



CRAPS

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

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

“casino promotional token” means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher, subject to any conditions specified on the voucher for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

"casino supervisor" means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a box person and Gaming Supervisor/Assistant Gaming Manager;

"come point" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come wager or a Don't Come wager;

"come out point" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll;

"come out roll" means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Win Line wager and a Don't Win wager has been effected;

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

“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;

“promotional prize” 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;

"roll" means the throw of the dice by the shooter;

"**7 Out**" means a total of 7 thrown by the shooter subsequent to establishment of the come out point;

"**shooter**" means a player who throws the dice;

"**stickperson**" means a person responsible for the issuance, collection and the announcement of the total of the dice;

"**total**" means the sum of the numbers shown on the uppermost sides of the two dice on any given roll;

"**void**" means invalid with no result.

2. Table Layout and Equipment

- 2.1 The game of Craps shall be played on a table, oblong in shape with rounded corners and high walled sides.
- 2.2 The layout cloth shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A".
- 2.3 A set of five dice shall be present at the table at the commencement of play. The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.4 The following equipment shall also be used:
 - 2.4.1 a dice bowl for the retention of all dice not in active play;
 - 2.4.2 a stick designed for the stickperson to retrieve and/or pass the dice;
 - 2.4.3 a puck, being a plastic disc, marked "On" and "Off" on alternate sides to denote the come out point on the table layout;
 - 2.4.4 a float tray; and
 - 2.4.5 marker buttons marked with:
 - 2.4.5.1 "Off"
 - 2.4.5.2 "On"
 - 2.4.5.3 "Lay"
 - 2.4.5.4 "Buy"
 - 2.4.5.5 "Don't place".
- 2.5 The table shall have a drop box attached to it.

3. Dice Retention and Selection

- 3.1 The stickperson, positioned at the middle of the table directly opposite the boxperson, shall be responsible for the control of the dice.
- 3.2 At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson. If that player rejects the dice, the stickperson shall offer the dice to each of the other players in turn, clockwise around the table until one of the players accepts the dice.
- 3.3 The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice. The remaining dice of the set shall be returned to the dice bowl which shall be placed immediately in front of the stickperson.
- 3.4 In the event of a die or dice going off the table the following procedures shall be implemented:
 - 3.4.1 an immediate effort shall be made to retrieve the die or dice;
 - 3.4.2 the remaining dice shall be offered to the shooter to select new dice. The shooter may select new dice or request the original dice back again.
- 3.5 If the missing die or dice are found they shall be checked by the boxperson, then:
 - 3.5.1 if requested by the player, returned to him/her; or
 - 3.5.2 otherwise placed back in the dice bowl.
- 3.6 In the event that two dice are lost a new set of dice shall be placed at the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the dice becoming lost shall be allowed to continue with the remaining dice of the original set.
- 3.7 It shall be the option of the shooter after any roll, either to pass the dice or remain the shooter except that:
 - 3.7.1 the shooter shall pass the dice upon throwing a 7 Out; and
 - 3.7.2 the boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game.
- 3.8 When a shooter relinquishes the dice in the course of play, the dice are offered to:
 - 3.8.1 the player having either a Win Line or Don't Win wager, immediately to the left of the previous shooter; and
 - 3.8.2 if that player does not accept, to the next player having such a wager, in turn clockwise around the table.
- 3.9 In the event there is no player available to accept the dice and any undetermined wager remains, the stickperson shall throw the dice until a determination has been reached or a 7 Out is thrown.

4. The Throw of the Dice

- 4.1 To be eligible to throw the dice a player must have a wager on the Win Line or the Don't Win.
- 4.2 Upon selection of the dice, the player shall throw the two selected dice (the come out roll) so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table furthest from him/her.
- 4.3 Following the come-out roll, a wager must remain on the Win Line or the Don't Win on each succeeding roll for the player to be able to continue as the shooter.
- 4.4 When the dice come to rest from a valid throw:
 - 4.4.1 the stickperson shall at once call out the total;
 - 4.4.2 only one face on each die shall be considered as uppermost, which will be the face of the die opposite the obstruction;
 - 4.4.3 in the event of a dispute as to which face is uppermost, the decision of the boxperson shall be final.
- 4.5 After calling the throw, the stickperson shall collect the dice and bring them to the centre of the table. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw.

