



PINKJACK

Contents

1. Definitions	2
2. Table Layout and Equipment	3
3. The Cards.....	4
4. The Shuffle and Cut.....	5
5. Wagers	6
6. Minimum and Maximum Wagers.....	7
7. Initial Deal	9
8. Interim Settlement	9
9. Subsequent Deal	10
10. Doubling	10
11. Splitting.....	11
12. Additional Cards to the Dealer's Hand.....	12
13. Suits You (Optional).....	12
14. Final Settlement	13
15. Irregularities	13
16. Shuffling Device Malfunction	15
17. General Provisions	16
18. Player Rewards and Promotional Prizes	18
Diagram "A"	22

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;

"blackjack" means an ace and a card having a point value of ten dealt as the initial two cards to a player or dealer including an ace and ten point value card dealt to a player who has split pairs. This shall not include a hand containing an ace of diamonds and a jack of diamonds;

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

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

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

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

“controlling player” means the player designated in rule 5.6 to call all decisions in regard to a 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;

“Five Card Trick” means five cards drawn to a hand without exceeding 21;

“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 immediate supervision of the operation of the game;

"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;

"**pinkjack**" means a hand containing a jack of diamonds and an ace of diamonds dealt as the initial two cards to a player or dealer. This shall include a jack of diamonds and an ace of diamonds dealt to a player who has split pairs;

"**point total**" means the total value of cards in a hand;

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

"**round of play**" means a period of play commencing with the removal of the first card from the shuffling device or card shoe by the dealer and concluding when the dealer, after drawing the last card, announces a result and if applicable, pays out winnings;

"**shuffling device**" means a device used for the shuffling of cards and from which cards are dealt;

"**suited blackjack**" means a blackjack hand where the suits of both cards are either diamonds, clubs, hearts or spades, but excludes Pinkjack;

"**Suits You**" means an optional wager made in accordance with rule 13;

"**ultimate pinkjack**" means where a player and the dealer both have a pinkjack;

"**unsuited blackjack**" means a blackjack hand where the suits of both cards are different;

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

2. Table Layout and Equipment

- 2.1 The game of Pinkjack shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.
- 2.2 The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram "A", with:
 - 2.2.1 a minimum of five and a maximum of nine playing areas designated for the placement of wagers;
 - 2.2.3 inscriptions to the effect that:
 - 2.2.3.1 the dealer must stand on 17 and must draw to 16;

- 2.3 The following equipment shall also be used:
 - 2.3.1 a shuffling device or card shoe;
 - 2.3.2 a discard rack capable of holding up to eight decks of cards; and
 - 2.3.3 a float tray.
- 2.4 The table shall have a drop box attached to it.

3. The Cards

- 3.1 The game of Pinkjack shall be played with six or eight decks; each deck having 52 cards without jokers, with backs the same colour and design.
- 3.2 The value of cards shall be as follows:
 - 3.2.1 an ace shall have a value of 11 or 1;
 - 3.2.2 any card from 2 to 10 inclusive shall have its face value; and
 - 3.2.3 any jack, queen or king shall have a value of 10.
- 3.3 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.
- 3.4 Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.
- 3.5 Cards may be removed from the table and replaced with new cards, at the discretion of a casino supervisor, upon the completion of:
 - 3.5.1 any round of play when a shuffling device is in use; or
 - 3.5.2 a round of play in which the cutting card is exposed and prior to a shuffle when a card shoe is used.
- 3.6 All cards used in the game of Pinkjack shall be dealt from a shuffling device or a card shoe specifically designed for such purpose and located on the table to the left of the dealer.
- 3.7 All cards shall be dealt face upwards.
- 3.8 No person other than the dealer shall handle, remove or alter any cards used in the game of Pinkjack.
- 3.9 Each player at the table shall be responsible for correctly computing the point total of their hand and no player shall be entitled to rely on the point total announced by the dealer.

