



# MISSISSIPPI STUD POKER

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## Diagram “A”

## 1. Definitions

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

**"3<sup>rd</sup> Street"** means the first community card;

**"3<sup>rd</sup> Street Wager"** means an additional wager placed by a player in order to continue in a round of play prior to the 3<sup>rd</sup> Street community card being dealt. 3<sup>rd</sup> Street Wager must be an amount equal to one, two or three times the "Ante Wager";

**"4<sup>th</sup> Street"** means the second community card;

**"4<sup>th</sup> Street Wager"** means an additional wager placed by a player in order to continue in a round of play prior to the 4<sup>th</sup> Street community card being dealt. 4<sup>th</sup> Street Wager must be an amount equal to one, two or three times the "Ante Wager";

**"5<sup>th</sup> Street"** means the third and final community card;

**"5<sup>th</sup> Street Wager"** means an additional wager placed by a player in order to continue in a round of play prior to the 5<sup>th</sup> Street community card being dealt. 5<sup>th</sup> Street Wager must be an amount equal to one, two or three times the "Ante Wager";

**"Ante Wager"** means a player's initial wager placed in a round of play;

**"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;

**"Bonus Jackpot"** means a jackpot amount that may be won by a player with a valid jackpot wager in accordance with rules 15.2.10 and 15.2.11;

**"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;

**"Community Cards"** means three cards dealt to the designated playing area;

**"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;

**“Fixed Jackpot”** means an element additional to the game in play in which qualifying hands are paid in accordance with the odds displayed on the table limit sign;

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

**“Fold”** means a decision by a player to no longer continue with his/her hand for that particular round of play and to forfeit all wagers;

**“Gaming Supervisor”** means a person responsible for the immediate supervision of the operation of the game;

**“Hole Cards”** means two cards dealt to each player which remain concealed from other players;

**“Inspector”** means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

**“Jackpot Wager”** means an optional wager on the jackpot element of the game in which qualifying hands are paid an amount in accordance with the odds displayed on the table limit sign;

**“Player’s Hand”** means the hand comprising of the player’s Hole Cards and the community cards;

**“Jackpot Meter System”** means an approved system used to control the jackpotting element of the game;

**“Progressive Jackpot”** means an element additional to the game in play in which qualifying hands are paid progressive amounts dependent on the cards dealt to those hands;

**“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 during which all players then playing at a table have been dealt a hand, have folded or wagered upon it and have had their wagers paid or collected;

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

**“Stand off”** means where a wager shall neither win nor lose;

**“Void”** means invalid with no result.

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

- 2.1. The game of Mississippi Stud Poker shall be played at a table having on one side places for the players and one place for the dealer.
- 2.2. The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram "A" with:
  - 2.2.1. playing areas designated for the placement of wagers, which must be marked:
    - 2.2.1.1. for Ante Wagers—by the word 'Ante' or 'A'; and
    - 2.2.1.2. for 3rd Street Wagers—by the word '3rd Street' or '3rd'; and
    - 2.2.1.3. for 4th Street Wagers—by the word '4th Street' or '4th'; and
    - 2.2.1.4. for 5th Street Wagers—by the word '5th Street' or '5th'; and
  - 2.2.2. areas for the community cards; and
  - 2.2.3. rectangular, circular or oval areas for wagers.
- 2.3. The following equipment shall also be used:
  - 2.3.1. a card shoe, capable of holding a single deck of cards, or a shuffling device, capable of holding two individual decks of cards, from which the cards shall be dealt;
  - 2.3.2. a discard rack, capable of holding a single deck of cards, which shall be attached to the table to the right of the dealer; and
  - 2.3.3. a float tray.
- 2.4. The table shall have a drop box attached to it.

## **3. The Cards**

- 3.1. The game of Mississippi Stud Poker shall be played with one deck of cards, having 52 cards without jokers, with backs of the same colour and design and a cutting card.
- 3.2. When a shuffling device is in use at a table:
  - 3.2.1. the device may be loaded with one deck of cards while another deck is used in play; and
  - 3.2.2. the backs of the deck of cards being used in play must be of a different colour to that of the backs of the other deck of cards in the shuffling device.

- 3.3. All suits have the same rank. The value of cards, from highest to lowest, shall be as follows:
- ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.
- An ace ranks in a straight as high (as in a straight consisting of 10, jack, queen, king and ace).
- An ace also ranks in a straight as low (as in a straight consisting of ace, 2, 3, 4 and 5).
- 3.4. Cards shall be checked by a dealer or a casino supervisor or by use of a deck- checking device prior to use on a gaming table.
- 3.5. Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.
- 3.6. All cards used in the game of Mississippi Stud Poker shall be dealt from a card shoe or shuffling device specifically designed for such purpose.
- 3.7. Cards may, at the discretion of a casino supervisor, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.8. A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the number of cards.

