Have the same jackpot pay table on all participating tables;
 - 16.10.2 Contribute to the jackpot pool at the same jackpot increment rate and
 - 16.10.3 seed values as all other participating tables; and
 - 16.10.4 Have a qualifying wager of the same value.
- 16.11 If two or more player's hands qualify for a progressive jackpot at the same time:
- 16.11.1 If two or more players have a "Three Sevens of Diamonds" the winners shall share the jackpot or shall each receive the minimum jackpot reset value as described in rule 16.12, whichever is the greater amount.
 - 16.11.2 If there is more than one winning "Three Suited Sevens" hand at the same time, the jackpot wins are taken in succession from the displayed jackpot prize pool and will be shared equally between the "Three Suited Sevens" winners, or each shall receive 10% of the minimum jackpot reset value as described in rule 16.12, whichever is the greater amount. For example: If the advertised jackpot prize is \$500,000 and two players have "Three Suited Sevens", 10% of the displayed jackpot prize pool is \$50,000, and 10% of the residual jackpot prize pool of \$450,000 is \$45,000. These are added together to \$95,000 and shared equally by the two winning players, each receiving \$47,500.
 - 16.11.3 Where a hand containing a "Three Sevens of Diamonds" and/or a hand containing a "Three Suited Sevens" qualify for a progressive jackpot at the same time as a player or players qualifying for a Blazing 7's fixed amount payout, the player or players qualifying for a Blazing 7's fixed amount payout shall be paid first.
 - 16.11.4 For the purposes of subsections 16.11.1, 16.11.2, 16.11.3 and 16.11.4, more than one jackpot win is determined as being awarded at the same 'time' if: (i) for jackpot wins on the same table, the wins occurred during the same round of play; or (ii) for jackpot wins on different tables the wins are confirmed by the dealer pressing the appropriate jackpot button on the dealer terminal at identical moments as determined by Surveillance.
- 16.12 If the jackpot prize displayed at the tables falls below the minimum amount at any time, it will reset to the minimum value. The minimum value will be equal to one of

the following amounts and will be displayed on a sign at the table.

16.12.1 \$10,000, or;

16.12.2 \$25,000, or

16.12.3 \$50,000

17. Final Settlement

- 17.1 Settlement of wagers remaining on the table after the completion of the dealer's hand in accordance with rule 12, shall be as follows:

- 17.1.1 a player having Blackjack;

17.1.1.1 when the dealer's hand is not Blackjack, shall be paid at odds of 2 to 1;

- 17.1.1.2 when the dealer's hand is also Blackjack:

17.1.1.2.1 and the players 10 value card is of a higher rank than the dealers 10 value card, shall be paid at odds of 5 to 1;

17.1.1.2.2 and the players 10 value card is the same rank as the dealers 10 value card, shall be paid at odds of 4 to 1;

17.1.1.2.3 and the players 10 value card is of a lower rank than the dealers 10 value card, shall be paid at odds of 3 to 1.

- 17.1.2 a player having a point total of 20 or less shall win and be paid at odds of 1 to 1 if the point total exceeds that of the dealer's hand;

- 17.1.3 a player having a point total of 20 or less shall win and be paid at odds of 1 to 1 if the point total of the dealer's hand exceeds 21;

- 17.1.4 a player having a point total equal to or less than the point total of the dealer's hand and the dealer's hand does not exceed 21, the player shall lose;

- 17.2 At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer and placed on the discard rack.

18. Irregularities

- 18.1 A card found turned face upwards from the shuffling device or card shoe shall be burned by placing it in the discard rack and play shall continue.

- 18.1.1 If there is reason to suspect that further cards may be incorrectly faced in the shuffling device or card shoe, a casino supervisor may, after the round of play has been completed, direct that all remaining cards be removed and checked.

- 18.2 Subject to rule 18.5, a card dealt or burned in error shall be dealt to the players or the dealer as though it were the next card from the shuffling device or card shoe.

