

# BACCARAT

## Contents

2. Table Layout and Equipment.....	4
3. The Cards.....	4
4. The Shuffle and Cut.....	5
5. Wagers.....	7
6. Minimum and Maximum Wagers .....	9
7. The Initial Deal.....	10
8. Dealing Methods.....	11
9. Dealing of Additional Cards .....	13
10. Baccarat Side Bets.....	14
11. Settlement .....	16
12. Irregularities.....	16
13. Shuffling Device Malfunction .....	19
14. General Provisions.....	20
15. Tournament Play .....	22
16. Player Rewards and Promotional Prizes .....	30
DIAGRAM A .....	34
DIAGRAM B.....	35
DIAGRAM C.....	36

## 1. Definitions

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

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

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

**“Baccarat”** means a point count equalling zero;

**“Baccarat Pairs”** means an optional wager made by a player in accordance with rule 10;

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

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

**“Casino Pre-shuffled Cards”** means playing cards checked and shuffled by the casino operator prior to these cards being introduced to the table;

**“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;

**“Coup”** means the period of play commencing with the removal of the first card from the card shoe or shuffling device and concluding when the dealer announces a result and, if applicable, collects losing wagers, pays out winnings and places the cards in the discard rack or shuffling device;

**“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;

**“Designated Player”** means the player who will receive either the Players Hand cards or Banker Hand cards in accordance with Dealing Methods B or C. This player may be indicated with a marker;

**“Electronic Card shoe”** means a card shoe that is capable of scanning the cards;

**“Even Money Baccarat”** means a variation to the game of Baccarat whereby the settlement of winning wagers on the Banker’s Hand is in accordance with rule 11.2;

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

**"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;

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

**"Natural"** means a point count of eight or nine for either the Player's Hand or the Banker's Hand in the initial deal;

**"No Bet Coup"** means a coup which is dealt in accordance with these rules, except that no wagers are placed;

**"Point Count"** means a total value of cards in a hand as determined in accordance with rule 3.3;

**"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;

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

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

**"Super Six"** means an optional wager that may be placed by a player, and shall win if the Banker wins with a point total of six, and loses with any other outcome.

**"Table Differential"** means the maximum allowable difference between the total amount wagered on the Player's Hand and the total amount wagered on the Banker's Hand for any coup;

**"Tie"** means that both Player's Hand and the Banker's Hand have the same point count at the end of a coup;

**"Void"** means invalid with no result;

**"WRD" (Winning Result Display)** means an electronic display that may, at the discretion of the casino operator, be attached to a table for the purposes of recording and/or displaying the present and most recent winning results at the table

## 2. Table Layout and Equipment

- 2.1. The game of Baccarat shall be played at a table having places for up to fourteen seated players and places for the dealer(s).
- 2.2. The layout cloth covering the table shall have areas designated for the placement of wagers by both seated and standing players and shall be marked in a manner substantially similar to that shown in diagram "A", "B", "C" or "D" and have spaces for between 3 and 14 seated players.
- 2.3. The following equipment shall also be used:
  - 2.3.1. a card shoe or shuffling device;
  - 2.3.2. a discard rack or holder capable of holding eight decks of cards; and
  - 2.3.3. a float tray.
- 2.4. The table shall have a drop box attached to it when cash is accepted at the table in exchange for chips.
- 2.5. Where the game in play is Even Money Baccarat a sign indicating the payout odds shall be displayed on the table.
- 2.6. Markers denoting "Player" and "Banker" may be used to indicate the players designated to control the Player's Hand and the Banker's Hand respectively.

## 3. The Cards

- 3.1. The game of Baccarat shall be played with either three decks or four decks or six decks or eight decks of cards, each deck having 52 cards without jokers, with backs of the same colour and design and a cutting card, provided however that the Baccarat Pairs option described in rule 10 shall be played with either six decks or eight decks of cards.
- 3.2. The value of the cards shall be as follows:
  - 3.2.1. any card from 2 to 9 inclusive shall have its face value;
  - 3.2.2. any ten, jack, queen or king shall have a value of zero; and
  - 3.2.3. an ace shall have a value of one.
- 3.3. The point count of a hand shall be:
  - 3.3.1. where the total value of the cards in the hand is a number between 0 and 9 inclusive, that number; or
  - 3.3.2. where the total value of the cards in the hand is the number 10 or a higher number, the right digit of that number.

- 3.4. Cards may 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 Baccarat shall be dealt from a card shoe or shuffling device specifically designed for such purpose.
- 3.7. No player or spectator shall handle, remove or alter any cards used in the game except as expressly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so.
- 3.8. At the completion of the last coup as determined in accordance with rules 4.9 and 4.10 the cards may, at the discretion of a casino supervisor, be removed from the table and replaced by new cards. The new cards with a different coloured back to those in use, shall be shuffled in accordance with rule 4.1.
  - 3.8.1 At the discretion of the Casino Supervisor, if a card shoe capable of scanning the cards is in use the replacement cards may be the same coloured back as the cards in use.
- 3.9. When cards are handled by players during any shoe, all the cards from that shoe shall be replaced.
- 3.10. Where a casino supervisor forms the opinion that the cards have become unfit for further use and provided no coup is in progress, the casino supervisor shall direct that the cards be replaced. The new cards shall be shuffled in accordance with rule 4.1.
- 3.11. A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the cards.

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

- 4.1. The dealer shall shuffle the cards so that they are randomly intermixed:
  - 4.1.1. before the start of play (unless pre-shuffled cards are introduced);
  - 4.1.2. at the completion of the last coup as determined in accordance with rules 4.9 and 4.10 (unless pre-shuffled cards are introduced); and
  - 4.1.3. after a coup if directed by a casino supervisor, where there is reason to suspect that the cards are not randomly intermixed.
- 4.2. Where casino pre-shuffled cards are to be introduced the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards either prior to placing them into the multishuffler or immediately prior to the cut.
  - 4.2.1. Where Angel pre-shuffled cards are to be introduced, the dealer may

upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards immediately prior to the cut.