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

- 4.1. The dealer shall shuffle the cards so that they are randomly intermixed within the deck:
- 4.1.1. immediately prior to the start of play;
- 4.1.2. at the completion of each round of play; or
- 4.1.3. immediately prior to the recommencement of play following any period that the table has been vacant.
- 4.2. When a card shoe is used, after the cards have been shuffled, the dealer shall cut the cards, place them on the cutting card and then insert all the cards in the card shoe for commencement of play.
- 4.2.1. 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.
- 4.3. No person other than the dealer shall cut the cards.
- 4.4. Where a shuffling device is used, the operation of rules 4.1 to 4.3 inclusive are amended to the extent necessary for the following to have effect:

- 4.4.1. immediately prior to the start of play, the dealer shall perform a manual shuffle prior to inserting the cards into the shuffling device;
- 4.4.2. cards shall be placed in the shuffling device to be shuffled;
- 4.4.3. the cards shall not be cut;
- 4.4.4. the shuffling device takes the place of the card shoe; and
- 4.4.5. a casino supervisor may instruct the dealer to shuffle and/or cut the cards prior to placement in the shuffling device if he/she is not satisfied that the cards have been shuffled to a satisfactory level.

## **5. Wagers**

- 5.1. All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.2. Prior to the first card being dealt in each round of play, each player at the table shall place an "Ante Wager" on the appropriate wagering area of the layout.
- 5.3. Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of a round of play has been removed from the card shoe or shuffling device unless explicitly permitted by these rules.
- 5.4. A player shall not wager on more than one hand in any round of play.
- 5.5. Only one wager shall be accepted on any one wagering area.
- 5.6. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

## **6. Minimum and Maximum Wagers**

- 6.1. The minimum and maximum wagers permitted per player per 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. A wager found to be above the stated maximum, after the first card has been removed from the card shoe or shuffling device, shall be paid or collected to the maximum. In the event that a player has been found to have

wagered above the stated maximum on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.

- 6.4. Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5. A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and the proposed time of change has been displayed at the table at least 20 minutes before the change.
  - 6.5.1. Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at 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.
    - 6.5.1.1. A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.
    - 6.5.1.2. When the player leaves the table, the marker shall be removed from the layout.
    - 6.5.1.3. Should a player be controlling more than one box, the marker shall be placed in front of the box at which he or she is located.
  - 6.5.2. Where a player continues to play at the pre-existing table minimum, that minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
  - 6.5.3. When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
  - 6.5.4. New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.6. Where low limit gaming is offered for this game:
  - 6.6.1 tournament play shall not be offered; and
  - 6.6.2 all cards shall be dealt from a shuffling device.

## **7. The Deal**

- 7.1. Immediately prior to the commencement of a round of play and after all "Ante Wagers" are placed, the dealer may announce "no more bets" and starting from his/her left and continuing clockwise around the table, deal the cards.

- 7.2. Where a card shoe is in use, the cards shall be dealt in the following manner:
- 7.2.1. one card face down to each playing area containing an “Ante Wager”; and
  - 7.2.2. in sequence, a second card face down to each playing area containing an “Ante Wager”; and
  - 7.2.3. After all hole cards have been dealt, the players may look at their cards.
  - 7.2.4. Dealing the “3<sup>rd</sup> Street”. After all “3<sup>rd</sup> Street Wagers” have been made, the dealer shall deal the first community card face up.
  - 7.2.5. Dealing the “4<sup>th</sup> Street”. After all “4<sup>th</sup> Street Wagers” have been made, the dealer shall deal the second community card face up.
  - 7.2.6. Dealing the “5<sup>th</sup> Street”. After all “5<sup>th</sup> Street Wagers” have been made, the dealer shall deal the third and final community card face up.
- 7.3. When a shuffling device is in use, the cards shall be dealt face down in the following manner:
- 7.3.1. the community cards stacked and placed on the 3<sup>rd</sup> Street card box; and
  - 7.3.2. The dealer shall then spread the community cards across the designated playing areas left to right with top card on 5<sup>th</sup> Street, second card on 4<sup>th</sup> Street and bottom being left on 3<sup>rd</sup> Street, and
  - 7.3.3. Two cards at a time to each playing area containing an “Ante Wager”.
  - 7.3.4. After all hole cards have been dealt, the players may look at their cards.
  - 7.3.5. Dealing the “3<sup>rd</sup> Street”. After all “3<sup>rd</sup> Street Wagers” have been made, the dealer shall reveal the first community card.
  - 7.3.6. Dealing the “4<sup>th</sup> Street”. After all “4<sup>th</sup> Street Wagers” have been made, the dealer shall reveal the second community card.
  - 7.3.7. Dealing the “5<sup>th</sup> Street”. After all “5<sup>th</sup> Street Wagers” have been made, the dealer shall reveal the third and final community card.