- 18.3 Subject to rule 9.2 a player who refuses to accept the card referred to in rule 18.2, shall not receive any additional card during that round of play.
- 18.4 Where the card referred to in rule 18.2 is refused by all players, it shall become the dealer's next card.
- 18.5 A card exposed and dealt in error to the dealer's completed hand shall be burned by placing it in the discard rack.
- 18.6 A card dealt in error to the dealer's hand and not exposed will be placed under the shuffling device or card shoe and used as the first card of the next round of play. In such circumstances, the card shall be deemed not to have been removed from the shuffling device or card shoe.
- 18.7 Should the dealer commence a round of play where no wagers have been placed, this round of play shall be void and any exposed cards shall be burned and placed in the discard rack.
- 18.8 Subject to rule 18.7, should the round of play contain an error caused by the incorrect dealing of a card and the error is detected and notified to the dealer before the commencement of the next round of play, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. In the event of a reconstruction, the casino operator and the players shall accept the result. However, should reconstruction not be possible, then
the casino supervisor shall authorise that round being declared void and all monies returned for that round of play, providing any interim settlement made to a player shall stand.
- 18.8.1 Where the casino supervisor authorises that a round of play be void, play will continue with the shuffling device or card shoe with remaining cards.
- 18.9 If there are insufficient cards remaining in the shuffling device or card shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut in accordance with rule 4, and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.
- 18.10 Subject to rule 5.7, where a player makes a wager in accordance with rule 5 and fails within a reasonable period, or refuses or is not present, to make decisions with regard to the cards dealt to the playing area containing the wager, cards shall be dealt to the playing area in turn by the dealer until the point total of the cards exceeds 11.
- 18.11 In the event that the cards are not cut in accordance with rules 4.7 and 4.8, the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of previous rounds of play shall stand.
- 18.12 Should the dealer forget to burn the first card from the shuffling device or card shoe in accordance with rule 4.9, then play shall continue with that card remaining in play.
- 18.13 In the event that the cards are not shuffled following the exposure of the cutting card, subject to rule 18.8, the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of

previous rounds of play shall stand.

- 18.14 In the event that the cards are not placed in the shuffling device at the completion of the initial deal in accordance with rule 7.2, the cards shall remain in the discard rack until the completion of the initial deal of the subsequent round of play.
- 18.15 In the event that the card(s) is found to be missing from the shuffling device or card shoe; 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:
- 18.15.1 the result of any rounds of play previously completed shall stand;
- 18.15.2 the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned for that round of play, providing any interim settlement made to a player will stand;
- 18.15.3 the remainder of cards in the shuffling device or card shoe shall then be declared void and the decks checked and verified at the table for any further missing or foreign cards; and
- 18.15.4 Surveillance and an Inspector shall be notified.
- 18.16 If a card has been burned it shall be treated as a burned card.
- 18.17 In the event of a malfunction of the electronic equipment referred to in rule 2.3.4;
- 18.17.1 All progressive jackpot wagers for that round of play shall be returned.
- 18.17.2 With the approval of a Casino Supervisor, the game may continue without the progressive jackpot component.
- 18.18 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:
- 18.18.1 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
- 18.18.2 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.
- 18.19 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:
- 18.19.1 Within a reasonable time, rectify the incorrect settlement; and
- 18.19.2 Make a reasonable attempt to identify the patron involved.
- 18.20 For the avoidance of doubt:

- 18.20.1 for the purposes of rule 18.18.2 and 18.19.2 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:
- 18.20.1.1 where an underpayment has been made, an attempt to reimburse that patron; or
 - 18.20.1.1 where an overpayment has been made, an attempt to request or demand the return of moneys from that patron;
- 18.20.2 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*;
- 18.20.3 and notwithstanding rule 18.18, 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.
- 18.21 In the event a wager is found to be invalid pursuant to rule 20.1:
- 18.21.1 before the commencement of the hand, The Star will return the Invalid Wager to the person;
 - 18.21.2 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.
 - 18.21.3 If an Invalid Wager applies to any previous hands that have already been settled, the wagers and results of the previous hands shall stand.
- 18.22 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.
- 18.22.1 If a player fails to comply with rule 20.2 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 20.2;
 - 18.22.2 The wagers and results of previous round(s) of play shall stand.

