



CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the Casino Control Act 1992, the Independent Liquor and Gaming Authority does, by this Order, approve amendments to the rules for the playing of the game of "Casino War" in the casino operated by The Star Pty Limited under licence granted by the Independent Liquor and Gaming Authority on 14 December 1994:

(1) Rules for the playing of 'Casino War'

The rules for the playing of the game of 'Casino War' in the casino as set forth in the attachment hereto are approved.

This Order shall take effect on the date of publication on the Authority's website.

Signed at Parramatta, this 17th day of August 2016.

Luke Freeman
**Manager, Market Product
Approvals & Casino
Operations**
Delegate of the
Independent Liquor and
Gaming Authority.



CASINO WAR

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

“Angel pre-shuffled cards” means playing cards from Angel Playing Cards Co., Ltd that are shuffled at the time of manufacture;

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

“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;

“casino promotional token” means where a promotional voucher of a nominated value issued by the casino operator is exchanged for chips 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 promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

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

“dealer” means a person responsible for the operation of the game;

“deck-checking device” means a machine used to check that each deck of cards contains the correct cards for the game;

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

“Gaming Manager” means a person responsible for the supervision of the operation of the gaming floor;

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

“Go to War” means when the player and the dealer have both been dealt an initial card of the same rank and the player elects to continue in the game;

“Initial Wager” means the original wager placed by the player prior to the cards being dealt for a round of play;

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

“multishuffler” means a machine used for shuffling either four(4), six(6) or eight(8) decks of cards;

“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 the period of play commencing with the removal of the first card from the card shoe or 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;

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

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

“surrender” means when the player’s and the dealer’s first card have the same rank and the player elects to forfeit half his/her original wager;

“Tie Wager” means an optional wager placed by a player prior to any cards being dealt for a round of play which will win when both the player and the dealer have been dealt an initial card of the same rank. The player must have an Initial Wager to have the option of a Tie Wager;

“void” means invalid with no result; and

“War Wager” means the additional wager of an amount equal to the player’s Initial Wager which is placed by the player when he/she elects to Go to War.

2. Table Layout and Equipment

- 2.1 The game of Casino War 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 Bet / War; and
 - 2.2.1.2 Tie.
- 2.3 The layout cloth for the table must have printed on it:
 - 2.3.1 areas for the player card/s; and
 - 2.3.2 area for dealer card/s.
- 2.4 The following equipment shall also be used:
 - 2.4.1 a card shoe or shuffling device;
 - 2.4.2 a discard rack, capable of holding up to 6 decks of cards, which shall be attached to the table; and
 - 2.4.3 a float tray.
- 2.5 The table shall have a drop box attached to it.

3. The Cards

- 3.1 The game of Casino War shall be played with 6 decks of cards, each deck having 52 cards without jokers, with backs the same colour and design.
- 3.2 All suits have the same value. The rank of each card, from highest to lowest, shall be as follows:
 - 3.2.1 Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.
- 3.3 Cards shall be checked by a dealer or 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 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 Casino War shall be dealt from a card shoe or shuffling device specifically designed for such purpose and located on the table to the left of the dealer.
- 3.7 No player shall handle, remove or alter any cards used in the game of Casino War.
- 3.8 A Casino Supervisor or an inspector may, at any time, instruct the dealer to check and verify the cards.

4. The Shuffle and Cut

- 4.1 The dealer shall either use a multishuffler (which shall be positioned adjacent to the Casino War table and to the left of the dealer), shuffling device or manually shuffle the cards so that they are randomly intermixed:
 - 4.1.1 immediately prior to the start of play;
 - 4.1.2 when the cutting card is exposed or drawn as the first card of a new round of play;
 - 4.1.3 at the completion of the round of play in which the cutting card is drawn; or
 - 4.1.4 after a round of play if directed by a Casino Supervisor, where there is reason to suspect that the cards are not randomly intermixed.