- 4.3. After the cards have been shuffled, or when pre-shuffled cards have been introduced, the dealer shall offer the stack of cards to the casino supervisor to be cut; or at the discretion of the casino supervisor, the dealer shall offer the stack of cards, with backs facing away from him/her, to the players to be cut. When a player is to cut the cards, the player to cut the cards shall be:
  - 4.3.1. the first player to the table if the game is just commencing or another player designated by this patron; and
  - 4.3.2. the player seated to the immediate left of the dealer or another player designated by this patron.
- 4.4. If the player designated in rule 4.3.1 and/or 4.3.2 refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a casino supervisor shall cut the cards.
- 4.5. A person designated in rule 4.3 or 4.4 shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.6. Once the cutting card has been inserted by the person designated in these rules the dealer shall arrange the cards so that all cards in front of the cutting card are placed to the back of the stack, after which the dealer shall insert the cutting card at least twenty cards in from the back of the stack. The stack of cards shall then be inserted in the card shoe for commencement of play.
  - 4.6.1. If the dealer mishandles or drops the cards the dealer is to inform the casino supervisor to enable the casino supervisor to verify that all cards have been collected.
- 4.7. Before the start of play following each shuffle and cut of cards, the dealer may either:
  - 4.7.1. burn the first card from the card shoe or shuffling device by placing it face down in the discard rack;
 

or with the approval of a casino supervisor

    - 4.7.2 burn the first card of the shoe by placing it face down in the discard rack and at the request of the player(s), show the face of the card to the player(s).

or with the approval of a casino supervisor

    - 4.7.3 remove the first card from the card shoe or shuffling device, face up;
      - 4.7.3.1 draw, face down, additional cards equal in number to the face value of the first card drawn; and
      - 4.7.3.2 burn the first and additional cards drawn.

- 4.8. For the purposes of rule 4.7.3 a ten, jack, queen and king shall have a face value of ten and an ace a face value of one.
- 4.9. Subject to rule 4.10, whenever the cutting card appears during play, it shall be removed and placed to the side and the coup shall be completed. Upon completion of that coup, the dealer calling the game shall announce "last coup". Upon completion of one more coup, the cards shall be replaced or reshuffled.
- 4.10. Where the cutting card appears as the first card of a coup, it shall be removed and placed to the side and the dealer calling the game shall announce "last coup". Upon completion of the coup, the cards shall be replaced or reshuffled.
- 4.11. When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and shall not be cut.
- 4.12. Where casino pre-shuffled cards are in use, the dealer at the discretion of a casino supervisor may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.13. Should the Casino Supervisor at any time form the opinion that the sequence of cards in a shoe has been revealed to the players during the shuffling and/or cut process, then the shoe shall be declared

## **5. Wagers**

- 5.1. The wagers defined in this rule shall be the permissible wagers at the game of Baccarat:
  - 5.1.1. a wager on the Player's Hand which shall –
    - 5.1.1.1. win if the Player's Hand has a point count higher than that of the Banker's Hand;
    - 5.1.1.2. lose if the Player's Hand has a point count lower than that of the Banker's Hand; and
    - 5.1.1.3. be declared a standoff if the point counts of the Player's Hand and the Banker's Hand are equal;
  - 5.1.2. a wager on the Banker's Hand which shall –
    - 5.1.2.1. win if the Banker's Hand has a point count higher than that of the Player's Hand;
    - 5.1.2.2. lose if the Banker's Hand has a point count lower than that of the Player's Hand; and
    - 5.1.2.3. be declared a standoff if the point counts of the Banker's Hand and the Player's Hand are equal.

- 5.1.3. a "Tie" bet which shall win if the point counts of the Player's Hand and the Banker's Hand are equal and shall lose if such point counts are not equal.
- 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 wagering areas of the Baccarat layout prior to the first card being removed from the card shoe or shuffling device for each coup.
- 5.4. Subject to rule 12.12, 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 coup has been removed from the card shoe or shuffling device.
- 5.5. For the wager to be considered valid:
  - 5.5.1 the bet must be inside the wagering area
  - 5.5.2 each bet is to be treated as a single individual bet
  - 5.5.3 the bet must lay flat against the layout and must not be placed on top of another bet
- 5.6. For any coup a player may wager on:
  - 5.6.1. the Player's Hand; or
  - 5.6.2. the Player's Hand and Tie; or
  - 5.6.3. the Banker's Hand; or
  - 5.6.4. the Banker's Hand and Tie; or
  - 5.6.5. a Tie; or
  - 5.6.6. with the approval of a Casino Supervisor, the Banker's Hand and the Player's Hand; or
  - 5.6.7. with the approval of a Casino Supervisor, the Banker's Hand and the Player's Hand and a Tie.
- 5.7. 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.
- 5.8. 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.

## **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 the table differential shall be shown on a sign at the table.
  - 6.1.1. 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. Where, prior to the first card being removed from the card shoe or shuffling device, the total of the wagers for a coup is found to exceed the table differential or the table playing area maximum displayed on the table sign, the dealer may reduce wagers pro rata on either the Player's Hand or Banker's Hand so that the total no longer exceeds the table differential or the playing area maximum.
- 6.3. Where a table differential is in use and it is discovered after the first card of the coup has been removed from the shoe that the differential has been exceeded, then all wagers for that coup will be considered valid wagers.
- 6.4. 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.
- 6.5. A wager found to be above the stated maximum shall be paid or collected to the maximum. Wagers found to exceed the playing area maximum shall be paid or collected to the player area maximum on a pro rata basis.
  - 6.5.1. In the event that a player has been found to have wagered above the maximum or players have wagered above the table differential or exceeded the table playing area maximum displayed on the table sign on any previous coup(s) the wagers and results of the previous coup(s) shall stand.
- 6.6. Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.7. 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.
  - 6.7.1. Notwithstanding rule 6.7, 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.
    - 6.7.1.1. 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.

- 6.7.1.2. When the player leaves the table, the marker shall be removed from the layout.
- 6.7.1.3. 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.
- 6.7.2. 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.
- 6.7.3. When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
- 6.7.4. New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.8. 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.
- 6.9. Where low limit gaming is offered for this game:
  - 6.9.1. tournament play shall not be offered; and
  - 6.9.2. all cards shall be dealt from a shuffling device.