19. Shuffling Device Malfunction

- 19.1 This rule, and rules 19.2 to 19.3, apply if all of the following conditions are satisfied:
- 19.1.1 a shuffling device is in use for a game of Blackjack Challenge; and
 - 19.1.2 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; and

- 19.1.3 the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and
 - 19.1.4 another shuffling device is readily available; and
 - 19.1.5 it is practicable to transfer cards to another shuffling device.
- 19.2 Where a shuffling device malfunctions without causing any damage to the cards in the shuffling device, the cards in the shuffling device must be transferred to another shuffling device and the game continued.
- 19.3 Where a shuffling device malfunctions and causes damage to any card in the shuffling device:
 - 19.3.1 the damaged cards in the malfunctioning shuffling device are to be removed from play; and
 - 19.3.2 the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and
 - 19.3.3 the damaged cards are to be replaced with cards from a new deck, and the replacement cards are to be placed in the shuffling device containing the cards transferred from the malfunctioning shuffling device; and
 - 19.3.4 the game is continued.
- 19.4 Where a shuffling device malfunctions and the casino operator or a player is disadvantaged by reason of the malfunction, the round of play is terminated, and the amount wagered by each player must be returned to the player. The result of any rounds of play previously completed shall stand.
- 19.5 Where a shuffling device malfunctions and rules 19.1.4 or 19.1.5 cannot be satisfied:
 - 19.5.1 each player must be given the opportunity to have each amount wagered by the player in the round of play returned to the player; and
 - 19.5.2 all remaining cards to be removed from the shuffling device; and
 - 19.5.3 any damaged card must be replaced with cards from a new deck; and
 - 19.5.4 cards to be manually shuffled and cut in the same way as applies under rule 4; and
 - 19.5.5 the round of play for the players who elected not to have their wagers returned is completed using a card shoe.
 - 19.5.6 the game is continued with the shoe until a shuffling device is readily available.

20. General Provisions

- 20.1 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:

- 20.1.1 any claim of agency, representative, power of attorney or otherwise; or
 - 20.1.2 the person with the economic stake in the wager.
- 20.2 Players that set a Loss Limit for gaming at The Star Sydney are required to:
- 20.2.1 declare all chip purchases to the dealer at a table game prior to the commencement of the round of play;
 - 20.2.2 declare all chips introduced at a table game to the dealer prior to the commencement of the round of play;
 - 20.2.3 declare any remaining chips to a dealer when leaving a table game; and
 - 20.2.4 comply with all other reasonable guidance and directions notified by The Star from time to time relevant to the monitoring of their gaming activity.
- 20.3 A player is not permitted to place any wager(s) that would exceed their Loss Limit.
- 20.4 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.
- 20.5 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 20.2.
- 20.6 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 part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 20.7 Rule 20.6 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.
- 20.8 Where a casino supervisor is satisfied that a person has contravened any provision of rule 20.6, he/she may:
- 20.8.1 declare that any wager made by the person is void;
 - 20.8.2 direct that the person shall be excluded from further participation in the game;
 - 20.8.3 exclude the person from the casino in line with the provisions of section 79 of the *Casino Control Act 1992*;
 - 20.8.4 cause the person(s) in possession of a prohibited device to be detained until such a time as an inspector or a police officer has attended and

assumed responsibility for the situation.

- 20.9 A casino supervisor may invalidate the outcome of a game if:
- 20.9.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, and act of God; or
 - 20.9.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 20.10 Where the outcome of a game is invalidated under rule 20.9, 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 20.9.2 be forfeited.
- 20.11 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 20.12 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence or offer advice to that player regarding that player's decision of play.
- 20.13 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.
- 20.14 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.
- 20.15 Players and spectators are not permitted to have side bets with or against each other.
- 20.16 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 shuffling device or card shoe, and in so doing may cause the wager(s) to be removed from the layout.
- 20.17 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.
- 20.18 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*.
- 20.19 A copy of these rules shall be made available for inspection upon request.
- 20.20 Proxy Betting is not permitted.