4. The Shuffle and Cut

- 4.1 When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and shall not be cut.
- 4.2 When a shuffling device is used, the dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.3 When a card shoe is used, the dealer shall manually shuffle the cards so that they are randomly intermixed:
 - 4.3.1 immediately prior to the start of play;
 - 4.3.2 when the cutting card is exposed or drawn as the first card of a new round of play;
 - 4.3.3 at the completion of the round of play in which the cutting card is drawn; or
 - 4.3.4 after a round of play if directed by a casino supervisor, where there is reason to suspect that the cards are not randomly intermixed.
- 4.4 When a card shoe is used, after the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him/her, to the players to be cut. The player to cut the cards shall be:
 - 4.4.1 the first player to the table if the game is just commencing;
 - 4.4.2 the player on whose playing area the cutting card appeared during the last round of play;
 - 4.4.3 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;
 - 4.4.4 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
 - 4.4.5 the player at the farthest point to the right of the dealer if the cards are replaced in accordance with these rules.
- 4.5 When a card shoe is used, if the player designated in rule 4.4 refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a casino supervisor shall cut the cards.
- 4.6 When a card shoe is used, the person designated in rule 4.4 or 4.5 shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.7 When a card shoe is used, once the cutting card has been inserted by the person designated in these rules, the dealer shall arrange the cards so that all cards in

front of the cutting card are placed to the back of the stack, after which the dealer shall insert the cutting card in the stack up to half way in from the back of the stack. The stack of cards shall then be inserted in the card shoe for commencement of play.

4.7.1 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.

4.8 The first card dealt shall be burned by placing it face down in the discard rack and shall not be exposed:

4.8.1 prior to start of play when a shuffling device is in use; or

4.8.2 following each shuffle and cut when a card shoe is in use.

5. Wagers

5.1 All wagers shall be placed by means of chips and/or casino promotional tokens.

5.2 A wager by a player shall be placed on the appropriate playing areas of the Pinkjack layout prior to the first card being removed from the shuffling device or card shoe for each round of play.

5.3 Except as provided in these rules or until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been removed from the shuffling device or card shoe.

5.4 Up to three players may wager on any one playing area of the Pinkjack layout but a casino supervisor may restrict the number of players to less than three.

5.5 Where more than one player wagers on a playing area, the decisions with regard to the cards dealt to that area shall be called by the controlling player. The controlling player shall be:

5.5.1 the player who is seated at the playing area;

5.5.2 where there is no seated player, the player with the highest wager in the box;

5.5.3 where all wagers are of equal value, the player whose wager is nearest the dealer.

5.6 The dealer shall, prior to the commencement of a round of play, ascertain the controlling player who shall call the decisions with respect to any playing area in accordance with rule 5.5.

5.7 The dealer shall ensure that:

- 5.7.1 the controlling player calling the decisions places his/her wager in the portion of the playing area nearest to the dealer's side of the table; and
- 5.7.2 all other players wagering on the playing area place their wagers in a vertical line with the wager referred to in rule 5.7.1.
- 5.8 A player may be permitted to wager on more than one playing area at a Pinkjack table providing that, where there are insufficient seats at the table to accommodate player demand, a player wagering on more than one playing area shall give up a playing area or playing areas to accommodate other players.
- 5.9 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.
- 5.10 A casino supervisor may, where a card shoe is in use, restrict any player who has not made a wager on the first round of play or who declines to place a wager on any given round of play during the course of a shoe of cards, to wagering the minimum wager displayed at the table until that shoe of cards is completed and re-shuffle occurs.
- 5.11 A Gaming Manager may restrict a player to the table minimum wager in accordance with the provisions of rule 5.10 for the duration of all further shoes of cards where the player does not make a wager on the first round of play or declines to place a wager on any given round of play. An inspector must be notified prior to a player being so restricted under this rule.
- 5.12 A Gaming Manager may limit a player to one playing area and to the minimum wager for that playing area displayed on the sign at the Pinkjack table. An inspector must be notified prior to a player being so restricted under this rule.
- 5.13 Notwithstanding rule 5.8, a casino supervisor may reserve a series of playing areas at a table for the sole use of a specific player.
- 5.14 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 on each playing area shall be shown on a sign at the table. The individual player amount is determined by rules 6.1.1, 6.1.2 and 6.1.3. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
 - 6.1.1 The controlling player has first option to wager to the maximum allowable amount for that playing area.
 - 6.1.2 Where the controlling player in Rule 6.1.1 does not wager to the maximum allowable wager for that playing area then a second player may place a

