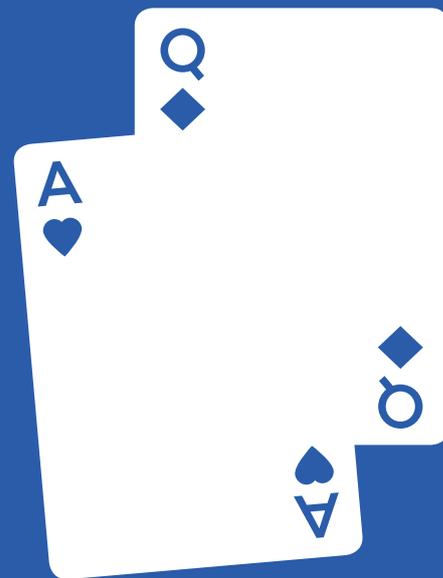


HOW TO PLAY

PONTOON



THE FOLLOWING IS A SUMMARY OF THE GAME RULES

Pontoon, a variation of Blackjack, is one of the most popular card games played in homes around Australia. The object of the game is to draw cards with a total closer to 21 than the dealer's without going over 21. Cards are dealt clockwise from a dealing device called a shoe or from a shuffling machine. You are dealt two cards, while the dealer takes one card. These cards are dealt face up so you can see your point value. Pontoon is played with 6 or 8 decks of cards with the 10s removed.

HOW TO PLAY

Picture cards (Jack, Queen and King) count as 10. Aces count as 1 or 11, whichever is to your advantage eg: Ace, 8 and 9 = 18. All other cards (2, 3, 4, 5, 6, 7, 8 or 9) count as face value. Remember all 10s have been removed from Pontoon decks.

If your first two cards are an Ace and any picture card, you have Pontoon. The dealer will announce, "Pontoon" and pay you at odds of 3 to 2. The dealer cannot beat this hand, even if the dealer achieves Pontoon.

If you do not have Pontoon on your first two cards, you may decide to stand (draw no more cards) or hit (draw more cards). You can continue to hit until you decide to stand or until your total goes over 21, in which case you lose. You may choose to stand on any total of less than 21. Where you achieve Pontoon or a total of 21 you will win, regardless of the dealer's result, and will be paid the odds as specified in Tables 1 and 2. Irrespective of your point totals, the dealer must stand on a hard total of 17 eg: 8 and 9 = 17 or a soft total

of 18 eg: Ace and 7 = 18. If the dealer goes over 21 then all hands remaining on the table must be paid.

If you finish with a total closer to 21 than the dealer's you win and will be paid even money. If you and the dealer have the same totals you have a stand-off, you neither win nor lose.

PAYOUT ODDS

Pontoon	3 to 2
5 card 21*	3 to 2
6, 7, 8 mixed suits *	3 to 2
7, 7, 7 mixed suits *	3 to 2
6 card 21*	2 to 1
6, 7, 8 same suits (except spades)*	2 to 1
7, 7, 7 same suits (except spades)*	2 to 1
7 or more card 21*	3 to 1
6, 7, 8 all spades*	3 to 1
7, 7, 7 spades*	3 to 1
All other winning wagers	1 to 1

SUPER BONUS

7, 7, 7 same suit & dealer first card any 7 pays: \$1,000 if the player's bet is between \$5 and \$24.