21. Tournament Play

21.1 Definitions

21.1.1 In these rules, unless the contrary appears:

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

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

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

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

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

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

“tournament” means a competition for the playing of Blackjack Challenge, which is restricted to persons who have completed an entry form and have paid the prescribed entry fee;

“tournament chips” are chips issued to tournament players for the purposes of wagering and scoring in tournament play, they have no value and are not redeemable for cash or any other type of chips;

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

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

21.2 Application of Blackjack Challenge rules

21.2.1 The rules for playing of Blackjack Challenge other than sub rules 5.5, 5.11, 6.2, 6.3, 6.5, 6.6 and 20.14 shall apply, except where the rules are inconsistent with the rules for tournament play, in which case the rules for tournament play shall prevail.

21.2.2 Blackjack Challenge rules 18.7 and 18.15.2 are amended to the extent necessary for the following to have effect:

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

21.3 Entry fees/prize pool for tournament

- 21.3.1 The casino operator may charge tournament players a fee to enter a tournament and may add value to the prize pool in the form of cash, goods or services.
- 21.3.2 All entry fees received by the casino operator shall be included in a prize pool for distribution to the winning tournament players in accordance with the conditions of play and no entry fee or part thereof shall be refunded to any person unless specifically permitted by the conditions of entry.
- 21.3.3 The casino operator may guarantee the prize pool based on a minimum number of entries being received. Should the number of entries be less than the minimum requirement, the casino operator may reserve the right to cancel the tournament.
- 21.3.4 The casino operator may cancel the tournament without liability. In the event of cancellation all entry fees will be refunded.

21.4 Tournament conditions

- 21.4.1 The casino operator is to publish and provide to each tournament player a copy of the tournament conditions.
- 21.4.2 The tournament conditions must include, but is not limited to, the following:
- (a) the amount of the entry fee, if any;
 - (b) the amount of tournament chips to be allocated to or purchased by the tournament player at the commencement of a session;
 - (c) whether there is a minimum or compulsory wager for each round of play in a session;
 - (d) the minimum and maximum wagers for each round of play in a session including, if applicable, the point at which the minimum and/or maximum wager may be increased during a session;
 - (e) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;
 - (f) the conditions of play applicable to the allocation of tables and wagering areas, the order of wagering, the use of pass cards and undisclosed wagers;
 - (g) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
 - (h) in respect of eligibility for entry:
 - (i) a statement that only persons entitled to enter the casino

and gamble are eligible to enter the tournament; and

- (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
- (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (i) the terms of entry (including the period within which a tournament player may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (j) the prizes and the method of payment and any undertaking, reservation or guarantee given by the casino operator, if applicable;
- (k) a statement that the tournament is conducted by the Tournament Manager in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.

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

21.5 Conduct of Play

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

21.5.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 21.5.1 is used exclusively for tournament play.

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

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

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

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

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

agree.

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

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

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

21.5.7 The Tournament Manager may disqualify a tournament player if found to have contravened any of the rules of Blackjack Challenge or tournament play and shall not be entitled to receive a refund of the entry fee.

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

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

21.6 Wagers

21.6.1 All wagers will be made with tournament chips.

Prior to the start of any session, each tournament player will receive or purchase an equivalent allotment of tournament chips at the table.

21.6.2 Any tournament player who cannot provide the prescribed buy-in prior to the commencement of each session shall be eliminated and the entry fee will not be refunded.

21.6.3 A tournament player must wager at least the minimum and no more than the maximum on each round of play during the session. A player who fails to wager on each round of play shall be disqualified unless he/she has played a pass card in accordance with rule 21.7

21.6.4 Tournament players will be disqualified if they increase, or attempt to increase their buy-in by any other means than the payment of winning wagers by the dealer. No such tournament player shall be entitled to a refund of entry fee.

21.6.5 Tournament players may not remove their tournament chips from the table. All chips must remain in full view of tournament players and staff whilst play is in progress. Tournament players must not exchange chips

with other tournament players for any reason.