- 4.2 Where casino pre-shuffled cards are to be introduced the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards either prior to placing them into the multishuffler or immediately prior to the cut.
- 4.2.1 Where Angel pre-shuffled cards are to be introduced, the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards immediately prior to the cut.
- 4.3 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:
- 4.3.1 the first player to the table if the game is just commencing;
- 4.3.2 the player on whose playing area the cutting card appeared during the last round of play;
- 4.3.3 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;
- 4.3.4 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
- 4.3.5 the player at the farthest point to the right of the dealer if the cards are replaced in accordance with these rules.
- 4.4 If the player designated in rule 4.3 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.
- 4.5 The person designated in rule 4.3 or 4.4 shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.6 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 When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and shall not be cut.
- 4.8 The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.9 The first card from the card shoe or shuffling device shall be burned by placing it face down in the discard rack and shall not be exposed.

5. Wagers

- 5.1 The wagers defined in this rule shall be the permissible wagers at the game of Casino War:
 - 5.1.1 an Initial Wager which shall;
 - 5.1.1.1 Win if the player's first card is of higher rank than the dealer's first card;
 - 5.1.1.2 Lose if the player's first card is of lower rank than the dealer's first card;
 - 5.1.1.3 Be surrendered and forfeit half of the Initial Wager if the player's first card is of equal rank to the dealer's first card and the player declines to place a War Wager;
 - 5.1.1.4 Remain in play if the player's first card is of equal rank to the dealer's first card and the player elects to place a War Wager;
 - 5.1.1.5 Be declared a stand off if the player's additional card is of equal or higher rank than the dealer's additional card;
 - 5.1.1.6 Lose if the player's additional card has a lower rank than the dealer's additional card.
 - 5.1.2 a War Wager which shall;
 - 5.1.2.1 Win if the player's additional card is of equal or higher rank than the dealer's additional card;
 - 5.1.2.2 Lose if the player's additional card has a lower rank than the dealer's additional card.
 - 5.1.3 an optional Tie Wager which may only be placed if the player has an Initial Wager and shall;
 - 5.1.3.1 Win if the player's first card is of equal rank to the dealer's first card;
 - 5.1.3.2 Lose if the player's first card is not of equal rank to the dealer's first card.
- 5.2 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.3 A wager by a player shall be placed on the appropriate playing areas of the Casino War layout prior to the first card being removed from the card shoe or shuffling device for each round of play.
- 5.4 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 card shoe or shuffling device.

- 5.5 Only one wager shall be accepted on any playing area.
- 5.6 A player may wager on more than one playing area at a Casino War table.
 - 5.6.1 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.
- 5.7 After the initial deal, where a player's card has the same rank as the dealer's card, he/she may elect to Go to War by placing a War Wager of an amount equal to his/her Initial Wager in the designated area on the layout , or elect to surrender and forfeit half his/her Initial Wager.
- 5.8 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.
- 5.9 Notwithstanding rule 5.6, a Casino Supervisor may reserve a series of playing areas at a table for the sole use of a specific player.
- 5.10 Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.

6. Minimum and Maximum Wagers

- 6.1 The minimum and maximum wagers permitted per player per playing area shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 6.2 A wager found to be below the stated minimum, after the first card has been removed from the card shoe or shuffling device shall be valid.
- 6.3 A wager found to be above the stated maximum, after the first card has been removed from the shuffling device, shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.
- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 A Casino Supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and the proposed time of change has been displayed at the table at least 20 minutes before the change.

- 6.5.1 Notwithstanding rule 6.5, a Casino Supervisor may increase the minimum wager on a gaming table at anytime, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
 - 6.5.1.1 A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.
 - 6.5.1.2 When the player leaves the table, the marker shall be removed from the layout.
 - 6.5.1.3 Should a player be controlling more than one box, the marker shall be placed in front of the box at which he or she is located.
- 6.5.2 Where a player continues to play at the pre-existing table minimum, that minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 6.5.3 When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
- 6.5.4 New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.6 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. The 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 an Initial Wager and a card to the dealer's position. All cards shall be dealt face upwards. Subject to rule 9 no bet is allowed once the first card is removed from the card shoe or shuffling device.
- 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 On completion of the initial deal and prior to the subsequent deal, the dealer will settle all Tie Wagers commencing from the betting area furthestmost to the right. The dealer shall:

