



# ULTIMATE TEXAS HOLD'EM

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## 1. Definitions

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

**“After The Flop”** means the time following the first three community cards being exposed to the players and prior to the exposure of the final two community cards;

**“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;

**“Before The Flop”** means the time prior to the first three community cards being exposed to the players;

**“Blind Wager”** means a compulsory wager which is equal to that of the ante wager. It shall win if the player hand wins with a straight or better, and be deemed a stand-off if the player hand wins with three of a kind or less;

**“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;

**“Check”** means to abstain from wagering in a round of betting but continues to stay in the hand and does not fold;

**“Community Cards”** means five cards dealt to the designated playing area. In a round of play, both the player and the dealer will use some or all of the community cards to create the best possible poker hand;

**“Dealer”** means a person responsible for the operation of 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;

**"Flop"** means the first 3 of the 5 community cards;

**"Fold"** means a decision by a player to no longer continue with his/her hand for that particular round of play and forfeits 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 in accordance with the odds displayed on the table limit sign;

**"On The River"** means the period of time after the exposure of the final two community cards to the players;

**"Play Wager"** means the wager placed in the 'Play' area in order to continue in a round of play. This wager shall be placed in accordance with rules 9.1-9.3;

**"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 Prizes(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;

**"Push"** means a wager shall neither win nor lose;

**"Quads" (also known as four of a kind)** means four cards of the same face value; plus one other card with four Aces being the highest ranked four of a kind hand or Quad hand;

**"Round of Play"** means the period of play commencing with the removal of the first card from the shuffling device by the dealer and concluding when the dealer, after drawing the last card, announces a result and, if applicable, collects losing wagers and pays out winning wagers;

**"Stand Off"** means where a wager shall neither win nor lose;

**"Shuffling Device"** means a device for shuffling from which cards are dealt;

**"Single Deck Shuffler"** means a machine used for shuffling one (1) deck of cards;

“**Trips**” means three cards of the same face value, with any two unmatched cards. Additionally it is the name of an optional wager based solely on the best 5 card poker hand that a player can make from their 7 cards that is/or is higher than, three of a kind.

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

## 2. Table Layout and Equipment

- 2.1. The game of Ultimate Texas Hold'em 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. Playing areas designated for the placement of wagers. The areas for wagers must be marked:
    - 2.2.1.1. for Ante Wagers—by the word ‘Ante’; and
    - 2.2.1.2. for Blind Wagers—by the word ‘Blind’; and
    - 2.2.1.3. for Play Wagers—by the word ‘Play’; and
    - 2.2.1.4. for Trips Wagers—by the word ‘Trips’.
  - 2.2.2. The layout cloth for the table must have printed on it:
    - 2.2.2.1. areas for the dealer’s cards and community cards, and;
    - 2.2.2.2. rectangular, circular or oval areas for wagers, and;
    - 2.2.2.3. “Ante pushes if dealer has less than a pair”.
- 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;
  - 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 Ultimate Texas Hold'em shall be played with one deck of cards, having 52 cards without jokers, with backs of the same colour and design.
- 3.2. Cards in the game of Ultimate Texas Hold'em may be dealt from:
  - 3.2.1. a shuffling device; or
  - 3.2.2. a card shoe; or
  - 3.2.3. from the dealer's hand.
- 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 may be checked, pre-shuffled and secured until such time as they may be required.
- 3.5. A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the number of cards.

### **4. Shuffle**

- 4.1. The dealer shall shuffle the cards so that they are randomly intermixed within the deck either by use of a shuffling device or by performing a manual shuffle:
  - 4.1.1. Immediately prior to the cards being used for play;
  - 4.1.2. At the completion of each round of play;
  - 4.1.3. Immediately prior to the recommencement of play following any period that the table has been vacant;
  - 4.1.4. At other times when in the opinion of a casino supervisor there is reasonable cause to believe that a shuffle is warranted;
  - 4.1.5. The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.2. When a "Shuffling Device" is in use at a table:

- 4.2.1. the device may be loaded with one deck of cards while another deck is used in play; and
  - 4.2.2. 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.
- 4.3. When a shuffling device is not in use, after the cards have been shuffled the dealer shall cut the cards and then:
  - 4.3.1. place the cards on the cutting card; and
  - 4.3.2. insert all the cards in the card shoe; or
  - 4.3.3. commence play by dealing cards from the hand.
- 4.4. No person other than the dealer shall cut the cards.
- 4.5. 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.
- 4.6. Where a casino supervisor forms the opinion that any or all of the cards have become unfit for further use and provided that no hand is in progress, the casino supervisor will direct that any or all of the cards be replaced.
- 4.7. Where all the cards are replaced, the new cards will be shuffled in accordance with rules 4.1 and 4.2 respectively.