## 8. Order of Poker Hand Values

- 8.1. The value of each card in descending order for a 52 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (ace, when used in a small straight). The order of hands, highest to lowest is as follows:

- (a) **Royal Flush** – ace, king, queen, jack, 10 of the same suit;



- (b) **Straight Flush** – five cards of the same suit in numerical sequence. An ace may count low in a straight e.g. 5, 4, 3, 2, Ace;
- (c) **Four of a Kind** – four cards of the same value; plus one other card;
- (d) **Full House** – three cards of the same value combined with a pair of another value;
- (e) **Flush** – five cards of the same suit;
- (f) **Straight** – five cards in numerical sequence, not all of the same suit;
- (g) **Three of a Kind** – three cards of the same value, with any two unmatched cards;
- (h) **Two pair** – two cards of the same value combined with two cards of another value, plus one other card;
- (i) **Jacks or better** – two cards of the same value that equals Jacks or higher which also includes Aces;
- (j) **Pair of 6s to 10s** – two cards of the same value that ranges from 6 to 10.

## 9. Betting Round

- 9.1. After the hole cards have been dealt in accordance with rule 7, players may look at their cards and shall declare their intention to either:
  - 9.1.1. “Fold” by discarding their hole cards face down towards the dealer and forfeit their “Ante Wager”; or
  - 9.1.2. place a “3<sup>rd</sup> Street Wager”. A player who elects to bet shall place his/her cards face downwards on their playing area and place a “3<sup>rd</sup> Street Wager” in the appropriate area of an amount one to three times their “Ante Wager”.
- 9.2. After the “3<sup>rd</sup> Street” card has been revealed, a player may either:
  - 9.2.1. “Fold” by discarding their hole cards face down towards the dealer and forfeit their “Ante Wager” and “3<sup>rd</sup> Street Wager”; or
  - 9.2.2. place a “4<sup>th</sup> Street Wager”. A player who elects to bet shall place his/her cards face downwards on their playing area and place a “4<sup>th</sup> Street Wager” in the appropriate area of an amount one to three times their “Ante Wager”.
- 9.3. After the “4<sup>th</sup> Street” card has been revealed, a player may either:
  - 9.3.1. “Fold” by discarding their hole cards face down towards the dealer and forfeit their “Ante Wager”, “3<sup>rd</sup> Street Wager” and “4<sup>th</sup> Street

Wager”; or

9.3.2. place a “5<sup>th</sup> Street Wager”. A player who elects to bet shall place his/her cards face downwards on their playing area and place a “5<sup>th</sup> Street Wager” in the appropriate area of an amount one to three times their “Ante Wager”.

9.4. A player who elects to fold shall pass his/her hole cards, face downwards on the table, towards the dealer.

9.5. After a player’s hole cards have been folded they cannot be returned to play.

9.6. The dealer shall collect all wagers and hole cards from each player who elects to fold. The cards shall be individually spread out face downwards by the dealer, and then placed in the discard rack.

9.7. Players must ensure that their hole cards do not leave the area of the table layout nor are held away from the table.

9.8. Other than declaring an intention to fold or bet, players are not permitted to exchange or communicate information regarding his or her hand prior to the dealer revealing all of the community cards. Any violation may result in the forfeiture of all wagers by such player.

9.9. Players’ hole cards must always be in full view of the dealer during a round of play.

## 10. Settlement

10.1. Starting from his/her right, the dealer shall turn over and spread the hole cards of the first continuing player and announce the best possible five card poker hand in accordance with rule 8 utilizing the two hole cards and the three community cards.

10.2. The dealer shall then pay winning wagers or collect losing wagers in accordance with the payout table and prove the number of cards and place them in the discard rack.

10.3. If the player’s hand conforms to one of the hands listed in the payout table below, the “Ante Wager”, “3<sup>rd</sup> Street Wager”, “4<sup>th</sup> Street Wager” and “5<sup>th</sup> Street Wager” will each be paid at the associated payment odds listed below:

Payout Table	Payment odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two pair	2 to 1
Jacks or better	1 to 1
Pairs of 6s to 10s	Standoff

Note: Pairs of 2s to 5s are declared losing bets.