## **7. The Initial Deal**

- 7.1. Immediately before the start of each coup, the dealer may announce "place your bets" and/or "no more bets".
- 7.2. There shall be two hands dealt, one of which shall be designated as the Player's Hand and the other as the Banker's Hand.
- 7.3. Four cards shall be dealt from the card shoe or shuffling device. The first and third cards shall respectively represent the first and second card of the Player's Hand and the second and fourth cards dealt shall respectively represent the first and second cards of the Banker's Hand.
- 7.4. Only where a card shoe is in use and if there are no patrons at the table, the Casino Supervisor may authorise no bet coups to be dealt, provided that a marker is placed on the layout to indicate that a no bet coup is underway or that surveillance is notified prior to the dealing of such coup(s). The coup(s) will then be dealt in accordance with the rules of the game.
- 7.5. Notwithstanding rules 7.4, 12.1.1 and 12.3, a Casino Supervisor may permit one or more no bet coups to be dealt at a specific table providing all players

at the table agree to a 'no bet coup' being dealt.

## **8. Dealing Methods**

- 8.1. The game shall be conducted in accordance with one of the following dealing methods, namely 'Method A', 'Method B', or 'Method C'.
- 8.2. Where cards are passed to a player designated to receive them in accordance with these rules, that player may pick up the cards but must ensure that the cards:
  - 8.2.1. remain continually in full view of everyone participating in the game; and
  - 8.2.2. do not leave the area of the table layout nor are held away from the table.
- 8.3. A casino supervisor may at any time direct a player designated to receive the cards to forfeit control of the cards.
- 8.4. With the prior approval of a casino supervisor, where cards are passed to a player designated to receive them in accordance with these rules, that player may nominate another seated player or seated players to expose either both of the initial two and/or third card(s) on their behalf;
  - 8.4.1. Where the designated player passes one of the initial two cards to a nominated seated player and the other card to another nominated seated player, the dealer must ensure that only one card at a time is passed out to and exposed by a nominated player.

### **Method A**

- 8.5. The dealer shall retain control of the cards for both the Player's Hand and the Banker's Hand and players shall not be permitted to handle the cards.
- 8.6. The dealer shall:
  - 8.6.1. deal the first four cards face upwards, or face downwards and then expose the cards, to the areas designated on the table layout for both the Player's Hand and the Banker's Hand; and
  - 8.6.2. announce the point count of the Player's Hand and then the point count of the Banker's hand.
- 8.7. Any third card required to be dealt to the Player's Hand or the Banker's hand, in accordance with rule 9, shall be dealt in the same manner as the initial four cards.

### **Method B**

- 8.8. The players to receive the cards for the Player's Hand and Banker's Hand will be the players with the highest amount wagered on the Player's Hand and Banker's Hand respectively. This may be indicated by either a 'Player'

or 'Banker' marker being placed directly in front of the player as is appropriate.

- 8.9. If a player with the highest amount wagered on either hand refuses to accept the cards for that hand, these cards shall be passed to the player having the next highest amount wagered on the respective hand.
- 8.10. In the event that two or more persons have made a wager on either hand which constitutes the highest amount wagered in respect of that hand, the dealer shall first pass the cards to that player with the equal highest wager who occupies the seat nearest to the right of the dealer.
- 8.11. If that player refuses to accept the cards, the cards shall be passed by the dealer to the next person with the equal highest wager, moving counter clockwise around the table.
- 8.12. The dealer shall deal the first four cards face downwards and shall pass the cards for the Player's Hand and the Banker's Hand face downwards to the designated player(s).
- 8.13. The cards for the Player's Hand and the cards for the Banker's Hand shall not be passed out at the same time. Only one set of cards, either the Player's Hand or the Banker's Hand, shall be handled by the players at any one time.
- 8.14. The cards for either the Player's Hand or the Banker's Hand shall be retained by the dealer in the event that:
  - 8.14.1. no player has wagered on that coup; or
  - 8.14.2. all players wagering on that coup refuse to accept the cards.
- 8.15. Having checked the cards the designated player may expose the hand and the dealer shall then:
  - 8.15.1. collect the cards and place them in the area designated on the layout; and
  - 8.15.2. prior to the dealing of a third card to Player hand or Banker Hand turn over any cards that are not exposed by the players or patrons; and
  - 8.15.3. announce the point count of the Player's Hand and then the point count of the Banker's Hand.
- 8.16. Any third card required to be dealt to the Player's Hand or the Banker's Hand in accordance with rule 9 shall be dealt in the same manner as the initial four cards.

### **Method C**

- 8.17. At the commencement of the shoe, the player seated to the immediate right of the dealer will be the designated player. By accepting this designation the

player shall be required to place a wager on the Banker's Hand and to receive the cards dealt to the Banker's Hand. This may be indicated by a marker denoting "Banker" being placed in front of the player.

- 8.18. Should the designated player decline to be the designated player, the role of designated player shall pass to each of the other seated players in turn counter clockwise around the table.
- 8.19. A player who has accepted the role of designated player may pass it after any coup.
- 8.20. The designated player shall retain control of the Banker's cards until either the player elects to pass the role of designated player or the Banker's Hand loses or the player is directed by the casino supervisor to forfeit control of the cards.
- 8.21. Should all players decline to accept the marker the game shall be dealt in accordance with 'Method A'.
- 8.22. The dealer shall deal the first four cards face downwards and shall pass the cards for the Banker's Hand face downwards to the designated player.
- 8.23. The dealer shall retain the cards for the Player's Hand.
- 8.24. Having checked the cards the designated player may expose the hand and the dealer shall then:
  - 8.24.1. collect the cards and place them face upwards on the area designated on the layout; and
  - 8.24.2. turn over any cards that are not exposed by the players; and
  - 8.24.3. announce the point count of the Player's Hand and then the point count of the Banker's Hand.
- 8.25. Any third card required to be dealt to the Player's Hand or the Banker's Hand in accordance with rule 9 shall be dealt in the same manner as the initial four cards.
- 8.26. When the Banker's Hand loses, the role of the designated player shall be offered counter clockwise around the table, starting to the immediate right of the last designated.

## **9. Dealing of Additional Cards**

- 9.1. Following the announcement of the point counts of each hand, a third card shall be dealt to each hand if so required pursuant to rules 9.2 to 9.6 inclusive.
- 9.2. If the point count of the Player's Hand or the Banker's Hand after the initial four cards are dealt is 8 or 9, which is called a "natural", no more cards shall be dealt to either hand.

9.3. If the point count of the Banker's Hand is 0 to 7 inclusive after the initial four cards are dealt, the Player's Hand shall:

9.3.1. draw (i.e. take a third card); or

9.3.2. stand (i.e. not take a third card),

in accordance with the requirements of Table 1 below.