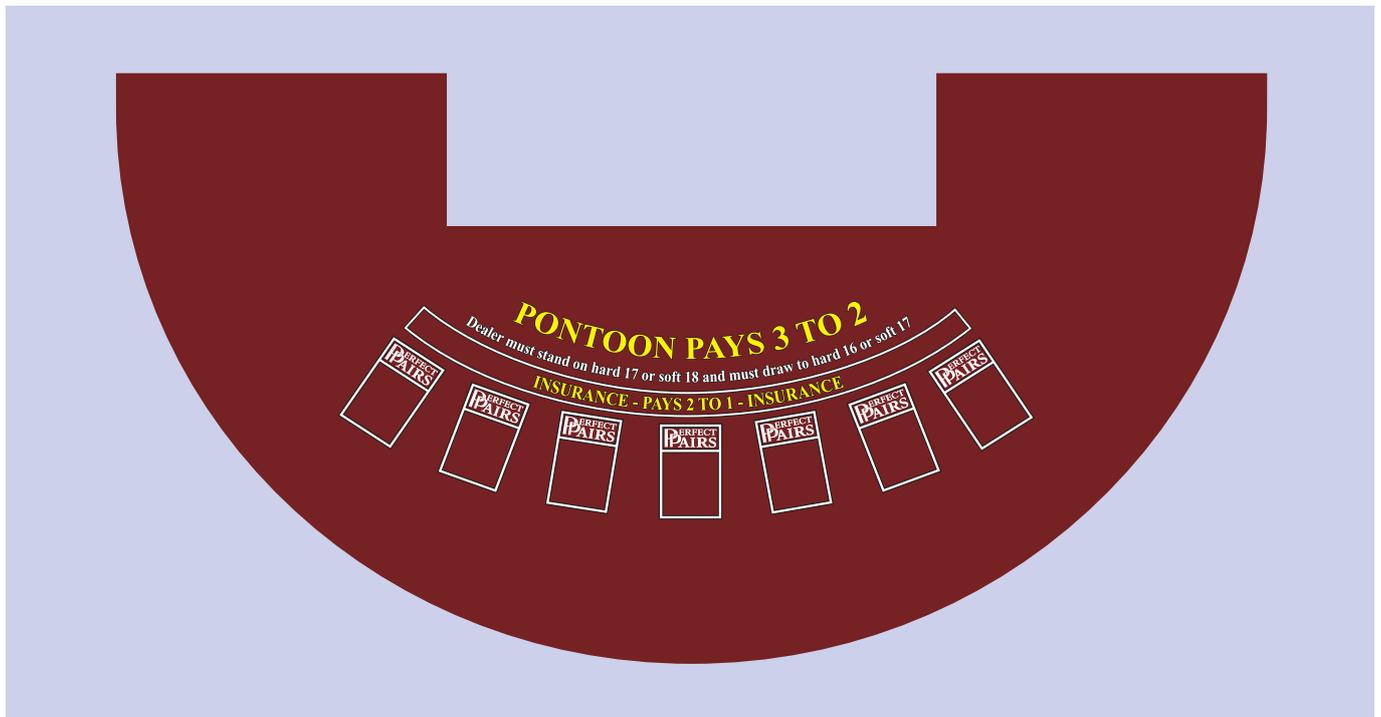
\$5,000 if the player's bet is \$25 or greater.

All other players who wagered on the round of play in which there is a Super Bonus winner shall receive a bonus payment of \$50.

Super Bonus pay outs are made in addition to the payout odds as displayed in Table 1.

NB. All winning double wagers shall be paid at the odds of 1 to 1 and shall not be eligible for payout odds as displayed above. Super Bonus does not apply where hands have been split or doubled.

TABLE 2



Indicative table design

IMPORTANT

- You may not handle, remove or alter any cards used in the game variation of Pontoon.
- Although the dealer will call out the card totals, it is your responsibility to also check the totals are correct.

PONTON

In the event that you have Pontoon, the dealer will pay your Pontoon at odds of 3 to 2 and remove your cards, prior to any players receiving a third card.

In the event that the dealer achieves Pontoon and you have placed additional bets through the split and/or double option (where you have not elected to forfeit), the dealer will only take an amount equal to your original bet from the remaining bets on each box.

In the event that the dealer achieves Pontoon, the surrender option is void and the dealer will take the whole bet.

SURRENDER

You may surrender half your original bet on your first two cards if the dealer's first card is a Jack, Queen, King or Ace. You indicate this decision to the dealer by knocking gently next to the bet with a closed fist. The dealer will place a marker button on top of your original bet and no further cards will be dealt to that hand. If the dealer does not achieve Pontoon, the dealer will collect half of your original bet. If the dealer achieves Pontoon, the surrender option is void and you will lose your entire bet.