- 21.6.6 The Tournament Manager shall disqualify any tournament player found to be deliberately concealing, pocketing or otherwise hiding chips during tournament play. No such tournament player shall be entitled to a refund of entry fee.
- 21.6.7 All wagers must be made and paid with the approved tournament chips.
- 21.6.8 Tournament chips in the possession of a tournament player at the conclusion of each session of play shall remain the property of the casino operator.
- 21.6.9 A tournament player shall wager only from their allocated position.
- 21.6.10 Subject to reasonable notice, the Tournament Manager may limit the time period within which individual wagers must be made.
- 21.6.11 Where a tournament player does not place a wager within the allotted time, the tournament player's wager may be restricted to an amount equal to the stated minimum wager for the table.
- 21.6.12 Any tournament player who cannot wager at least the minimum prior to the commencement of a round will be eliminated and must vacate the table.
- 21.6.13 Subject to rule 21.7 and 21.8, each tournament player must wager at least the minimum prescribed wager on each round of play and shall not exceed the maximum. All wagers shall be in units of the minimum. Wagers in excess of the stated maximum shall be paid or collected to the maximum. A wager found to be less than the minimum shall be required to be made up to the minimum. If the tournament player is unable to increase the wager to the prescribed minimum, the tournament player's wager shall be void and the cards shall be burned by placing them in the discard rack and the tournament player shall be eliminated from the session. A wager found to contain incomplete increments should be valid to the last complete wagered increment.
- 21.6.14 The minimum and maximum wager may be increased/decreased during the tournament providing tournament players have been notified of the condition prior to the commencement of the tournament.

21.7 Pass cards

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

21.8 Undisclosed wagers

- 21.8.1 A tournament may provide for the use of undisclosed wagers. The number of undisclosed wagers shall be determined by the terms and conditions of the tournament.
- 21.8.2 Where a tournament player elects to make an undisclosed wager the

following shall apply:

- 21.8.2.1 the tournament player shall make the wager by writing the type of wager and amount of the wager on a form designed for the purpose and passing it to the game supervisor for recording; and
 - 21.8.2.2 each tournament player is responsible for the correct completion of his or her form; and
 - 21.8.2.3 undisclosed wagers shall be within the table minimum or maximum wagers prescribed and shall not exceed the amount of tournament chips in the tournament player's possession; and
 - 21.8.2.4 an undisclosed wager may be made in conjunction with a wager in tournament chips provided the combined total does not exceed the amount of tournament chips in the tournament player's possession; and
 - 21.8.2.5 the game supervisor will examine the undisclosed wager prior to the commencement of the round of play to ensure that it has been made in accordance with these rules and will place an indicator in front of the tournament player making the wager to indicate the existence of an undisclosed wager; and
 - 21.8.2.6 at the conclusion of the round of play the games supervisor shall announce the type and amount of each undisclosed wager and will have the tournament player place the wager in the appropriate section of the layout to be paid or taken by the dealer according to the result.
- 21.8.3 Where after the conclusion of a round of play an undisclosed wager is found not to have complied with rule 21.8.2.
- 21.8.3.1 an undisclosed wager less than the table minimum shall be deemed to be for the minimum;
 - 21.8.3.2 an undisclosed wager that exceeds the maximum shall be deemed to be for the maximum;
 - 21.8.3.3 an undisclosed wager that exceeds the amount of tournament chips in the tournament player's possession will be deemed to be for the full amount of those chips or the table maximum whichever is the lower;
 - 21.8.3.4 an undisclosed wager that does not show the amount or type of wager the tournament player shall have an amount equal to the table minimum deducted from his/her tournament chip inventory.
- 21.8.4 At the conclusion of the round of play in which an undisclosed wager is played and prior to the first card of the next round of play is dealt, any tournament player may request and examine the form used by another tournament player to make the undisclosed wager.

21.9 Order of wagering

- 21.9.1 A tournament may provide for an order of wagering to be implemented. The order of wagering shall be determined by the terms and conditions of the tournament.
- 21.9.2 Where an order of wagering is to be implemented a marker will be used to indicate the wagering order. The marker will be placed on box one for the first round of play, box two for the second round of play and so on.
- 21.9.3 Subject to rule 7, the Tournament Manager may choose to commence the dealing of each round with the tournament player holding the betting marker. The dealer will continue in a clockwise direction around the table until all tournament players have two cards, and the dealer has one. Subject to rule 9, the subsequent deal shall also commence with the tournament player holding the betting marker and the dealer will continue in a clockwise direction until all tournament players have made decisions with respect to their hands.
When the marker is placed on a tournament player's box, that tournament player must wager first, the remaining tournament players shall wager in sequence commencing with the tournament player to the left of the tournament player who wagers first.
- 21.9.4 A tournament player who wagers out of sequence as determined by rule 21.9.3 shall be required to remove their wager and wait their turn.
- 21.9.5 Subject to rules 8, 10 and 11, once a tournament player has made their wager in turn, wagers may not be removed or altered.