## **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 and a "Blind" wager of equal value to the Ante wager.
- 5.3. Players may place an optional "Trips" wager on the appropriate wagering area of the layout prior to the first card being dealt in each round of play:
  - 5.3.1. A player may only place a "Trips" wager if they have placed an "Ante Wager" and "Blind" wager for that round of play.
  - 5.3.2. The amount required to make a "Trips" wager shall be shown on a sign at the table.
- 5.4. 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 shuffling device unless explicitly permitted by these rules.
- 5.5. A player shall not wager on more than one hand in any round of play.

- 5.6. Only one wager shall be accepted on any one wagering area.
- 5.7. 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 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 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 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.
  - 6.5.2. 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 provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

## 7. The Deal

- 7.1. Immediately prior to the commencement of a round of play and after all "Ante" wagers, "Blind" wagers and "Trips" 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. When a shuffling device is in use, the cards shall be dealt face down in the following manner:
  - 7.2.1. Five cards stacked and placed face down in front of the dealer to comprise the community cards. The dealer shall then spread the five community cards face down across the board left to right with the first three cards being the Flop;
  - 7.2.2. Two cards face down at a time to each playing area containing an "Ante" and "Blind" wager; and
  - 7.2.3. Two cards face down to the dealer;
  - 7.2.4. After all hole cards have been dealt, the players may look at their cards.
- 7.3. When a card shoe is in use, or when the dealer is dealing from their hand, the cards shall be dealt face down in the following manner:
  - 7.3.1. The dealer will deal five community cards face down across the board from left to right with the first three cards being the Flop; and
  - 7.3.2. One card face down to each playing area containing an "Ante" and "Blind" wager; and
  - 7.3.3. One card face down to the dealer; and
  - 7.3.4. A second card face down to each playing area containing an "Ante" and "Blind" wager; and
  - 7.3.5. A second card face down to the dealer;
  - 7.3.6. After all hole cards have been dealt, the players may look at their cards.

## 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). No suit is deemed to have a higher rank than any other suit.
- 8.2. 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. The highest card in the hand designates the relative rank of the straight flush. An ace may count low in a straight e.g. 5, 4, 3, 2, Ace;
  - (c) **Four of a Kind (Quads)** - four cards of the same face value plus one other card with four Aces being the highest ranked four of a kind hand; e.g. K, K, K, K, 5 is a Quad but K, K, Q, 10, 5 is not a Quad;
  - (d) **Full House** - three cards of the same rank combined with a pair of another rank. The value of the three cards has priority over the pair in comparing hands;
  - (e) **Flush** - five cards of the same suit. The highest card in the suit designates the relative rank of the flush, followed by the next highest, and so on in descending order of rank;
  - (f) **Straight** - five cards in numerical sequence, not all of the same suit. The highest card in the sequence designates the relative rank of the straight. An ace may count high or low in a straight e.g. Ace, King, Queen, Jack, 10 or 5, 4, 3, 2, Ace;
  - (g) **Three of a Kind (Trips)** - three cards of the same face value and any two unmatched cards, with three Aces being the highest ranked three of a kind hand; e.g. Q, Q, Q, 3, 4 is a Trips but Q, Q, J, 3, 4 is not a Trips;
  - (h) **Two Pair** - two cards of the same value combined with two cards of another value, plus one other card. The highest pair has priority when comparing hands. If the high pairs are of the same value, then the low pairs are compared and if they are of the same value then the remaining card is compared;
  - (i) **One Pair** - two cards of the same value, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest value, then in descending order of value; and
  - (j) **No Pair** - five unmatched cards. The highest card in the hand designates the relative value of the hand, followed by the next highest, and so on in descending order of value.

