



## LUCKY DRAW BACCARAT

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# 1. Definitions

1.1 In these rules, unless the contrary intention appears:

**“3-3-3 Off Suit”** means a three card point count of 9 where the cards in a hand are each a value of 3 and comprised of at least 2 different suits;

**“3-3-3 Suited”** means a three card point count of 9 where the cards in a hand are each a value of 3 and are all same suit;

**“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;

**"burn/burned"** means to remove a card from play by placing it in the discard rack;

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

**“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;

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

**“DRAW”** means a subsequent wager placed in the appropriately marked area during the subsequent deal;

**“ENTER”** means an initial wager placed in the appropriately marked area;

**“float tray”** means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

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

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

**“Lucky 7”** means a three card point count of 7;

**“Lucky 8”** means a three card point count of 8;

**“Lucky 9”** means a three card point count of 9;

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

**"pre-shuffled cards"** means playing cards checked and shuffled by the casino operator prior to these cards being introduced to the table, or cards from Angel Playing Cards Co., Ltd that are shuffled at the time of manufacture;

**"promotional prize(s)"** means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

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

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

**"tie"** means that both the player's hand and the dealer's hand have the same point count at the end of a round of play;

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

## **2. Table Layout and Equipment**

- 2.1 The game of Lucky Draw Baccarat shall be played at a table with places for up to seven seated players and a place for the dealer.
- 2.2 The layout cloth covering the table shall have areas designated for the placement of wagers, shall be marked in a manner substantially similar to that shown in diagram "A", and shall have spaces for seven 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.
- 2.5 A sign indicating the payout odds shall be displayed on the table.

## **3. The Cards**

- 3.1 The game of Lucky Draw 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.
- 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, pre-shuffled and shall be secured until such time as they may be required.
- 3.5 All cards used in the game of Lucky Draw Baccarat shall be dealt from a card shoe or shuffling device specifically designed for such purpose.
- 3.6 No player or spectator shall handle, remove or alter any cards used in the game and no dealer or other person shall permit a player or spectator to do so.
- 3.7 At the completion of the last round of play as determined in accordance with rule 4.3, the cards may, at the discretion of a casino supervisor, be removed from the table and replaced by new cards. The new cards shall be shuffled in accordance with rule 4.
- 3.8 Where a casino supervisor forms the opinion that the cards have become unfit for further use and provided no round of play is in progress, the casino supervisor shall direct that the cards be replaced. The new cards shall be shuffled in accordance with rule 4.
- 3.9 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 Where non pre-shuffled cards are in use the dealer shall shuffle the cards so that they are randomly intermixed:
  - 4.1.1 before the start of play;
  - 4.1.2 when the cutting card is exposed or drawn as the first card of a new round of play;
  - 4.1.3 at the completion of the round of play in which the cutting card is drawn;
  - 4.1.4 after a round of play if directed by a casino supervisor, where there is reason to suspect that the cards are not randomly intermixed.
- 4.2 Where 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 Where pre-shuffled cards are in use, the dealer shall shuffle the cards so that they are randomly intermixed:
- 4.3.1 at the completion of the last round of play as determined in accordance with rule 4.1 if no new cards are being introduced; or
  - 4.3.2 after a round of play if directed by a casino supervisor, where there is reason to suspect that the cards are not randomly intermixed.
- 4.4 When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and shall not be cut.
- 4.5 The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.6 Where a shuffling device is not in use, after the cards have been shuffled the dealer shall offer the stack of cards, with backs facing away from him/her, to the players to be cut. The player to cut the cards shall be:
- 4.6.1 the first player to the table if the game is just commencing;
  - 4.6.2 the player on whose playing area the cutting card appeared during the last round of play;
  - 4.6.3 the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play;
  - 4.6.4 the player at the farthest point to the right of the dealer if the cutting card is exposed or drawn as the first card of a new round of play; or
  - 4.6.5 the player at the farthest point to the right of the dealer if the cards are replaced in accordance with these rules.
- 4.7 If the player designated in rule 4.6 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.
- 4.8 The person designated in rule 4.6 or 4.7 shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.9 Once the cutting card has been inserted by the person designated in these rules, the dealer shall arrange the cards so that all cards in front of the cutting card are placed to the back of the stack, after which the dealer shall insert the cutting card in the stack up to half way in from the back of the stack. The stack of cards shall then be inserted in the card shoe for commencement of play.
- 4.10 The first card from the card shoe or shuffling device shall be burned by placing it face down in the discard rack and shall not be exposed.