- 10.4. The dealer will then act in turn upon each continuing player's hand. The dealer will turn the hole cards and spread them face up, take or pay, and then place the hole cards in the discard rack before going on to the next hand.
- 10.5. A player may concede his/her hand by indicating with a sweeping motion of his/her hand towards the dealer. The dealer will then announce "conceding hand" and collect the player's wagers and hole cards which shall be checked in accordance with rule 9.6.

## 11. Irregularities

- 11.1. An incorrect number of hole cards dealt to a player or to the community cards constitutes a misdeal and all wagers made on that round of play will be void and may be removed by the players who placed them.
- 11.2. If any cards are revealed during the deal, a misdeal shall be declared.
- 11.3. In the event of a misdeal, all wagers shall be void and a new round of play shall be dealt.
- 11.4. Should the dealer reveal one or more of the community cards prior to a patron placing a "3<sup>rd</sup> Street Wager", this will constitute a misdeal.
- 11.5. If the dealer should incorrectly spread the community cards this shall constitute a misdeal.
- 11.6. Should the dealer reveal the "4<sup>th</sup> Street" or "5<sup>th</sup> Street" during a round of play after a patron has placed a "3<sup>rd</sup> Street Wager", the incorrectly revealed card or cards will be turned face down and play will continue as normal.
- 11.7. Subject to rule 11.8, if a card or cards are dealt to a box that does not have an Ante wager, this will constitute a misdeal.
- 11.8. If after any player has viewed their hole cards and the dealer realises that a hand has been dealt to a playing area that does not contain an "Ante Wager", the cards for that hand shall be spread and placed in the discard rack.
- 11.9. In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 3.1, the following shall apply:
  - 11.9.1. the result of any rounds of play previously completed shall stand; and
  - 11.9.2. the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned

to players for that round of play; and

11.9.3. the deck shall be checked and verified at the table for any further missing or foreign cards; and

11.9.4. Surveillance and an Inspector shall be notified.

11.10. Where a player or players are suspected of viewing another player's hole cards or collecting information from other active or non-active players, a casino supervisor may:

11.10.1. direct the player or players concerned to play their hand prior to other players handling their cards;

11.10.2. restrict players suspected of collusion from playing together at the same table;

11.10.3. direct the players on a table to speak English only at all times.

11.11. Where a player makes a wager in accordance with rule 5.2, and is not present to make a decision in regard to the cards dealt to that playing area, then that hand shall be deemed to be folded and the "Ante" Wager" and any "3<sup>rd</sup> Street Wager", "4<sup>th</sup> Street Wager" or "5<sup>th</sup> Street Wager shall be collected and the cards spread and placed in the discard rack.

## **12. Shuffling Device Malfunction**

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

12.2. Where it becomes evident, in a round of play for which one or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate:

12.2.1. that round of play shall be declared void; and

12.2.2. the result of any rounds of play previously completed shall stand; and

12.2.3. the game shall be continued with another shuffling device or a card shoe using new cards, subject to rule 3.7.

## **13. General Provisions**

13.1. 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, analyzing or transmitting an outcome or the changing probabilities or the playing strategies to be used.

- 13.2. Rule 13.1 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.
- 13.3. Where a casino supervisor is satisfied that a person has contravened any provision of rule 13.1, he/she may:
  - 13.3.1. declare that any wager made by the person is void; and
  - 13.3.2. direct that the person shall be excluded from further participation in the game;
  - 13.3.3. exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
  - 13.3.4. 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.
- 13.4. A casino supervisor may invalidate the outcome of a game if:
  - 13.4.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
  - 13.4.2. any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 13.5. Where the outcome of a game is invalidated under rule 13.4, 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 13.4.2 be forfeited.
- 13.6. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 13.7. No spectator or any player wagering at any table may, unless requested by a player, attempt to influence or offer advice to that player regarding that player's decisions of play.
- 13.8. 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.
- 13.9. 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.
- 13.10. Players and spectators are not permitted to have side bets with or against each other.
- 13.11. 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.

- 13.12. 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.
- 13.13. In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 13.14. A copy of these rules shall be made available for inspection upon request.

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

- 14.1. The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 14.2. Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 14.3. 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.
- 14.4. 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.
- 14.5. 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:
  - 14.5.1. tobacco in any form;
  - 14.5.2. a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
  - 14.5.3. a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
  - 14.5.4. more than 20 litres of liquor; or
  - 14.5.5. any item or service prescribed by the regulations.
- 14.6. 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.