wager to the difference of the controlling player's wager and the maximum allowable wager for that playing area.

- 6.1.3 Where the total of the controlling player and the second player wagers do not reach the maximum allowable wager for that playing area, a third player may place a wager up to the difference between that total and the maximum allowable wager for that playing area.
- 6.2 A wager found to be below the stated minimum, after the first card has been removed from the shuffling device or card shoe, shall be valid.
- 6.3 Where the total of the wagers for a playing area are found to be above the stated maximum those wagers shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.
 - 6.3.1 Where multiple players' wagers comprise the wagers in a playing area and the total of those wagers is found to be over the maximum, each individual player's maximum wager is determined by rules 6.1.1, 6.1.2 and 6.1.3.
- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
 - 6.5.1 Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at any time, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
 - 6.5.1.1 A marker shall be placed directly in front of the player's 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 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 The dealer may call "no more bets" and starting from the left and continuing clockwise round the table, shall deal a card in sequence to each playing area containing wager/s 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 bet is allowed once the first card is removed from the shuffling device or card shoe.
- 7.2 Where a shuffling device is in use, at the completion of the initial deal, the dealer shall remove the cards from the discard rack and place them into the shuffling device.

8. Interim Settlement

- 8.1 Upon completion of the initial deal and before the final settlement;
 - 8.1.1 Where the player has a Pinkjack, and the dealer does not have either an ace of diamonds or a Jack of diamonds as their first card the dealer shall pay the wager(s) on that hand at odds of 5 to 1, remove the cards dealt to that playing area and place them in the discard rack.
 - 8.1.2 Where the controlling player has a Pinkjack, and the dealer has either an ace of diamonds or a Jack of diamonds as their first card, no settlement will be made on that hand until the completion of the round of play.
 - 8.1.3 Where the controlling player has a suited Blackjack, regardless of the dealer's card, the dealer shall pay the wager(s) on that hand at odds of 3 to 1, remove the cards dealt to that playing area and place them in the discard rack.
 - 8.1.4 Where a controlling player has an unsuited Blackjack, regardless of the dealer's card, the dealer shall pay the wager(s) on that hand at odds of 2 to 1, remove the cards dealt to that playing area and place them in the discard rack.
 - 8.1.5 Wagers placed on the optional Suits You wager shall be settled in accordance with rule 13.

9. Subsequent Deal

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

10. Doubling

- 10.1 A controlling player may elect to double on the first two cards or the first three cards dealt on original or split hands, by wagering an amount of not more than their original wager.
- 10.2 Where a controlling player elects to double, the one additional card received shall be dealt face upwards and placed sideways on the layout.

- 10.3 If the controlling player elects to double, player(s) with a wager on the same playing area shall also have the option to double on that hand before the additional card is dealt. If the other player(s) do not double, the condition that only one additional card shall be dealt to that hand remains unchanged.
- 10.4 Subject to rule 9.5, if the dealer obtains blackjack after a controlling player doubles, the dealer shall only collect the amount of the player's original wager.