**TABLE 1: PLAYER'S HAND**

A Player having a point count of: -	
0-1-2-3-4-5-	Draws a card
6-7	Stands
8-9	Has a natural and cannot draw

9.4. When the Player's Hand draws, the Banker's Hand shall:

9.4.1. draw (i.e. take a third card), or

9.4.2. stand (i.e. not take a third card),

in accordance with the requirements of Table 2 below.

**TABLE 2: BANKER'S HAND**

Third card drawn by Player's Hand

Banker's Hand	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

9.5. When the Player's Hand stands, the Banker's Hand shall draw a third card if the point count of the Banker's Hand is 0 to 5 inclusive.

9.6. In no event shall more than one additional card be drawn to either hand.

## 10. Baccarat Side Bets

10.1. The casino operator may, at its discretion, offer players the opportunity to make optional side wagers in accordance with this rule.

### **Baccarat Pairs**

- 10.2. Where the Baccarat Pairs wager is offered, and the game of Baccarat is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram "A", "B" or "D", any player may elect to place a Baccarat Pairs wager on the Pairs Banker and/or the Pairs Player before the coup commences. Baccarat Pairs wagers shall be placed in the appropriate playing area of the layout.
- 10.3. The amount required to make a Baccarat Pairs wager shall be shown on a sign at the table.
- 10.4. A Casino Supervisor may limit the placement of Baccarat Pairs wagers to those players who have also placed an initial Baccarat wager in accordance with rule 5, providing:
- 10.4.1. prior notification of the restriction is given to Surveillance; and
- 10.4.2. a sign advising players of the restriction is displayed at the table.
- 10.5. A player may only place one Baccarat Pairs wager on the Pairs Banker wager and/or Pairs Player wager per coup. Subject to rule 10.4, preference of wagering will be given to those players who have also placed an initial Baccarat wager in accordance with rule 5, with any available positions assigned to other players in the order that wagers are placed.
- 10.6. For the purposes of playing Baccarat Pairs, a pair shall mean a hand that c o m p r i s e s the first two cards dealt to either the Banker's Hand or the Player's Hand that are:
- 10.6.1. of the same number, namely, Ace, 2, 3, 4, 5, 6, 7, 8, 9 or 10; or
- 10.6.2. of the same picture type, namely jack, queen or king.
- 10.7. Where a Baccarat Pairs wager is made on either the Pairs Banker or the Pairs Player and the initial two cards dealt to that particular h a n d in that coup are a Baccarat Pair that wager will be paid at the odds of 11 to 1.
- 10.8. Losing Baccarat Pairs wagers shall be collected and winning B a c c a r a t Pairs wagers paid by the dealer at settlement.

### **Super Six**

- 10.9. Where the Super Six wager is offered, and the game of Baccarat is played at a table with a layout marked in a manner substantially similar to that shown in diagram "C" or "D", any player may elect to place a wager on the Super Six wagering area before the coup commences.
- 10.10. The amount required to make a Super Six wager shall be shown on a sign at the table.
- 10.11. A Casino Supervisor may limit the placement of Super Six wagers to those

players who have also placed an initial Baccarat wager in accordance with rule 5, providing:

- 10.11.1. prior notification of the restriction is given to Surveillance; and
  - 10.11.2. a sign advising players of the restriction is displayed at the table.
- 10.12. A player may only place one Super Six wager per coup. Subject to rule 10.11, preference of wagering will be given to those players who have also placed an initial Baccarat wager in accordance with rule 5, with any available positions assigned to other players in the order that wagers are placed
- 10.13. When the Banker wins with a point total of six, the Super Six wager shall win. All other results shall cause the Super Six wager to lose.

## 11. Settlement

- 11.1. Settlement of wagers after the announcement of the result of the coup shall be as follows:
- 11.1.1. all losing wagers shall be collected;
  - 11.1.2. a winning wager on the Player's Hand shall be paid at the odds of 1 to 1;
  - 11.1.3. a winning wager on the Banker's Hand shall be paid at the odds of 19 to 20;
  - 11.1.4. a winning Baccarat Pairs wager shall be paid at the odds of 11 to 1; and
  - 11.1.5. a winning wager on a Tie bet shall be paid at the odds of 8 to 1; and
  - 11.1.6. a winning Super Six wager shall be paid at odds of 15 to 1.
- 11.2. Where the game in play is Even Money Baccarat, settlement of wagers after the announcement of the result of the coup shall be as follows:
- 11.2.1. a winning wager on the Player's Hand shall be paid at odds of 1 to 1;
  - 11.2.2. a winning wager on the Banker's hand shall be paid at odds of 1 to 1 except where the winning hand has a point count of 6 which shall be paid at odds of 1 to 2; and
  - 11.2.3. a winning wager on a Tie bet shall be paid at odds of 8 to 1.

## 12. Irregularities

- 12.1. If at any time during a coup the dealer or designated player:
- (a) Deals the cards in such a way as to cast doubt on the correct order of the

cards, or;

- (b) Incorrectly deals the cards and the error is detected and notified to gaming staff prior to the commencement of the next coup;

The following shall apply:

- 12.1.1. a reconstruction of the cards shall be attempted in order to comply with the dealing procedures of rule 7.3 and/or rule 9. After the reconstruction has occurred, each player shall have the option of removing his or her wager prior to the coup resuming provided that once it has been removed, it cannot be replaced or remaining wagers either added to or reduced. If all wagers are removed, then a no bet coup will be dealt.
- 12.1.2. where a coup cannot be reconstructed, the casino supervisor shall authorise that the coup be declared void and all monies returned for that coup. Play shall then continue with the remaining cards in the card shoe or shuffling device.
- 12.1.3. where a card shoe is in use, and the requirements of 12.1.2 have been met the casino supervisor may, with the agreement of all players, remove the remaining cards from the card shoe and shuffle or replace the cards.
- 12.1.4. should such an error not be notified to gaming staff prior to the commencement of the next coup, or prior to removal of all cards from a shoe or the closure of the table, then this will have the same effect as the "commencement of the next coup" and the results for all previous coups shall stand.
- 12.2. A third card dealt to the Player's Hand when no third card is authorised by these rules shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw in accordance with these rules. If the Banker's Hand is required to stand, the card dealt in error shall become the first card of the next coup.
- 12.3. A third card dealt to the Banker's Hand when no third card is authorised by these rules, or a card that would have been the first card of a coup has been exposed or is found face upwards in the card shoe or shuffling device, that card shall become the first card of a no bet coup.
- 12.4. When a no bet coup arises, the cards shall be dealt in accordance with Method A, and no wagers shall be permitted.
- 12.5. If a card is found face upwards in the card shoe or shuffling device after the first card of a coup has been dealt, the card shall be played as if it were found face downwards.
- 12.5.1. where a shuffling device is used and there is reason to suspect that further cards may be incorrectly faced in the shuffling device, a casino supervisor may, after the coup has been completed, direct that all remaining cards be removed from the shuffling device and

checked.