14.7. The terms and conditions to any Promotional Prize must include, but are not limited to, the following:

- 14.7.1. the manner in which a Promotional Prize is to be awarded;
- 14.7.2. when and where the Promotional Prize will be awarded;
- 14.7.3. the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
- 14.7.4. if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 14.7.5. the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 14.7.6. the closing date and time for receipt of entry into any Promotional Prize promotion;
- 14.7.7. the place, date and time of any Promotional Prize promotion;
- 14.7.8. the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 14.7.9. how the winner of a Promotional Prize will be notified;
- 14.7.10. how the results of a Promotional Prize will be published;
- 14.7.11. details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

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

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

14.7.11.2. 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.

14.7.11.3. 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.

14.7.11.4. 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.

14.8. 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:

- 14.8.1. face-to-face; or
- 14.8.2. mail; or
- 14.8.3. telephone; or
- 14.8.4. email.

14.9. 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.

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

14.10. 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:

14.10.1. 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.

14.11. 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.

14.12. 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.

## 15. Progressive Jackpot

### 15.1. Jackpot Meters and Jackpot Set-up:

15.1.1. The casino operator may offer more than one jackpot meter system.

15.1.2. When more than one jackpot meter pool is in operation:

15.1.2.1. the jackpot meter will operate in respect of one table or group of tables;

15.1.2.2. a table may only be linked to one jackpot meter pool;

15.1.2.3. all tables linked to the same jackpot meter pool shall have a qualifying wager of the same value;

15.1.3. Each table linked to a jackpot meter system shall be fitted with a jackpot meter displaying the value of the jackpot. Wagers on the jackpot shall form part of one or more jackpot pools.

### 15.2. The Jackpot:

15.2.1. A player wishing to wager on the jackpot must also have placed a wager for that round of play.

15.2.2. A player choosing to play the jackpot shall be responsible for ensuring that their wager has been accepted.

15.2.3. The amount required to make a wager on the jackpot shall be displayed on a sign at the table.

15.2.4. Prior to commencement of the hand, a player shall place a wager on the area for jackpot wagers in order to be eligible for the jackpot.

15.2.5. When multiple tables are linked to the jackpot pool, all tables shall:

15.2.5.1. Have the same jackpot pay table on all participating tables;

15.2.5.2. Contribute to the jackpot pool at the same jackpot increment rate and seed values as all other participating tables; and

15.2.6. The qualifying hand for a jackpot shall comprise of five cards – the 2 cards dealt to the player in a round of play plus the 3 Community cards;

15.2.7. Jackpot payouts made to a player shall be paid separately to any other winning wagers for that round of play.

- 15.2.8. Winning jackpot events shall be a Royal Flush, a Straight Flush, Four of a Kind, Full House, and Flush.
- 15.2.9. The payouts for winning jackpot events shall be displayed on a sign at the table.
- 15.2.10. The casino operator may offer a bonus jackpot as part of the operation of the jackpot meter system. When a bonus jackpot is offered:
- 15.2.10.1. All players with a wager for that round of play on the jackpot shall be eligible for this feature;
  - 15.2.10.2. Bonus jackpots shall be paid to all players who had a valid jackpot wager at the table during a round of play where a Royal Flush or Straight Flush jackpot is won;
  - 15.2.10.3. A player shall not be eligible for a bonus jackpot in a round of play where they are the winner of the Royal Flush or Straight Flush progressive jackpot;
  - 15.2.10.4. Bonus jackpots shall be paid before a Straight Flush or Royal Flush.
- 15.2.11. The amounts paid for winning bonus jackpot wagers shall be displayed on a sign at the table.
- 15.2.12. Jackpot payments shall be made from right to left beginning with the playing area to the immediate right of the dealer.
- 15.2.13. If two or more player's hands qualify for the Royal Flush or Straight Flush Jackpot payout during the same round of play:
- 15.2.13.1. with a Royal Flush, the winners shall share the jackpot as an aggregate or shall each receive the minimum guaranteed amount as displayed on the table sign, whichever is the greater amount;
  - 15.2.13.2. with a Straight Flush, the winners shall each be paid an equal share of the aggregate of the 10% payouts from each subsequent jackpot total or each receive the minimum guaranteed amounts as displayed on the table sign, whichever is the greater amount.
- 15.2.14. Where a hand containing a Royal Flush and a hand containing a Straight Flush qualify for a progressive jackpot in the same round of play, the player with the Straight Flush shall be paid first.

### 15.3. Jackpot Irregularities:

- 15.3.1. Where a hand is declared void, or a misdeal occurs, the jackpot wager/s placed for that round of play shall be cancelled through the dealer console, and returned to players.

**DIAGRAM "A"**  
**MISSISSIPPI STUD POKER LAYOUT**