DOUBLING

You may double your original bet on any hand with a total of less than 21 made up of two or more cards (excluding Pontoon). This also includes any split pair except Aces.

If you elect to double, you place an additional bet equal to your original bet. You will then receive one additional card on that hand.

An Ace in the initial point total of any double always has a point value of 1 not 11.

You may, after receiving the additional card, elect to forfeit.

You may forfeit your original bet to the house but retain the amount that you placed for the double and take no further part in that round of play. To indicate to the dealer you wish to forfeit, simply move your finger in a scratching motion towards you. If you do not wish to forfeit, move your hand in a horizontal cut-off motion.

All winning doubled wagers will be paid at odds of 1 to 1 and are not eligible for the payout odds and Super Bonus odds as set out in Tables 1 and 2.

SPLITTING PAIRS

If your first two cards have the same point value, you may ask the dealer to split your hand to form two separate hands, by betting an amount equal to the original bet.

Each hand will be played and completed in turn. At least one card will be dealt to each hand and you may double on the hands formed.

If you split Aces, only one card is dealt to each Ace. If you split pairs and a 10-point card is dealt to an Ace or vice versa, the hand is treated as 21 and is not eligible to be treated as Pontoon.

INSURANCE

Whenever the first card dealt to the dealer is an Ace, the dealer will announce, "Insurance" or "Surrender", and you may make an insurance bet in case the dealer makes Pontoon.

An insurance bet may be made by placing an amount not more than half of your original bet on the 'Insurance' line of the table layout. All insurance bets must be placed prior to any players receiving a third card.

An insurance bet will win only if the dealer makes Pontoon and is paid at odds of 2 to 1.

SUPER BONUS

A player having three 7s of the same suit where the dealer's first card is any 7 will win the Super Bonus as set out in Table 2. The Super Bonus does not apply where hands have been split or doubled.

All other players who wagered on the round of play in which there is a Super Bonus winner will receive a bonus payment of \$50. This bonus is awarded per player, regardless of the number of bets each player placed on that round of play.

PERFECT PAIRS

Perfect Pairs is an optional side bet offered on certain Pontoon tables. The concept of the bet is simple. A Perfect Pairs bet wins if the first two cards dealt to a Pontoon hand are a pair and loses if they are not a pair. A Perfect Pairs bet is made prior to the initial deal. There are three different types of pairs and the payout odds vary accordingly.

HOW TO PLAY PERFECT PAIRS

To play Perfect Pairs simply place a bet in the Perfect Pairs area in front of the Pontoon box – you are not required to make an initial wager on the Pontoon hand, but there must be at least one regular Pontoon bet placed on the Pontoon box before a Perfect Pairs wager can be made and the cards drawn to that hand. A maximum of three Perfect Pairs wagers will be permitted per Pontoon box and preference will be given to players who have also placed a wager on the Pontoon hand for that box.

All bets must be placed before any cards are dealt and you can only place one Perfect Pairs bet for each Pontoon hand in the round of play. If the first two cards dealt to the Pontoon hand are a pair, you win! For the purposes of playing Perfect Pairs a pair is a hand where the first two cards dealt, in the initial deal only, are either:

MIXED PAIR (A) PAYS 5 TO 1

Two cards of the same number or picture type but of different colours
eg: Queen of Hearts and Queen of Spades

COLOURED PAIR (B) PAYS 10 TO 1

Two cards of the same number or picture type and colour but of different suits eg: Queen of Hearts and Queen of Diamonds

PERFECT PAIR (C) PAYS 25 TO 1

Two cards of the same number or picture type and suit eg: Queen of Hearts and Queen of Hearts



Mixed Pair (A)



Coloured Pair (B)



Perfect Pair (C)

**See table games staff for further information on how to play.
Think! About your choices.
Call Gambling Help 1800 858 858
www.gamblinghelp.nsw.gov.au**