## **5. Wagers**

- 5.1 The wagers defined in this rule shall be the permissible wagers at the game of Lucky Draw Baccarat:
- 5.1.1 a wager on the "ENTER" wagering area which shall:-

- 5.1.1.1 win if the player's hand has a point count higher than that of the dealer's hand;
  - 5.1.1.2 lose if the player's hand has a point count lower than that of the dealer's hand;
  - 5.1.1.3 be declared a tie if the point counts of the player's hand and the dealer's hand are equal and shall neither win nor lose.
- 5.2 A player who elects to receive a third card shall place a wager, which must be the same value as their "ENTER" wager on the appropriate wagering area of the layout, marked "DRAW".
- 5.3 A wager on the "DRAW" wagering area shall:-
  - 5.3.1 win if the player's hand has a point count higher than that of the dealer's hand;
  - 5.3.2 lose if the player's hand has a point count lower than that of the dealer's hand;
  - 5.3.3 be declared a tie if the point counts of the player's hand and the dealer's hand are equal and shall neither win nor lose.
- 5.4 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.5 Any "ENTER" wager by a player shall be placed on the appropriate wagering areas of the layout prior to the first card being removed from the card shoe or shuffling device for each round of play.
- 5.6 Only one wager will be accepted on any playing area.
- 5.7 A player may be permitted to wager on more than one playing area providing that, where there are insufficient playing areas available at the table to accommodate player demand, a player wagering on more than one playing area shall give up a playing area or playing areas to accommodate other players.
- 5.8 Subject to rule 8.2, until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been removed from the card shoe or shuffling device.
- 5.9 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 on each playing area shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 6.2 A wager found to be below the stated minimum, after the first card has been removed from the card shoe or shuffling device, shall be valid.

- 6.3 Where the wagers for a playing area are found to be above the stated maximum those wagers shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round of play, the wagers and results of any previous round of play shall stand.
- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 6.5.1 Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at anytime, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
- 6.5.2 A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.
- 6.5.3 When the player leaves the table, the marker shall be removed from the layout.
- 6.5.4 Should a player be playing more than one box, the marker shall be placed in front of the box at which he or she is located.
- 6.6 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.
- 6.6.1 When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
- 6.6.2 New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.7 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.

## **7. Initial Deal**

- 7.1 Immediately before the start of each round of play, the dealer may announce "place your bets" and/or "no more bets".
- 7.2 Starting from the left and continuing clockwise round the table, the dealer shall deal a card in sequence to each playing area containing a wager and a card to the dealer's position. In a like manner the dealer shall then deal a second card to each of the wagered playing areas. No "ENTER" wagers may be placed once the first card is removed from the card shoe or shuffling device.

## **8. Subsequent Deal**

- 8.1 The dealer shall, beginning from the left, announce the player's point count and allow the player to indicate whether he/she wishes to:
- 8.1.1 receive an additional card by placing a "DRAW" wager; or
  - 8.1.2 stand on their two card point count by moving the hand horizontally to indicate that the player wishes to stand; or by such other visual hand signals acceptable to the casino operator.
- 8.2 A player who elects to receive a third card shall place a wager, which must be the same value as their "ENTER" wager on the appropriate wagering area of the layout, marked "DRAW".
- 8.3 As each player indicates his/her decision(s), the dealer shall deal face up any additional card as required to give effect to the decision(s) and shall announce the point count of the player's hand after the additional card is dealt.
- 8.4 The dealer shall then draw one additional card to the dealer's hand.
- 8.5 If the dealer's two card point count is 4 or lower, a third card shall be drawn to the dealer's hand.