## 9. Betting Rounds

- 9.1. After the hole cards have been dealt in accordance with rule 7, players may pick up their cards and shall declare their intention to either:
  - 9.1.1. “fold” by discarding their two hole cards face down towards the dealer and forfeit their “Ante Wager”, “Blind Wager” and “Trips Wager” if applicable; or;
  - 9.1.2. Wager ‘before the flop’ by placing a “Play Wager” of three or four times the amount placed as an “Ante Wager”. A player who elects to bet shall place his/her cards face downwards on their playing area and place a “Play Wager” in the “Play” area of an amount three or four times their “Ante Wager”.
  - 9.1.3. “Check” by tapping or knocking on the table, or by such other visual hand signal acceptable to the casino operator.
- 9.2. The dealer shall then reveal the “Flop”. Remaining players may either:
  - 9.2.1. “fold” by discarding their two hole cards face down towards the dealer and forfeit their “Ante Wager”, “Blind Wager” and “Trips Wager” if applicable; or;
  - 9.2.2. “check”; by tapping or knocking on the table, or by such other visual hand signal acceptable to the casino operator or;
  - 9.2.3. Wager ‘after the flop’ by placing a “Play Wager”. A player who elects to bet shall place his/her cards face downwards on their playing area and place a “Play Wager” in the “Play” area of an amount twice that of their “Ante Wager”.
    - 9.2.3.1. Players who have placed a ‘Play’ wager in the previous round of play may not place any more wagers.
- 9.3. The dealer shall then reveal the remaining community cards. Remaining players may either:
  - 9.3.1. “fold” by discarding their two hole cards face down towards the dealer and forfeit their “Ante Wager”, “Blind Wager” and “Trips Wager” if applicable; or;
  - 9.3.2. Wager ‘on the river’ by placing a “Play Wager”. A player who elects to bet shall place his/her cards face downwards on their playing area and place a “Play Wager” in the “Play” area of an amount equal to their “Ante Wager”.
    - 9.3.2.1. Players who have placed a ‘Play’ wager in the previous round of play may not place any more wagers.
- 9.4. A player who elects to fold shall pass his/her cards, face downwards on the table, towards the dealer.

- 9.5. After a player has folded their hand, it cannot be returned to play.
- 9.6. Players are not permitted to communicate, other than declaring an intention to fold, check or bet, until all players have completed the betting round.
- 9.7. Player's cards must always be in full view of the dealer during a round of play.

## **10. Settlement**

- 10.1. After all remaining players have bet or folded, and the five community cards have been exposed, the dealer shall announce "dealer's hand" and turn the dealer's two hole cards face up and make the best possible five card poker hand in accordance with rule 8 utilising the two hole cards and five community cards.
  - 10.1.1. The dealer may use the two hole cards with three of the five community cards, to arrive at the best possible five card poker hand or;
  - 10.1.2. The dealer may use one of the two hole cards with four of the five community cards, to arrive at the best possible five card poker hand or;
  - 10.1.3. If the best possible hand proves to be the five community cards, the dealer shall not use the hole cards and will play the five community cards.
- 10.2. In order to qualify, the dealer's hand must have a poker value of One Pair or higher.
- 10.3. If the dealer has less than One Pair:
  - 10.3.1. all remaining Ante wagers shall push; and
  - 10.3.2. all remaining wagers shall be settled in accordance with rule 10.7.
- 10.4. Starting from the dealer's right, the dealer will act in turn upon each continuing player's hand. The dealer will turn the cards and spread them face up, take or pay, and then place the cards in the discard rack before going on to the next hand.
- 10.5. After the dealer has made their hand, a player may fold their hand by indicating with a sweeping motion of their hand towards the dealer. The dealer will announce "conceding hand" and collect the player's wagers and place them in the float tray. The dealer shall then collect the player's cards and place them in the discard rack.
- 10.6. Wagers shall be settled in the following manner:
  - 10.6.1. Regardless of whether the dealer's hand qualifies, Trips wagers shall:

- 10.6.1.1. win when the player hand has a poker value of three of a kind (Trips) or higher; or
- 10.6.1.2. lose when the player hand has a poker value less than three of a kind (Trips).
- 10.6.2. Regardless of whether the dealer's hand qualifies, Play wagers shall
  - 10.6.2.1. win when the player hand has a higher poker value than the dealers hand; or
  - 10.6.2.2. lose when the player hand has a lower poker value than the dealers hand; or
  - 10.6.2.3. push when the player hand has an equal poker value to that of the dealer.
- 10.6.3. Ante wagers shall:
  - 10.6.3.1. win when the player hand has a higher poker value than the dealers hand; or
  - 10.6.3.2. lose when the player hand has a lower poker value than the dealers hand; or
  - 10.6.3.3. push when the player hand has an equal poker value to that of the dealer; or
  - 10.6.3.4. push when the dealer hand does not qualify in accordance with rule 10.2.
- 10.6.4. Regardless of whether the dealer's hand qualifies, Blind wagers shall:
  - 10.6.4.1. win when the player hand has a poker value of a straight or higher and this hand is a higher poker value than the dealer's hand; or
  - 10.6.4.2. lose when the player hand has a lower poker value than the dealers hand; or
  - 10.6.4.3. push when the player hand has a poker value less than a straight but is greater than the dealer's hand; or
  - 10.6.4.4. push when the player hand has a poker value equal to that of the dealers hand.
- 10.7. Losing wagers shall be collected by the dealer and placed in the float tray and winning wagers shall be paid in accordance with rules 10.8 – 10.11. The dealer shall then collect the player's cards and place them in the discard rack.