- 12.6. If there are found to be insufficient cards in the card shoe to complete a hand that coup shall be void.
- 12.7. In the event that the cards are not cut in accordance with rules 4.3 and 4.4, the dealer shall complete the coup. The cards shall then be shuffled and cut in accordance with these rules. The results of previous coups shall stand.
- 12.8. Should the dealer forget to burn the first and/or any additional cards from the card shoe or shuffling device in accordance with rule 4.7, then play shall continue with those cards remaining in play.
- 12.9. In the event that the cards are not shuffled following the exposure of the cutting card the dealer shall complete coup. The cards shall then be shuffled and cut in accordance with these rules. The results of previous coups shall stand.
- 12.10. In the event that the game in play is Even Money Baccarat and the dealer settles wagers in accordance with rule 11.1 or where the game in play is Baccarat and the dealer settles the wagers in accordance with rule 11.2 the following shall apply:
- 12.10.1. the results of all previous coups shall stand; and
- 12.10.2. the game will then continue in accordance with the approved rules for the game in play.
- 12.11. In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card is found that does not form part of the 52 cards that make up a deck in accordance with rule 3.1, the following shall apply:
- 12.11.1. the result of any coups previously completed shall stand; and
- 12.11.2. the coup where the missing card(s) is discovered or the foreign(s) is found shall be declared void and all monies returned for that coup; and
- 12.11.3. the remainder of the cards in the card shoe or shuffling device shall then be removed and the decks checked and verified at the table for any further missing or foreign cards; and
- 12.11.4. Surveillance and Inspector shall be notified.
- 12.12. With the exception of dealing method A, and only prior to any cards being exposed, a Casino Supervisor or above may modify the application of rule 5.4 if it is apparent that given the circumstances, strict application of the rule would be unfair to the player(s).
- 12.13. Where a card shoe that is capable of scanning the cards is in use and if there is a discrepancy between the actual cards dealt and the results of the coup indicated by the card shoe, a casino supervisor must seek to confirm the actual outcome. If a casino supervisor is unable to confirm the actual

outcome, the casino supervisor shall declare the coup void.

12.14. The WRD unit must be disregarded if the WRD unit displays a result other than the actual outcome.

12.15. In the event that cards are passed out to a player not designated to receive the cards in accordance with dealing methods B and C, the result of that coup shall stand.

12.16. If a card has been burned it shall be treated as a burned card.

12.17 In the event that a bet is found to be invalid after the first card of the coup has been dealt, the bet is to be returned to the player

### **13. Shuffling Device Malfunction**

13.1. This rule, and rules 13.2 to 13.3, apply if all of the following conditions are satisfied:

13.1.1. a shuffling device is in use for a game of Baccarat; and

13.1.2. it becomes evident, in a coup for which 1 or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate; and

13.1.3. the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and

13.1.4. another shuffling device is readily available; and

13.1.5. it is practicable to transfer cards to another shuffling device.

13.2. 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.

13.3. Where a shuffling device malfunctions and causes damage to any card in the shuffling device:

13.3.1. the damaged cards in the malfunctioning shuffling device are to be removed from play; and

13.3.2. the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and

13.3.3. 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

- 13.3.4. the game is continued.
- 13.4. Where a shuffling device malfunctions and the casino operator or a player is disadvantaged by reason of the malfunction, the coup is terminated, and the amount wagered by each player must be returned to the player. The result of any coups previously completed shall stand.
- 13.5. Where a shuffling device malfunctions and rules 13.1.4 or 13.1.5 can not be satisfied:
  - 13.5.1. each player must be given the opportunity to have each amount wagered by the player in the coup returned to the player; and
  - 13.5.2. any damaged card must be replaced with cards from a new deck; and
  - 13.5.3. the replacement cards, if any, and any undamaged cards in the shuffling device are to be shuffled and cut in the same way as applies under rule 4; and
  - 13.5.4. the coup for the players who elected not to have their wagers returned is completed using a card shoe.

#### **14. General Provisions**

- 14.1. A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 14.2. Rule 14.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 14.3. Where a casino supervisor is satisfied that a person has contravened any provision of rule 14.1, he/she may:
  - 14.3.1. declare that any wager made by the person is void;
  - 14.3.2. direct that the person shall be excluded from further participation in the game;
  - 14.3.3. exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
  - 14.3.4. cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 14.4. A casino supervisor may invalidate the outcome of a game if:

- 14.4.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
- 14.4.2. any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 14.5. Where the outcome of a game is invalidated under rule 14.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 14.4.2 be forfeited.
- 14.6. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 14.7. 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.
- 14.8. A casino supervisor may change the game in play (from or to Even Money Baccarat) providing that a sign indicating the game to be implemented and the proposed time of the change has been displayed at the table at least 20 minutes prior to the change or with the consent of all players participating in the current game.
- 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. Notwithstanding rule 7.4 and 7.5, a player who abstains from placing any wagers for three consecutive coups, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 14.11. Players and spectators are not permitted to have side bets 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 coup 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 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. Tournament Play

### 15.1. Definitions

15.1.1. 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 Baccarat, 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 cash value and are not redeemable for cash or any other types of chips;

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

“**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 calling of ‘no more bets’ by the dealer and prior to the first card being drawn from the shoe for the coup in which the wager was placed.

### 15.2. Application of Baccarat rules

15.2.1. The rules for playing of Baccarat other than sub rules 6.4, 6.5, 6.7 and 6.8 shall apply, except where the rules are inconsistent with the rules for tournament play, in which case the rules for tournament play shall prevail.

### 15.3. Entry fees/prize pool for tournament

15.3.1. 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.