21.10 Session winners/placegetters

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

21.11 General provisions

- 21.11.1 Tournament players may not advise or seek advice from other tournament players or persons not involved in the tournament during play.

- 21.11.2 In the event of a dispute relating to the rules or conditions of entry the decision of the Tournament Manager will be final and the game will not proceed until the dispute is settled.
- 21.11.3 At the Tournament Manager's discretion, a count of all tournament players' chips may be conducted.
- 21.11.4 A tournament player may be disqualified if found to contravene any of these rules. No such tournament player shall be entitled to a refund of entry fee.

22. Player Rewards and Promotional Prizes

- 22.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 22.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 22.3 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 cash alternative of the non-monetary prize instead
- 22.4 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. .
- 22.5 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:
 - 22.5.1 tobacco in any form;
 - 22.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the *Firearms Act 1996*;
 - 22.5.3 a prohibited weapon within the meaning of the *Weapons Prohibition Act 1998*;
 - 22.5.4 more than 20 litres of liquor; or
 - 22.5.5 any item or service prescribed by the regulations.
- 22.6 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.
- 22.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
 - 22.7.1 the manner in which a Promotional Prize is to be awarded;
 - 22.7.2 when and where the Promotional Prize will be awarded;
 - 22.7.3 the characteristics, criteria and/or requirements for a player to be

eligible for a Promotional Prize;

22.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;

22.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;

22.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;

22.7.7 the place, date and time of any Promotional Prize promotion;

22.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);

22.7.9 how the winner of a Promotional Prize will be notified;

22.7.10 how the results of a Promotional Prize will be published;

22.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

22.7.11.1 If the prize is machinery or an electric appliance, details shall also include:

- i) Make;
- ii) Model;
- iii) Accessories.

22.7.11.2 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.

22.7.11.3 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.

22.7.11.4 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.

- 22.8 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:
- 22.8.1 face-to-face; or
 - 22.8.2 mail; or
 - 22.8.3 telephone; or
 - 22.8.4 e-mail.
- 22.9 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:
- 22.9.1 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.
- 22.10 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*.
- 22.11 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.
- 22.12 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.
- 22.12.1 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"