5. Invalid Throws

- 5.1 A throw shall be invalid when the stickperson or casino supervisor calls "no roll".
- 5.2 The call of "no roll" may be made if:
 - 5.2.1 the dice do not leave the shooter's hand simultaneously; or
 - 5.2.2 either (or both) of the dice fail to strike an end of the table; or
 - 5.2.3 for any other reason the stickperson or casino supervisor considers the throw to be irregular; or
 - 5.2.4 any other irregularity has occurred.
- 5.3 The call of "no roll" shall be made if:
 - 5.3.1 either or both the dice come to rest off the table;
 - 5.3.2 one die comes to rest on top of the other;
 - 5.3.3 either or both the dice come to rest on the chips constituting the craps float located in front of the boxperson;
 - 5.3.4 either or both the dice come to rest in the dice bowl in front of the stickperson or on one of the rails surrounding the table;

- 5.3.5 either or both the dice are cocked in such a way that it would be impossible to call it's natural fall;
- 5.3.6 if any person other than the designated shooter picks up the dice and throws them;
- 5.3.7 a fraudulent device or technique is used in the roll of the dice; or
- 5.3.8 dice other than those approved for the game are used in the roll.

6. Wagers

- 6.1 The wagers defined in this rule shall be the permissible wagers by a player at the game of Craps:
 - 6.1.1 "Win Line" bet means a wager placed immediately prior to the come out roll, which shall:
 - 6.1.1.1 win if, on the come out roll:
 - 6.1.1.1.1 a total of 7 or 11 is thrown; or
 - 6.1.1.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;
 - 6.1.1.2 lose if, on the come out roll:
 - 6.1.1.2.1 a total of 2, 3 or 12 is thrown; or
 - 6.1.1.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;
 - 6.1.2 "Don't Win" bet means a wager placed immediately prior to the come out roll which shall:
 - 6.1.2.1 win if, on the come out roll:
 - 6.1.2.1.1 a total of 3 or 12 is thrown; or
 - 6.1.2.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;
 - 6.1.2.2 lose if, on the come out roll:
 - 6.1.2.2.1 a total of 7 or 11 is thrown; or
 - 6.1.2.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;

- 6.1.2.3 be void if, on the come out roll a total of 2 is thrown.
- 6.1.3 "Come" bet means a wager placed at any time after the come out roll which shall:
 - 6.1.3.1 win if, on the roll immediately following placement of such wager:
 - 6.1.3.1.1 a total of 7 or 11 is thrown; or
 - 6.1.3.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;
 - 6.1.3.2 lose if, on the roll immediately following placement of such wager:
 - 6.1.3.2.1 a total of 2, 3 or 12 is thrown; or
 - 6.1.3.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again.
- 6.1.4 "Don't Come" bet means a wager placed at any time after the come out roll which shall:
 - 6.1.4.1 win if, on the roll immediately following placement of such wager:
 - 6.1.4.1.1 a total of 3 or 12 is thrown; or
 - 6.1.4.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;
 - 6.1.4.2 lose, if on the roll immediately following placement of such wager:
 - 6.1.4.2.1 a total of 7 or 11 is thrown; or
 - 6.1.4.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;
 - 6.1.4.3 be void, if on the roll immediately following placement of such wager, a total of 2 is thrown.
- 6.1.5 "Behind the Win Line" means an additional wager made by a player, whenever that player has made a Win Line wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:
 - 6.1.5.1 be limited to double the amount of the Win Line wager;
 - 6.1.5.2 win if the Win Line wager wins; or

- 6.1.5.3 lose if the Win Line wager loses.
- 6.1.6 "Behind the Don't Win" means an additional wager made by a player, whenever that player has made a Don't Win wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:
 - 6.1.6.1 be an amount so calculated to provide winnings not exceeding double the amount of the Don't Win wager;
 - 6.1.6.2 win if the Don't Win wager wins; or
 - 6.1.6.3 lose if the Don't Win wager loses.
- 6.1.7 "Behind the Come" means an additional wager made by a player, whenever that player has made a Come wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of that wager, which shall:
 - 6.1.7.1 be limited to double the amount of the Come wager;
 - 6.1.7.2 win if the Come wager wins; or
 - 6.1.7.3 lose if the Come wager loses.
- 6.1.8 "Behind the Don't Come" means an additional wager made by a player, whenever that player makes a Don't Come wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of that wager, which shall:
 - 6.1.8.1 be an amount so calculated to provide winnings not exceeding double the amount of the Don't Come wager;
 - 6.1.8.2 win if the Don't Come wager wins; or
 - 6.1.8.3 lose if the Don't Come wager loses.
- 6.1.9 "Hardways" means a wager made at any time on a selected hardway (hard 4, hard 6, hard 8 or hard 10) which shall win if the selected total is thrown the hardway (i.e. with the two dice showing the same value) before the selected total is thrown in any other way, or before a total of 7 is thrown;
- 6.1.10 "Place Bet to Win" means a wager made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall:
 - 6.1.10.1 win if the number on which the wager was placed is thrown before a total of 7 is thrown; or
 - 6.1.10.2 lose if a total of 7 is thrown before the number is thrown.
- 6.1.11 "Place Bet to Lose" means a wager made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall:
 - 6.1.11.1 win if a total of 7 is thrown before the number against which the wager is placed is thrown; or