- 15.3.2. 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.
- 15.3.3. 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.
- 15.3.4. The casino operator may cancel the tournament without liability. In the event of cancellation all entry fees will be refunded.

#### **15.4. Tournament conditions**

- 15.4.1. The casino operator is to publish and provide to each tournament player a copy of the tournament conditions.
- 15.4.2. 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 coup in a session;
  - (d) the minimum and maximum wagers for each coup 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 dealing method to be used, 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; repace, catch-up or secondary rounds or sessions;
  - (f) the conditions of play applicable to the allocation of tables and wagering areas, the order of wagering, the use of pass cards and undisclosed wagers;
  - (g) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those

opportunities;

- (h) in respect of eligibility for entry:
  - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
  - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
  - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (i) the terms of entry (including the period within which an tournament player may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (j) the prizes and the method of payment and any undertaking, reservation or guarantee given by the casino operator, if applicable; and
- (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.

15.4.3. 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.

## **15.5. Conduct of Play**

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

15.5.2. The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 15.5.1 is used exclusively for tournament play.

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

15.5.4. 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.

- 15.5.5. 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:
- 15.5.5.1. if the tournament player or players to progress to the following session from that gaming table or round have been determined; and
  - 15.5.5.2. 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.
- 15.5.6. Where a tournament player does not take an allotted seat at the specified time or is absent during a session the Tournament Manager may:
- 15.5.6.1. direct the dealer to deduct an amount equal to the minimum wager from the set amount of tournament chips for each coup for which the tournament player is absent, to a maximum of three rounds of play; and/or
  - 15.5.6.2. 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.
- 15.5.7. The Tournament Manager may disqualify a tournament player if found to have contravened any of the rules of Baccarat or tournament play and shall not be entitled to receive a refund of the entry fee.
- 15.5.8. 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.
- 15.5.9. 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.

## **15.6. Wagers**

- 15.6.1. All wagers will be made with tournament chips.
- 15.6.2. Prior to the start of any session, each tournament player will receive or purchase an equivalent allotment of tournament chips at

the table.

- 15.6.3. Any tournament player who cannot provide the prescribed buy-in prior to the commencement of each session shall be eliminated and the entry fee will not be refunded.
- 15.6.4. A tournament player must wager at least the minimum and no more than the maximum on each coup during the session. A player who fails to wager on each coup shall be disqualified unless he/she has played a pass card in accordance with rule 15.7.
- 15.6.5. Tournament players will be disqualified if they increase, or attempt to increase their buy-in by any other means than the payment of winning wagers by the dealer. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.
- 15.6.6. Tournament players may not remove their tournament chips from the table. All chips must remain in full view of tournament players and staff whilst play is in progress. Tournament players must not exchange chips with other tournament players for any reason.
- 15.6.7. The Tournament Manager shall disqualify any tournament player found to be deliberately concealing, pocketing or otherwise hiding chips during tournament play. No such tournament player shall be entitled to a refund of entry fee.
- 15.6.8. All wagers must be made and paid with the approved tournament chips.
- 15.6.9. Tournament chips in the possession of a tournament player at the conclusion of each session of play shall remain the property of the casino operator.
- 15.6.10. A tournament player shall wager only from their allocated position.
- 15.6.11. Subject to reasonable notice, the Tournament Manager may limit the time period within which individual wagers must be made.
- 15.6.12. Where a tournament player does not place a wager within the allotted time, the tournament player's wager may be restricted to an amount equal to the stated minimum wager for the table.
- 15.6.13. Any tournament player who cannot wager at least the minimum prior to the commencement of a round will be eliminated and must vacate the table.
- 15.6.14. Subject to rule 15.7 and 15.8, each tournament player must wager at least the minimum prescribed wager on each coup 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, 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.

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

**15.7. Pass cards**

- 15.7.1. 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 coup.

**15.8. Undisclosed wagers**

- 15.8.1. 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.
- 15.8.2. Where a tournament player elects to make an undisclosed wager the following shall apply:
- 15.8.2.1. 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
  - 15.8.2.2. each tournament player is responsible for the correct completion of his or her form; and
  - 15.8.2.3. 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
  - 15.8.2.4. 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
  - 15.8.2.5. the Gaming Supervisor will examine the undisclosed wager prior to the commencement of the coup 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
  - 15.8.2.6. after the calling of no more bets and prior to the first card being drawn from the shoe for the coup in which the wager was placed, the gaming supervisor shall announce the type and amount of each undisclosed wager and will have the tournament player place the wager in the appropriate section of the layout to be paid or taken by the dealer according to the result.
  - 15.8.2.7. Other than the placement of the undisclosed wager in accordance with rule 15.8.2.6, no player may increase,

withdraw or remove any wager once undisclosed wagers are announced until after the completion of settlement for the coup.

- 15.8.3. Where after the conclusion of a coup an undisclosed wager is found not to have complied with 15.8.2:
- 15.8.3.1. an undisclosed wager less than the table minimum shall be deemed to be for the minimum;
  - 15.8.3.2. an undisclosed wager that exceeds the maximum shall be deemed to be for the maximum;
  - 15.8.3.3. 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; and
  - 15.8.3.4. 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.
- 15.8.4. At the conclusion of the coup in which an undisclosed wager is played and prior to the first card of the next coup is dealt, any tournament player may request and examine the form used by another tournament player to make the undisclosed wager.

### **15.9. Order of wagering**

- 15.9.1. 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.
- 15.9.2. 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 coup, box two for the second coup and so on.
- 15.9.3. 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.
- 15.9.4. A tournament player who wagers out of sequence as determined by rule 15.9.3 shall be required to remove their wager and wait their turn.
- 15.9.5. Once a tournament player has made their wager in turn, wagers may not be removed or altered.

### **15.10. Session winners/placegetters**

- 15.10.1. The number of tournament players to advance to the next session will be determined at the start of the tournament.
- 15.10.2. 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.
- 15.10.3. 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 coup a count of the tournament player's tournament chips shall be conducted until an order is determined.
- 15.10.4. If two (2) or more tournament players are eliminated in the same coup, a count of residual chips will determine the placings unless two or more tournament players have equal or no residual chips, in which case the tournament player with the smallest wager will be deemed to have been eliminated first. If the tournament players have made equal wagers the tournament player whose chips were removed first shall be deemed to have been eliminated first.