11. Splitting

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

12. Additional Cards to the Dealer's Hand

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

13. Suits You (Optional)

- 13.1 The casino operator may in its discretion offer players the opportunity to make a 'Suits You' wager in accordance with this rule.
- 13.2 Where the Suits You wager is offered, and the game of Pinkjack is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram A. The Suits You wagers shall be placed in the appropriate playing area of the layout.
- 13.3 The amount required to make a Suits You wager shall be shown on a sign at the table.
- 13.4 A Gaming Manager may limit the placement of Suits You wagers to those players who have also placed an initial wager in accordance with rule 5, providing:
 - 13.4.1 prior notification of the restriction is given to Surveillance and an Inspector; and
 - 13.4.2 a sign advising players of the restriction is displayed at the table.
- 13.5 Where players are not required to have placed an initial wager in accordance with rule 5, there must be at least one initial wager placed in the playing area in accordance with rule 5.
- 13.6 Only one (1) Suits You wager shall be allowed per playing area. Preference of wagering will be given to the player in control of the box in accordance with rule 5.5.
- 13.7 Where a Suits You wager is made and:
 - 13.7.1 the first card dealt to the player's hand in that round matches the selected suit, the player shall win and be paid odds of 2 to 1, unless the dealt card is a Jack, regardless of any further cards dealt to the box;

13.7.2 the first card dealt to the player's hand in that round matches the selected suit and is a Jack, the player shall win and be paid odds of 10 to 1;

13.7.3 the first card dealt to the player's hand in that round does not match the selected suit(s), the wager shall lose and be collected by the dealer.

14. Final Settlement

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

14.1.1 a player having an Ultimate Pinkjack shall have their wager paid at odds of 5 to 1 and receive a bonus payment of \$1000;

14.1.1.1 a player having Pinkjack when the dealer does not shall be paid at odds of 5 to 1.

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

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

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

14.1.5 All winning wagers shall be paid and all losing wagers collected and placed in the float tray.

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

15. Irregularities

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

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

15.2 Subject to rule 15.5, a card dealt in error shall be dealt to the players or the dealer as though it were the next card from the shuffling device or card shoe.

- 15.3 Subject to rule 9.2, a controlling player who refuses to accept the card referred to in rule 15.2, shall not receive any additional card during that round of play.
- 15.4 Where the card referred to in rule 15.2 is refused by all players, it shall become the dealer's next card.
- 15.5 A card exposed and dealt in error to the dealer's completed hand shall be burned by placing it in the discard rack.
- 15.6 A card dealt in error to the dealer's hand and not exposed will be placed under the shuffling device or card shoe and used as the first card of the next round of play. In such circumstances, the card shall be deemed not to have been removed from the shuffling device or card shoe.
- 15.7 Should the dealer commence a round of play where no wagers have been placed, this round of play shall be void and any exposed cards shall be burned and placed in the discard rack.
- 15.8 Subject to rule 15.7, should the round of play contain an error caused by the incorrect dealing of a card, and the error is detected and notified to the dealer before the commencement of the next round of play, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. In the event of a reconstruction, the casino operator and the players shall accept the result. However, should reconstruction not be possible, then the casino supervisor shall authorise that round being declared void and all monies returned for that round of play, providing any interim settlement made to a player shall stand.
- 15.8.1 Where the casino supervisor authorises that a round of play be void, play will continue with the shuffling device or card shoe with remaining cards.
- 15.9 If there are insufficient cards remaining in the shuffling device or card shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut in accordance with rule 4, and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.
- 15.10 Subject to rule 5.5, where a controlling player makes a wager in accordance with rule 5 and fails within a reasonable period, or refuses or is not present, to make decisions with regard to the cards dealt to the playing area containing the wager, cards shall be dealt to the playing area in turn by the dealer until the point total of the cards exceeds 11.
- 15.11 In the event that the cards are not cut in accordance with rules 4.3 and 4.4, 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.
- 15.12 Should the dealer forget to burn the first card from the shuffling device or card shoe in accordance with rule 4.8, then play shall continue with that card remaining in play.