## **9. Settlement**

- 9.1 Settlement of wagers after the announcement of the result of the round of play shall be as follows:
- 9.1.1 A winning "ENTER" wager shall be paid at the odds of 1 to 1.
  - 9.1.2 A winning "DRAW" wager with a three card point count of 6 or less shall be paid at the odds of 1 to 1.
  - 9.1.3 A winning "DRAW" wager with a three card point count of 7, the 'Lucky 7', shall be paid at the odds of 3 to 2.
  - 9.1.4 A winning "DRAW" wager with a three card point count of 8, the 'Lucky 8', shall be paid at the odds of 2 to 1.
  - 9.1.5 A winning "DRAW" wager with a three card point count of 9, the 'Lucky 9', shall be paid at the odds of 3 to 1; except:
    - 9.1.5.1 where a winning hand consists of three cards and all of those cards show a face value of 3.
    - 9.1.5.2 a '3-3-3 Suited' hand shall be paid at odds of 30 to 1.
    - 9.1.5.3 a '3-3-3 Off Suit' hand shall be paid at odds of 9 to 1.
- 9.2 At the conclusion of a round of play, all winning wagers shall be paid, all losing wagers shall be collected and the cards remaining on the layout shall be picked up by the dealer and placed in the discard rack.



## 10. Irregularities

- 10.1 A card found turned face upwards in the card shoe or shuffling device shall be burned by placing it in the discard rack and play shall continue.
- 10.2 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 round of play has been completed, direct that all remaining cards be removed from the shuffling device and checked.
- 10.3 A card dealt or burned in error shall be dealt to the players or the dealer as though it were the next card from the card shoe or shuffling device.
- 10.4 A player who refuses to accept the card referred to in rule 10.3 shall not receive an additional card during that round of play and is not entitled to place a "DRAW" wager.
- 10.5 Where the card referred to in rule 10.3 is refused by all players it shall become the dealer's next card.
- 10.6 A card exposed and dealt in error to the dealer's completed hand shall be burned by placing it in the discard rack.
- 10.7 A card dealt in error to the dealer's hand and not exposed will be placed under the card shoe or shuffling device and used as the first card of the next round of play. In such circumstances the card shall be deemed not to have been removed from the card shoe or shuffling device.
- 10.8 Should the round of play contain an error caused by the incorrect dealing of a card, and the error is detected and notified to the dealer before the commencement of the next round of play, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. In the event of a reconstruction the casino operator and the players shall accept the result. However, should reconstruction not be possible, then the casino supervisor shall authorise that round being declared void and all monies returned for that round of play.
- 10.9 Where the casino supervisor authorises that a round of play be void, play will continue with the remaining cards in the shoe or shuffling device.
- 10.10 If there are insufficient cards remaining in the card shoe or shuffling device to complete a round of play, all of the cards in the discard rack shall be shuffled and cut in accordance with rule 4 and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.
- 10.11 Where a player makes a wager in accordance with rule 5 and fails within a reasonable period, or refuses or is not present, to make decisions with regard to the cards dealt to the playing area containing the wager, the player will be deemed to have made the decision to stand and will not be entitled to place a "DRAW" wager.
- 10.12 In the event that the cards are not cut in accordance with rule 4 the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of previous rounds of play shall stand.
- 10.13 Should the dealer forget to burn the first card from the card shoe or shuffling device in accordance with rule 4.7, then play shall continue with that card remaining in play.