#### **15.11. General provisions**

- 15.11.1. Tournament players may not advise or seek advice from other tournament players or persons not involved in the tournament during play.
- 15.11.2. 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.
- 15.11.3. At the Tournament Manager's discretion, a count of all tournament players' chips may be conducted.
- 15.11.4. 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.

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

- 16.1. The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 16.2. Promotional Prize draws may be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 16.3. When offering a non-monetary prize by way of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead.

- 16.4. If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 16.5. The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
  - 16.5.1. tobacco in any form;
  - 16.5.2. a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
  - 16.5.3. a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
  - 16.5.4. more than 20 litres of liquor; or
  - 16.5.5. any item or service prescribed by the regulations.
- 16.6. 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.
- 16.7. The conditions to any Promotional Prize must include, but are not limited to, the following:
  - 16.7.1. the manner in which a Promotional Prize is to be awarded;
  - 16.7.2. when and where the Promotional Prize may be awarded;
  - 16.7.3. the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
  - 16.7.4. if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
  - 16.7.5. the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
  - 16.7.6. the closing date and time for receipt of entry into any Promotional Prize promotion;
  - 16.7.7. the place, date and time of any Promotional Prize promotion;
  - 16.7.8. the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
  - 16.7.9. how the winner of a Promotional Prize will be notified;

- 16.7.10. how the results of a Promotional Prize will be published;
- 16.7.11. details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
- 16.7.11.1. If the prize is machinery or an electric appliance, details shall also include:
- 16.7.11.1.1. Make;
  - 16.7.11.1.2. Model;
  - 16.7.11.1.3. Accessories;
- 16.7.11.2. If the prize is a motor vehicle, details shall also include:
- 16.7.11.2.1. the make;
  - 16.7.11.2.2. model;
  - 16.7.11.2.3. accessories; and
  - 16.7.11.2.4. whether registration and other on-road costs are included
- 16.7.11.3. If the prize is travel, details shall also include:
- 16.7.11.3.1. number of persons entitled to take advantage of the travel prize;
  - 16.7.11.3.2. what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
  - 16.7.11.3.3. restrictions on when the travel must be taken;
  - 16.7.11.3.4. if spending money is included.
- 16.7.11.4. If the prize is real estate, details shall also include:
- 16.7.11.4.1. the type of dwelling;
  - 16.7.11.4.2. plans;
  - 16.7.11.4.3. contract details;
  - 16.7.11.4.4. easement details;
  - 16.7.11.4.5. address or other location;
  - 16.7.11.4.6. what is included – conveyancing, legal costs, fixtures, furniture.

16.8. 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:

- 16.8.1. face-to-face; or
- 16.8.2. mail; or
- 16.8.3. telephone; or
- 16.8.4. e-mail.

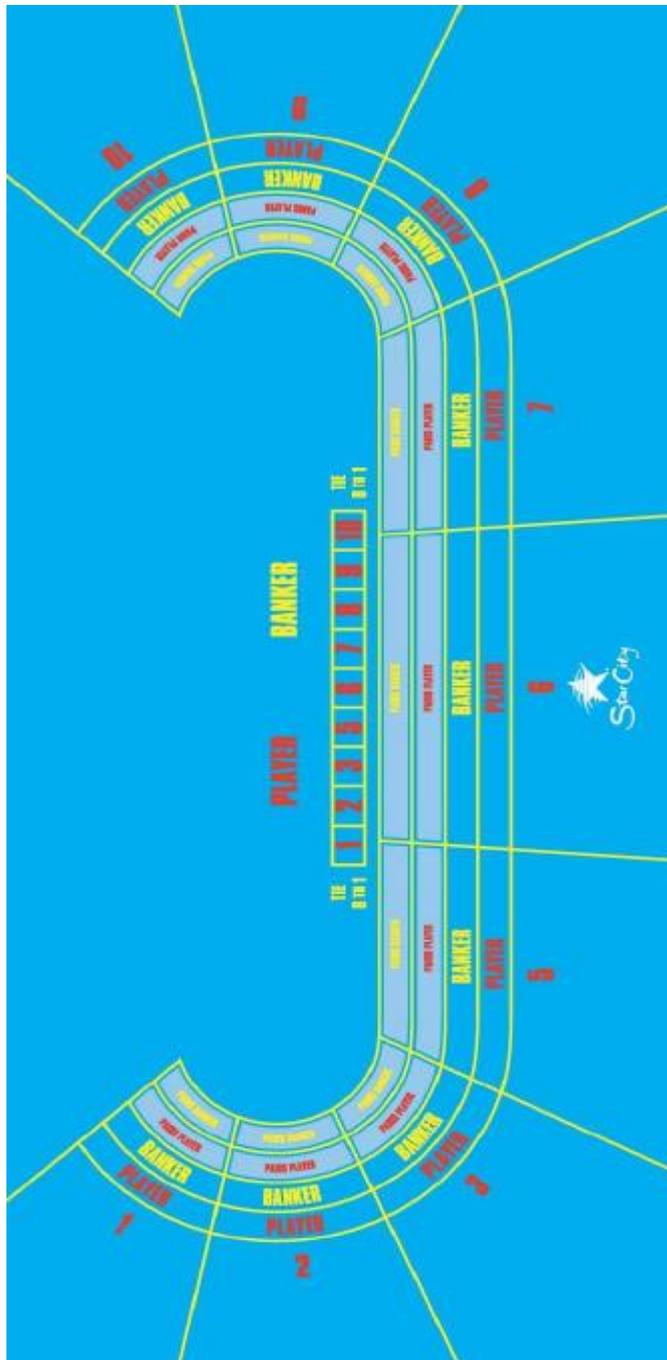
16.9. The casino operator shall provide the Authority with full details of any

conditions of any offer by the casino operator of a Promotional Prize prior to the commencement of any promotion.