- 8.1.1 Take all losing Tie Wagers; and
- 8.1.2 Pay all winning Tie Wagers at the odds of 10 to 1.
- 8.2 Once all Tie Wagers have been acted upon, the dealer will in turn, act on each player's hand commencing from the betting area furthestmost to the dealer's right. The dealer shall:
 - 8.2.1 Take all losing Initial Wagers ; and
 - 8.2.2 Pay all winning Initial Wagers at the odds of 1 to 1; and
 - 8.2.3 Collect cards of all hands where the Initial Wagers have either won or lost and place them in the discard rack.
 - 8.2.4 If the player's card is of the same rank as the dealer's card, starting from the dealer's left, offer the player the option to surrender half their Initial Wager or to place a War Wager.
 - 8.2.4.1 The player may indicate his/her intention to surrender by scratching the table layout towards him/her. The dealer will then pay half the value of the Initial Wager to the player and collect the Initial Wager.
- 8.3 The dealer shall then collect the cards of all surrendered wagers and place them into the discard rack.

9. Subsequent Deal

- 9.1 Once the dealer has settled all wagers as described above in rule 8, each remaining player shall indicate whether he/she wishes to elect to Go to War, by placing a War Wager.
- 9.2 The dealer shall, commencing from the left and continuing clockwise around the table;
 - 9.2.1 Deal one card face upwards in sequence to each playing area where a War Wager has been placed; then
 - 9.2.2 Deal one card face upwards to the dealer's position.

10. Final Settlement

- 10.1 If the player's additional card is of a higher rank than the dealer's additional card, the dealer will pay the War Wager at the odds of 1 to 1 and the Initial Wager will be a stand off.
- 10.2 If the player's additional card is of the same rank as the dealer's additional card, the dealer will pay the War Wager at the odds of 2 to 1 and the Initial Wager will be a stand off.

- 10.3 If the player's additional card is of a lower rank than the dealer's additional card, then the player's Initial Wager and War Wager will lose.
- 10.4 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.

11. Irregularities

- 11.1 A card found turned face upwards in the card shoe or shuffling device shall be burned by placing it in the discard rack and play shall continue.
 - 11.1.1 If there is reason to suspect that further cards may be incorrectly faced in the card shoe or shuffling device, a Casino Supervisor may, after the round of play has been completed, direct that all remaining cards be removed from the card shoe or shuffling device and checked.
- 11.2 Subject to rule 11.3, a card dealt or burned in error shall be dealt to the player or the dealer as though it were the next card from the card shoe or shuffling device.
- 11.3 A card exposed and dealt in error to the dealer's completed hand shall be burned by placing it in the discard rack.
- 11.4 A card dealt in error to the dealer's hand and not exposed will be placed under the card shoe or shuffling device and used as the first card of the next round of play. In such circumstances the card shall be deemed not to have been removed from the card shoe or shuffling device.
- 11.5 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.
- 11.6 Subject to rule 11.5, 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.
 - 11.6.1 Where the Casino Supervisor authorises that a round of play be void, play will continue with the remaining cards in the shoe or shuffling device.
- 11.7 If there are insufficient cards remaining in the card shoe or shuffling device to complete a round of play, all of the cards in the discard rack shall be shuffled and cut in accordance with rule 4 and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.