- 10.8. Winning Trips wagers shall be paid at odds of:
  - 10.8.1. Royal Flush shall be paid at odds of 50 to 1;
  - 10.8.2. Straight Flush shall be paid at odds of 40 to 1;
  - 10.8.3. Quads shall be paid at odds of 30 to 1;
  - 10.8.4. Full House shall be paid at odds of 8 to 1;
  - 10.8.5. Flush shall be paid at odds of 7 to 1;
  - 10.8.6. Straight shall be paid at odds of 4 to 1;
  - 10.8.7. Trips shall be paid at odds of 3 to 1.
- 10.9. Winning Play wagers shall be paid at odds of 1 to 1.
- 10.10. Winning Ante wagers shall be paid at odds of 1 to 1.
- 10.11. Winning Blind wagers shall be paid at odds of:
  - 10.11.1. Royal Flush shall be paid at odds of 500 to 1;
  - 10.11.2. Straight Flush shall be paid at odds of 50 to 1;
  - 10.11.3. Quads shall be paid at odds of 10 to 1;
  - 10.11.4. Full House shall be paid at odds of 3 to 1;
  - 10.11.5. Flush shall be paid at odds of 3 to 2;
  - 10.11.6. Straight shall be paid at odds of 1 to 1;
  - 10.11.7. Any other hand that beats the dealer hand shall be deemed a stand-off;
  - 10.11.8. Should the player's hand tie with the dealer hand, the Blind wager shall be deemed a stand-off;
  - 10.11.9. Should the player hand be lower than that of the dealer, the Blind bet shall lose.
- 10.12. At settlement, it is at the discretion of the casino operator to reveal any folded hand.

## **11. Irregularities**

- 11.1. An incorrect number of cards dealt to a player, the dealer or to the community cards constitutes a misdeal and all wagers made on that round of play will be invalid 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 inadvertently reveal one or both of their hole cards during a round of play:
  - 11.4.1. If no “play” wagers have been made prior to the revealing of the flop cards this will constitute a misdeal;
  - 11.4.2. If any “play” wagers have been made, play will continue as normal.
- 11.5. Where a dealer realises that a hand has been dealt to a playing area that does not contain an “Ante” and/or “Blind” wager, the following shall occur:
  - 11.5.1. If no player has handled their cards, the whole round of play shall be void;
  - 11.5.2. If a player and/or players have handled their cards, only the hand with the missing Ante and/or Blind wager shall be void.
- 11.6. In the event that a card(s) is found to be missing from a 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:
  - 11.6.1. the result of any rounds of play previously completed shall stand; and
  - 11.6.2. 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
  - 11.6.3. the deck shall be checked for any further missing or foreign cards.
- 11.7. If during settlement, the dealer becomes aware that a wager does not comply with rule 9, the dealer shall:
  - 11.7.1. pay or take the amount wagered when that amount is less than the minimum as according to rule 6.2.
  - 11.7.2. pay or take to the stated maximum wager when that amount is over the maximum as according to rule 6.3.
- 11.8. Where a player or players are suspected of viewing another player's cards or collecting information from other active or non-active players, a casino supervisor may:
  - 11.8.1. direct the player or players concerned to play their hand prior to other player's handling their cards;

- 11.8.2. restrict players suspected of collusion from playing together at the same table;
- 11.8.3. Direct the players on a table to speak English only at all times.
- 11.9. Where a player makes a wager in accordance with rule 5.2, and fails within a reasonable period or refuses or is not present to make a decision in regard to the cards dealt to that playing area, then that hand shall be deemed folded.

## **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 or dealt from the dealer's hand.

## **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, analysing 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 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, 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 games supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor, the matter shall be referred in the first instance to a casino supervisor.
- 13.13. In any dispute arising from these Rules, 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 the 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 first 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 amount 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 placed for the round of play shall be valid for the subsequent round/s placed for that round of play shall be cancelled through the dealer console, and returned to players.

# Diagram A