- 6.1.11.2 lose if the number against which the wager is placed is thrown before a total of seven is thrown.
- 6.1.12 "Any Craps" means a one roll wager made at any time, which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.13 "Craps Two" means a one roll wager made at any time, which shall win if a total of 2 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.14 "Craps Three" means a one roll wager made at any time, which shall win if a total of 3 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.15 "Craps Twelve" means a one roll wager made at any time, which shall win if a total of 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.16 "Eleven" means a one roll wager made at any time, which shall win if a total of 11 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.17 "Field" bet means a one roll wager made at any time which shall win if any of the totals of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such wager and shall lose if any other total is thrown.
- 6.1.18 "Any Seven" means a one roll wager made at anytime, which shall win if a total of 7 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.19 "Big 6" means a wager made at any time, which shall win if a total of 6 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 6.
- 6.1.20 "Big 8" means a wager made at any time, which shall win if a total of 8 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 8.
- 6.1.21 "Horn" bet means a one roll wager made at any time, which shall win if any of the totals of 2, 3, 11 or 12 are thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.22 "Horn High" bet means a one roll wager made at any time which shall:
- 6.1.22.1 be placed in units of five, with four units wagered as a Horn wager and an additional unit wagered on one of the numbers of 2, 3, 11 or 12 as nominated by the player;
- 6.1.22.2 win if any of the totals of 2, 3, 11 or 12 are thrown on the roll immediately following placement of the wager; or

- 6.1.22.3 lose if any other total is thrown.
- 6.1.23 "Crap-Eleven" means a one roll wager made at any time, which shall win if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.24 "Buy" bet means a wager the same as a Place Bet to Win, as defined in rule 6.1.10, except that the player shall have the option of receiving true odds on these bets in return for which, the player shall pay a commission at the time of placement equal to 5% of the wager.
- 6.1.25 "Lay" bet means a wager the same as a Place Bet to Lose, as defined in rule 6.1.11 except that the player has the option of receiving true odds on these wagers in return for which, the player shall pay a commission at the time of placement equal to 5% of the amount that the player could win.
- 6.2 All wagers shall be made by placing chips, and/or casino promotional tokens on the appropriate wagering areas of the layout.
- 6.3 All wagers should be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are accompanied by chips or casino promotional tokens and confirmed orally by a dealer and/or a box person.
- 6.4 A wager may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Win Line wager and a Come wager shall not be removed or reduced after a come out point or a come point is established with respect to such wager.
- 6.5 A Don't Win wager or a Don't Come wager may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
- 6.6 Buy and Place Bets to Win, Behind the Come and Hardway wagers:
- 6.6.1 shall be inactive on any come out roll unless called "On" by the player and confirmed by a dealer or boxperson through placement of an "On" marker button on top of a wager made by that player;
- 6.6.2 may be called "Off" or "On" at any time.
- 6.7 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.
- 6.8 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer or stickperson or boxperson. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

7. Minimum and Maximum Wagers

- 7.1 The minimum and maximum wagers permitted by a player shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples

of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.