BLACKJACK CHALLENGE LAYOUT

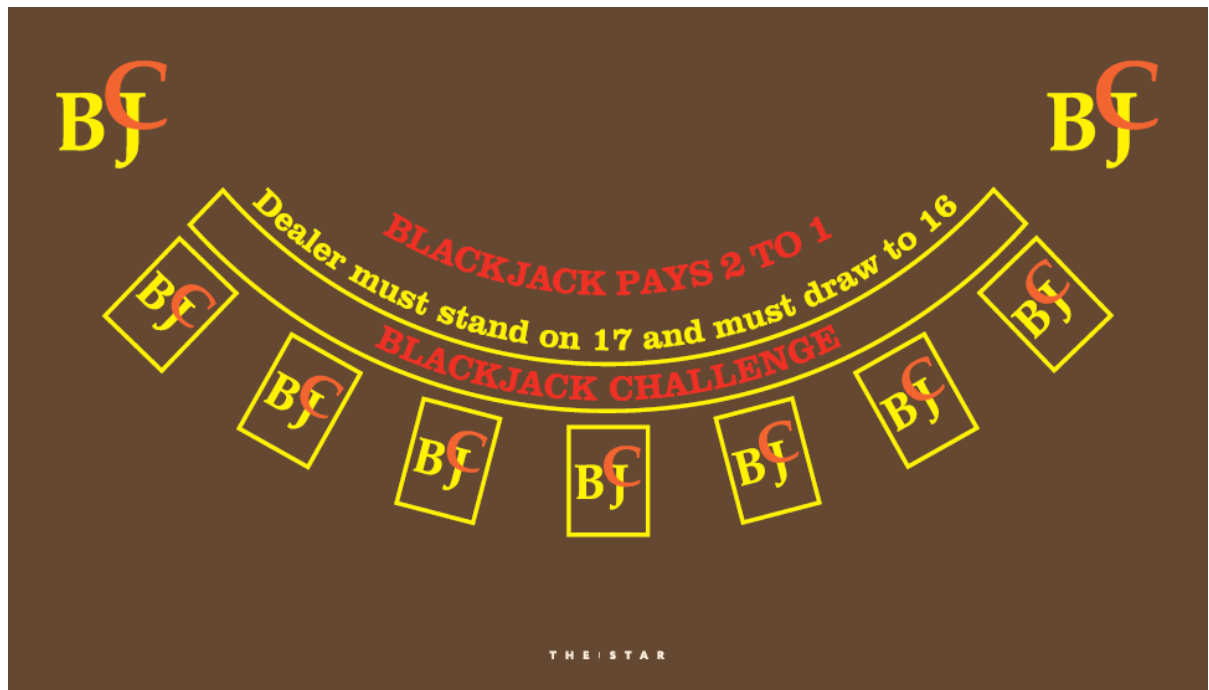


Diagram "B"

BLACKJACK CHALLENGE "ANYPAIR" LAYOUT

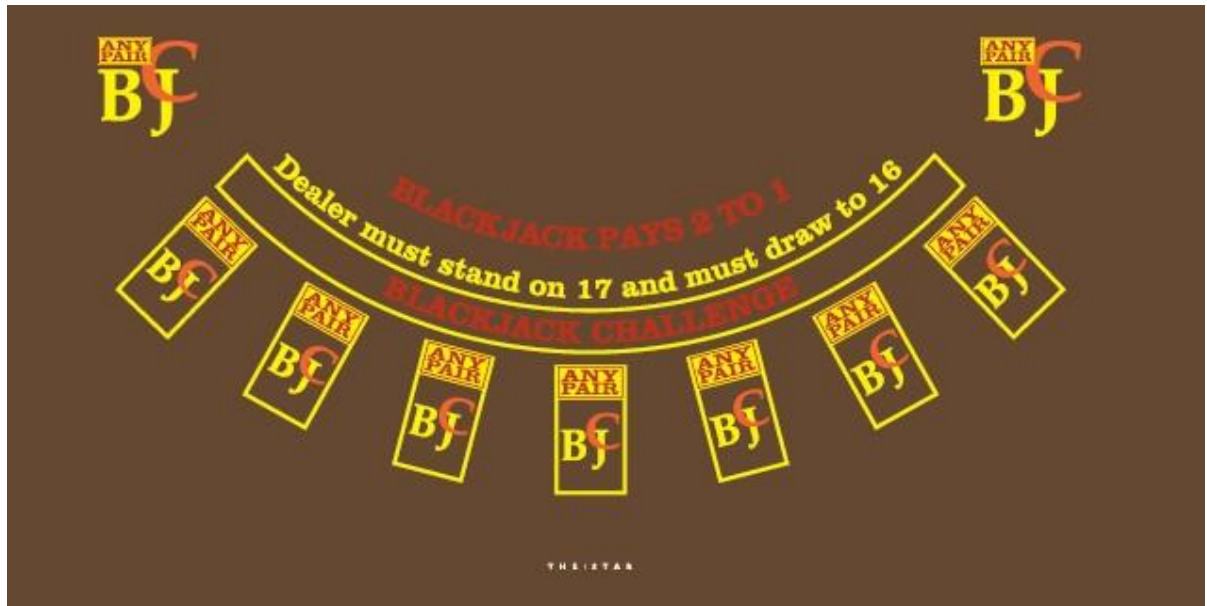


Diagram "C"

BLACKJACK CHALLENGE "PERFECT PAIR" LAYOUT



Diagram "D"

BLACKJACK CHALLENGE "STAR PAIRS" LAYOUT
Diagram shows location of optional Progressive Jackpot wager sensors. The Progressive jackpot wager sensors could be used on any variation of Blackjack Challenge with any of the approved optional wagers (Star Pairs, Perfect Pairs, or Any Pairs)