- 10.14 In the event that the cards are not shuffled following the exposure of the cutting card, subject to rule 10.10 the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of previous rounds of play shall stand.
- 10.15 In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 3.1 the following shall apply:
- 10.15.1 the result of any rounds of play previously completed shall stand;
  - 10.15.2 the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned for that round of play, providing any interim settlement made to a player will stand;
  - 10.15.3 the remainder of the card shoe or shuffling device shall then be declared void and the decks checked for any further missing or foreign cards.

## **11. Shuffling Device Malfunction**

- 11.1 This rule, and rules 11.2 to 11.3, apply if all of the following conditions are satisfied:
- 11.1.1 a shuffling device is in use for a game of Lucky Draw Baccarat; and
  - 11.1.2 it becomes evident, in a round of play 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
  - 11.1.3 the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and
  - 11.1.4 another shuffling device is readily available; and
  - 11.1.5 it is practicable to transfer cards to another shuffling device.
- 11.2 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.
- 11.3 Where a shuffling device malfunctions and causes damage to any card in the shuffling device:
- 11.3.1 the damaged cards in the malfunctioning shuffling device are to be removed from play; and
  - 11.3.2 the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and
  - 11.3.3 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

11.3.4 the game is continued.

11.4 Where a shuffling device malfunctions and the casino operator or a player is disadvantaged by reason of the malfunction, the round of play is terminated, and the amount wagered by each player must be returned to the player. The result of any rounds of play previously completed shall stand.

11.5 Where a shuffling device malfunctions and rules 11.1.4 or 11.1.5 cannot be satisfied:-

11.5.1 each player must be given the opportunity to have each amount wagered by the player in the round of play returned to the player; and

11.5.2 any damaged card must be replaced with cards from a new deck; and

11.5.3 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

11.5.4 the round of play for the players who elected not to have their wagers returned is completed using a card shoe.

## **12. General Provisions**

12.1 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.

12.2 Rule 12.1 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.

12.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 12.1, he/she may:

12.3.1 declare that any wager made by the person is void;

12.3.2 direct that the person shall be excluded from further participation in the game;

12.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;

12.3.4 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.

12.4 A casino supervisor may invalidate the outcome of a game if:

12.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or

- 12.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 12.5 Where the outcome of a game is invalidated under rule 12.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor directs that the wager of any player referred to in rule 12.4.2 be forfeited.
- 12.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 12.7 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.
- 12.8 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.
- 12.9 Players and spectators are not permitted to have side bets with or against each other.
- 12.10 A casino supervisor may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the card shoe or shuffling device, and in so doing may cause the wager(s) to be removed from the layout.
- 12.11 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor/Assistant Gaming Manager, subject to a review (if requested) by a casino supervisor.
- 12.12 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.
- 12.13 A copy of these rules shall be made available for inspection upon request.

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

- 13.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 13.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 13.3 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.
- 13.4 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.

- 13.5 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:
- 13.5.1 tobacco in any form;
  - 13.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
  - 13.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
  - 13.5.4 more than 20 litres of liquor; or
  - 13.5.5 any item or service prescribed by the regulations.
- 13.6 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.
- 13.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
- 13.7.1 the manner in which a Promotional Prize is to be awarded;
  - 13.7.2 when and where the Promotional Prize will be awarded;
  - 13.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
  - 13.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
  - 13.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
  - 13.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
  - 13.7.7 the place, date and time of any Promotional Prize promotion;
  - 13.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
  - 13.7.9 how the winner of a Promotional Prize will be notified;
  - 13.7.10 how the results of a Promotional Prize will be published;
  - 13.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
    - 13.7.11.1 If the prize is machinery or an electric appliance, details shall also include:

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

13.7.11.2 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.

13.7.11.3 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.

13.7.11.4 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.

13.8 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:

- 13.8.1 face-to-face; or
- 13.8.2 mail; or
- 13.8.3 telephone; or
- 13.8.4 email.

13.9 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.

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

13.10 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:

- 13.10.1 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.

- 13.11 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.
- 13.12 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"

## LUCKY DRAW BACCARAT LAYOUT