- 7.2 A wager found to be below the stated minimum, after the dice are thrown, shall be valid.
- 7.3 A wager found to be above the stated maximum shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous roll(s) the wagers and results of the previous roll(s) shall stand.
- 7.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 7.5 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.
- 7.6 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

8. Settlement Odds

- 8.1 Winning wagers at the game of Craps shall be paid at the odds listed below:

Wager	Odds
Win Line	1 to 1
Don't Win	1 to 1
Come	1 to 1
Don't Come	1 to 1
Behind the Win Line:	
Come out point of 6 or 8	6 to 5
Come out point of 5 or 9	3 to 2
Come out point of 4 or 10	2 to 1
Behind the Don't Win:	
Come out point of 6 or 8	5 to 6
Come out point of 5 or 9	2 to 3
Come out point of 4 or 10	1 to 2
Behind the Come:	
Come point of 6 or 8	6 to 5
Come point of 5 or 9	3 to 2
Come point of 4 or 10	2 to 1

Behind the Don't Come:	
Come point of 6 or 8	5 to 6
Come point of 5 or 9	2 to 3
Come point of 4 or 10	1 to 2
Hardways:	
Four (4)	7.5 to 1
Six (6)	9.5 to 1
Eight (8)	9.5 to 1
Ten (10)	7.5 to 1
Place Bets to Win:	
Four (4)	9 to 5
Five (5)	7 to 5
Six (6)	7 to 6
Eight (8)	7 to 6
Nine (9)	7 to 5
Ten (10)	9 to 5
Place Bets to Lose:	
Four (4)	5 to 11
Five (5)	5 to 8
Six (6)	4 to 5
Eight (8)	4 to 5
Nine (9)	5 to 8
Ten (10)	5 to 11
Any Craps	7.5 to 1
Craps Two	33 to 1
Craps Three	16 to 1
Craps Twelve	33 to 1
Eleven	16 to 1
Any Seven	4 to 1
Field:	
3, 4, 9, 10, or 11	1 to 1
2 or 12	2 to 1
Big 6	1 to 1
Big 8	1 to 1
A Horn Bet and/or Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.	
Crap-Eleven:	
2, 3 or 12	7.5 to 1
11	16 to 1

Crap-Eleven odds are paid only to one half of the amount wagered on the Crap-Eleven bet.	
Buy Bets:	
4 to win	2 to 1
5 to win	3 to 2
6 to win	6 to 5
8 to win	6 to 5
9 to win	3 to 2
10 to win	2 to 1
Lay Bets:	
4 to lose	1 to 2
5 to lose	2 to 3
6 to lose	5 to 6
8 to lose	5 to 6
9 to lose	2 to 3
10 to lose	1 to 2

9. General Provisions

- 9.1 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.
- 9.2 Rule 9.1 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.
- 9.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 9.1, he/she may:
- 9.3.1 declare that any wager made by the person is void;
 - 9.3.2 direct that the person shall be excluded from further participation in the game;
 - 9.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
 - 9.3.4 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.
- 9.4 A casino supervisor may invalidate the outcome of a game if:
- 9.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or

- 9.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 9.5 Where the outcome of a game is invalidated under rule 9.4, 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 9.4.2 be forfeited.
- 9.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.7 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.
- 9.8 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.
- 9.9 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.
- 9.10 Players and spectators are not permitted to have side bets with or against each other.
- 9.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player, and in so doing may cause the wager(s) to be removed, in accordance with rule 6.4, from the layout.
- 9.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a boxperson or gaming supervisor, subject to a review (if requested) by a casino supervisor.
- 9.13 In any dispute arising from the play of this game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 9.14 A copy of these rules shall be made available for inspection upon request.

10. Player Rewards and Promotional Prizes

- 10.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 10.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 10.3 When offering a non-monetary prize 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 which shall be clearly stated in the terms and conditions of the promotion.

- 10.4 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.
- 10.5 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:
- 10.5.1 tobacco in any form;
 - 10.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 10.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 10.5.4 more than 20 litres of liquor; or
 - 10.5.5 any item or service prescribed by the regulations.
- 10.6 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.
- 10.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
- 10.7.1 the manner in which a Promotional Prize is to be awarded;
 - 10.7.2 when and where the Promotional Prize will be awarded;
 - 10.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 10.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 10.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
 - 10.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
 - 10.7.7 the place, date and time of any Promotional Prize promotion;
 - 10.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
 - 10.7.9 how the winner of a Promotional Prize will be notified;
 - 10.7.10 how the results of a Promotional Prize will be published;

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

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

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

10.7.11.2 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.

10.7.11.3 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.

10.7.11.4 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.

10.8 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:

10.8.1 face-to-face; or

10.8.2 mail; or

10.8.3 telephone; or

10.8.4 email.

10.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

- 10.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

- 10.10 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:
 - 10.10.1 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.

- 10.11 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.

- 10.12 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

CRAPS LAYOUT