- 15.13 In the event that the cards are not shuffled following the exposure of the cutting card, subject to rule 15.8, the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of previous rounds of play shall stand.
- 15.14 In the event that the cards are not placed in the shuffling device at the completion of the initial deal in accordance with rule 7.2, the cards shall remain in the discard rack until the completion of the initial deal of the subsequent round of play.
- 15.15 In the event that a card(s) is found to be missing from the shuffling device or card shoe; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 3.1, the following shall apply:
- 15.15.1 the result of any rounds of play previously completed shall stand;
 - 15.15.2 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;
 - 15.15.3 the remainder of cards in the shuffling device or card shoe shall then be declared void and the decks checked and verified at the table for any further missing or foreign cards and;
 - 15.15.4 Surveillance and an Inspector shall be notified
- 15.16 If a card has been burned it shall be treated as a burned card

16. Shuffling Device Malfunction

- 16.1 This rule, and rules 16.2 to 16.3, apply if all of the following conditions are satisfied:
- 16.1.1 a shuffling device is in use for a game of Pinkjack; and
 - 16.1.2 it becomes evident, in a round of play for which one or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate; and
 - 16.1.3 the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and
 - 16.1.4 another shuffling device is readily available; and
 - 16.1.5 it is practicable to transfer cards to another shuffling device.
- 16.2 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.

- 16.3 Where a shuffling device malfunctions and causes damage to any card in the shuffling device:
- 16.3.1 the damaged cards in the malfunctioning shuffling device are to be removed from play; and
 - 16.3.2 the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and
 - 16.3.3 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
 - 16.3.4 the game is continued.
- 16.4 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.
- 16.5 Where a shuffling device malfunctions and rules 16.1.4 or 16.1.5 cannot be satisfied:
- 16.5.1 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
 - 16.5.2 all remaining cards to be removed from the shuffling device; and
 - 16.5.3 any damaged card must be replaced with cards from a new deck; and
 - 16.5.4 cards to be manually shuffled and cut in the same way as applies under rule 4; and
 - 16.5.5 the round of play for the players who elected not to have their wagers returned is completed using a card shoe.
 - 16.5.6 the game is continued with the card shoe until a shuffling device is readily available.

17. General Provisions

- 17.1 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.

- 17.2 Rule 17.1 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.
- 17.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 17.1, he/she may:
- 17.3.1 declare that any wager made by the person is void;
 - 17.3.2 direct that the person shall be excluded from further participation in the game;
 - 17.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
 - 17.3.4 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.
- 17.4 A casino supervisor may invalidate the outcome of a game if:
- 17.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 17.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 17.5 Where the outcome of a game is invalidated under rule 17.4, 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 17.4.2 be forfeited.
- 17.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 17.7 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.
- 17.8 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.
- 17.9 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.
- 17.10 Players and spectators are not permitted to have side bets with or against each other.

- 17.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the shuffling device or card shoe, and in so doing may cause the wager(s) to be removed from the layout.
- 17.12 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.
- 17.13 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.
- 17.14 A copy of these rules shall be made available for inspection upon request.

18. Player Rewards and Promotional Prizes

- 18.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 18.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 18.3 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.
- 18.4 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.
- 18.5 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:
- 18.5.1 tobacco in any form;
 - 18.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 18.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 18.5.4 more than 20 litres of liquor; or

- 18.5.5 any item or service prescribed by the regulations.
- 18.6 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.
- 18.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
 - 18.7.1 the manner in which a Promotional Prize is to be awarded;
 - 18.7.2 when and where the Promotional Prize will be awarded;
 - 18.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 18.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 18.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
 - 18.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
 - 18.7.7 the place, date and time of any Promotional Prize promotion;
 - 18.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
 - 18.7.9 how the winner of a Promotional Prize will be notified;
 - 18.7.10 how the results of a Promotional Prize will be published;
 - 18.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
 - 18.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories.
 - 18.7.11.2 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.

18.7.11.3 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.

18.7.11.4 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.

18.8 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:

- 18.8.1 face-to-face; or
- 18.8.2 mail; or
- 18.8.3 telephone; or
- 18.8.4 email.

18.9 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.

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

18.10 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:

- 18.10.1 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.
- 18.11 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.
- 18.12 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"

PINKJACK LAYOUT