- 16.9.1. Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion
- 16.10. The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:
- 16.10.1. all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.
- 16.11. In the event of a dispute relating to the 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.
- 16.12. Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

### DIAGRAM A

### MINI BACCARAT WITH PAIRS



**DIAGRAM B**

**MIDI BACCARAT WITH PAIRS**

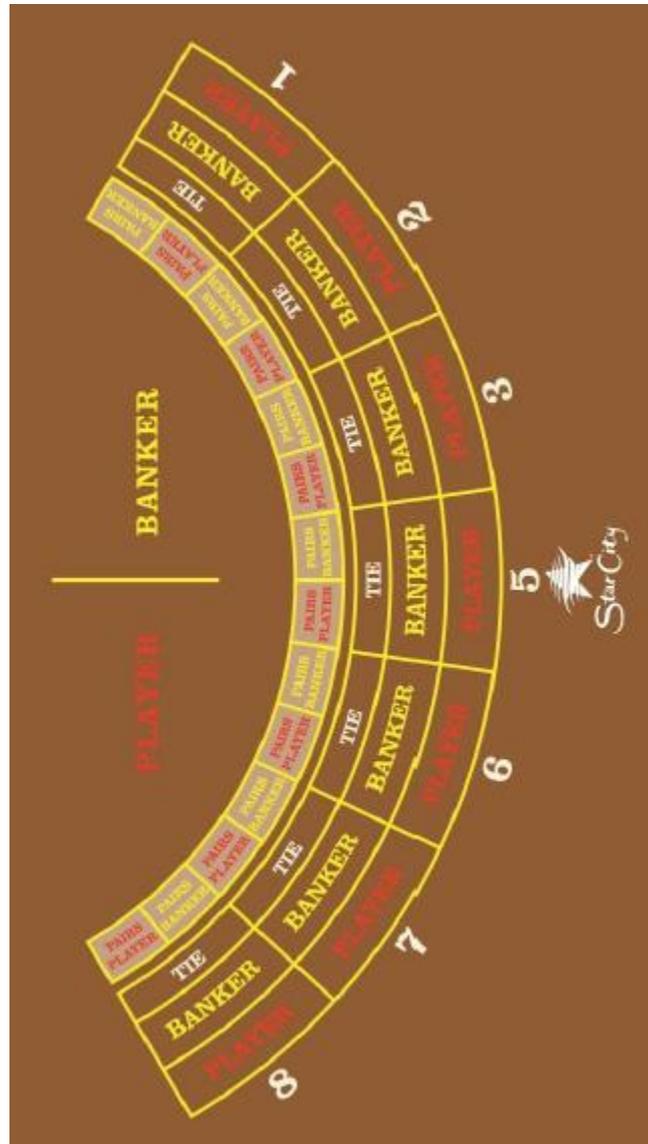
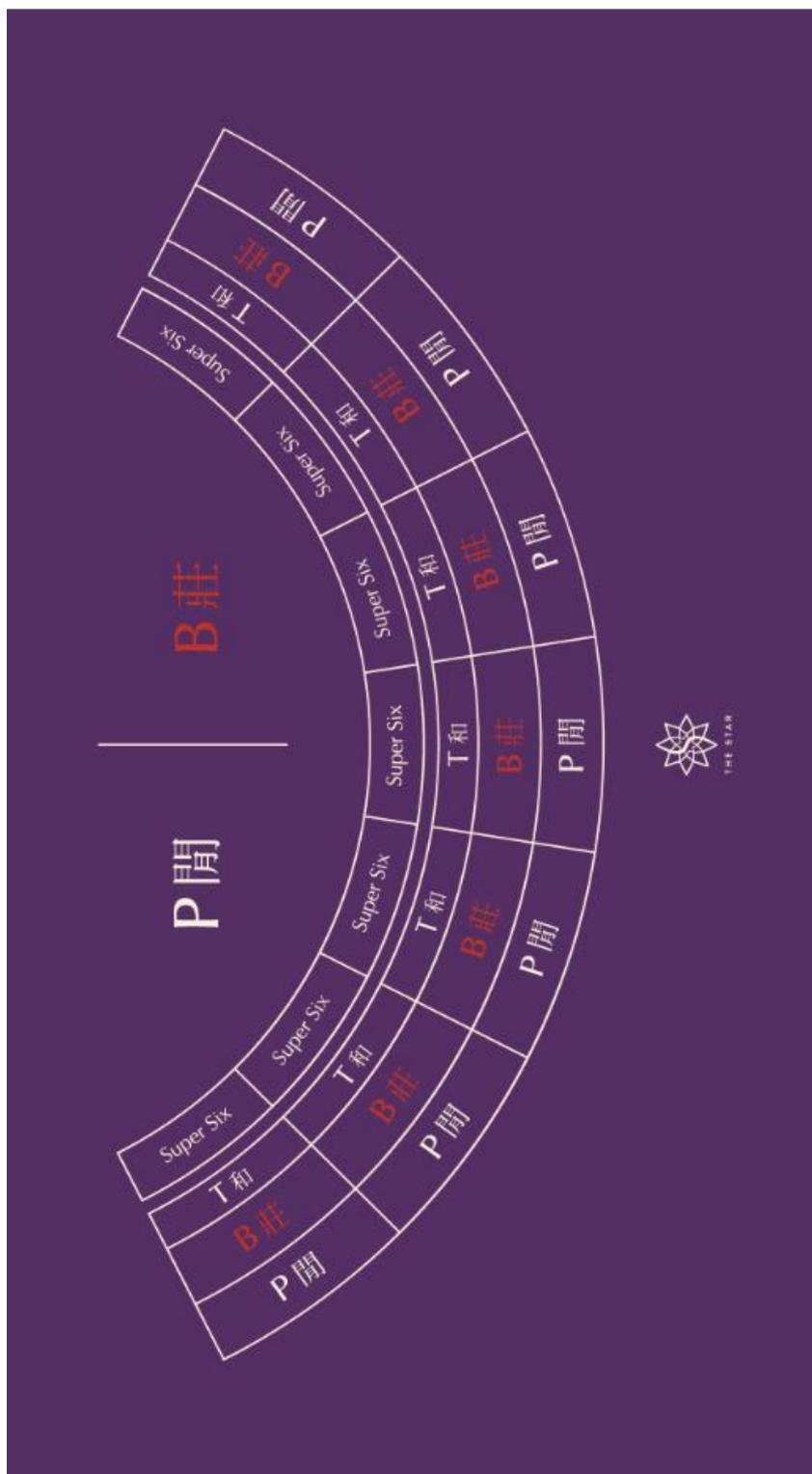


DIAGRAM C

MIDI BACCARAT WITH SUPER SIX



### DIAGRAM D

#### MIDI BACCARAT WITH SUPER SIX AND PAIRS