- 11.8 Where a player makes a wager in accordance with rule 5.1.1, and is not present to make a decision to either Go to War or Surrender, then that hand shall be settled in accordance with rules 8.2.1, 8.2.2 and 8.2.3. If the player's card is of the same rank as the dealer's card then the player shall surrender half his/her Initial Wager.
- 11.9 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.
- 11.10 Should the dealer forget to burn the first card from the card shoe or shuffling device in accordance with rule 4.8, then play shall continue with that card remaining in play.
- 11.11 In the event that the cards are not shuffled following the exposure of the cutting card, subject to rule 8.7, 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.
- 11.12 In the event of a reconstruction any excess cards which have been dealt or exposed after the dealer has received his/her card shall be burnt and placed in the discard rack.
- 11.13 An incorrect number of cards dealt to the dealer's hand shall constitute a misdeal.
- 11.14 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.
- 11.15 A player's hand containing too many cards shall constitute a misdeal.
- 11.16 In the event of a misdeal all wagers shall be void and a new round of play shall be dealt.
- 11.17 In the event that a card(s) is found to be missing from the card shoe or shuffling device; or a card(s) is found that does not form part of the cards that make up the decks in accordance with rule 3.1, the following shall apply:
- 11.17.1 the result of any rounds of play previously completed shall stand; and
 - 11.17.2 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
 - 11.17.3 the deck shall be checked for any further missing or foreign cards; and
 - 11.17.4 Surveillance and an inspector shall be notified.

- 11.18 If during a settlement, the dealer becomes aware that a bet does not comply with rule 6, the dealer will:
- 11.18.1 pay or take the amount wagered when that amount is less than the minimum as according to rule 6.2;
 - 11.18.2 pay or take the amount wagered when that amount is over the maximum as according to rule 6.3.

12. Shuffling Device Malfunction

- 12.1 This rule, and rules 12.2 to 12.3, apply if all of the following conditions are satisfied:
- 12.1.1 a shuffling device is in use for a game of Casino War; and
 - 12.1.2 it becomes evident, in a round of play for which 1 or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate; and
 - 12.1.3 the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and
 - 12.1.4 another shuffling device is readily available; and
 - 12.1.5 it is practicable to transfer cards to another shuffling device.
- 12.2 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.
- 12.3 Where a shuffling device malfunctions and causes damage to any card in the shuffling device:
- 12.3.1 the damaged cards in the malfunctioning shuffling device are to be removed from play; and
 - 12.3.2 the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and
 - 12.3.3 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
 - 12.3.4 the game is continued.
- 12.4 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.

- 12.5 Where a shuffling device malfunctions and rules 12.1.4 or 12.1.5 cannot be satisfied:
- 12.5.1 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
 - 12.5.2 any damaged card must be replaced with cards from a new deck; and
 - 12.5.3 the replacement cards, if any, and any undamaged cards in the shuffling device are to be shuffled and cut in the same way as applies under rule 4; and
 - 12.5.4 the round of play for the players who elected not to have their wagers returned is completed using a card shoe.

13. General Provisions

- 13.1 A person will not, either alone or in concert with any other person, use or have in his/her possession 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 and analysing 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;
 - 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; and
 - 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 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a Gaming Supervisor, subject to a review (if requested) by a Casino Supervisor.
- 13.12 In any dispute arising from the play of this game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 13.13 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 may 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 by way 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.
- 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 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 may 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:
 - 14.7.11.1.1 Make;
 - 14.7.11.1.2 Model;
 - 14.7.11.1.3 Accessories;
- 14.7.11.2 If the prize is a motor vehicle, details shall also include:
 - 14.7.11.2.1 the make;
 - 14.7.11.2.2 model;
 - 14.7.11.2.3 accessories; and
 - 14.7.11.2.4 whether registration and other on-road costs are included
- 14.7.11.3 If the prize is travel, details shall also include:
 - 14.7.11.3.1 number of persons entitled to take advantage of the travel prize;
 - 14.7.11.3.2 what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
 - 14.7.11.3.3 restrictions on when the travel must be taken;
 - 14.7.11.3.4 if spending money is included.
- 14.7.11.4 If the prize is real estate, details shall also include:
 - 14.7.11.4.1 the type of dwelling;
 - 14.7.11.4.2 plans;
 - 14.7.11.4.3 contract details;
 - 14.7.11.4.4 easement details;
 - 14.7.11.4.5 address or other location;
 - 14.7.11.4.6 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 e-mail.
- 14.9 The casino operator shall provide the Authority with full details of any conditions of any offer by the casino operator of a Promotional Prize 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 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.

DIAGRAM A **CASINO WAR LAYOUT**

