



Australian Capital Territory  
**Gazette**

**SPECIAL GAZETTE**

No. S275, Friday 3 November 1995

*CASINO CONTROL ACT 1988*

**DECLARATION OF AUTHORISED GAME**

Under section 71(1) of the Casino Control Act 1988, I DECLARE that Poker - Three Card Manila shall be an authorised game

Dated this 27<sup>th</sup> day of October 1995

*Greg Jones*

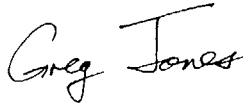
GREGORY STEPHEN JONES  
Delegate of the Minister

*CASINO CONTROL ACT 1988*

**APPROVAL**

Under section 72(1) of the Casino Control Act 1988, I HEREBY APPROVE the rules as set out in the attached schedule for the authorised games of Poker - Three Card Manila, Poker - Hold-em, and Poker - Omaha

Dated this 27<sup>th</sup> day of October 1995



GREGORY STEPHEN JONES  
Delegate of the Minister

**SCHEDULE**

This is the accompanying schedule to the Instrument of Approval under section 72(1) of the Casino Control Act 1988 signed by Gregory Stephen Jones the Delegate of the Minister on the 27<sup>th</sup> day of October 1995

# **CASINO CANBERRA LIMITED**

## **RULES OF POKER**

### **3 CARD MANILA**

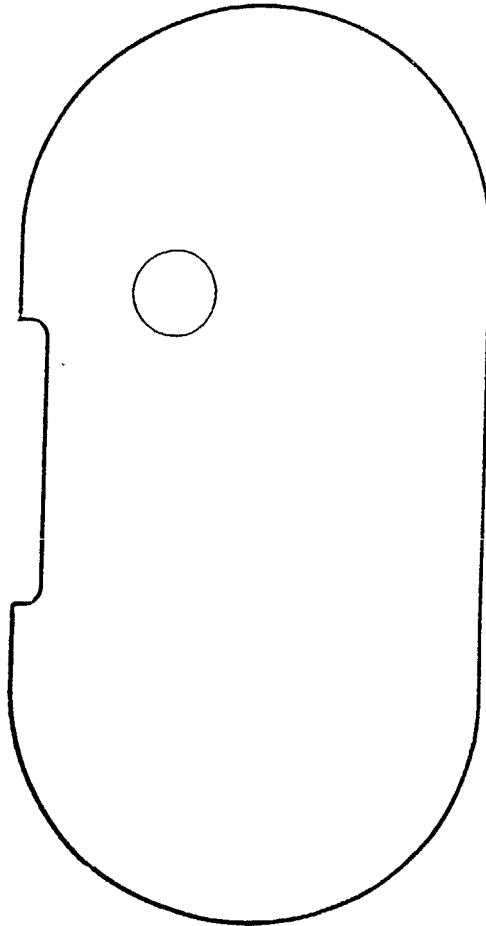
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Diagram "A"



**TERMS USED IN POKER  
3 CARD MANILA**

**Blind Bet**

A wager or pre-determined contribution to the pot made prior to any cards being dealt to the player in the buck position.

**Buck**

The marker used to indicate the designated player to place the blind bet and be dealt the first cards in the round

**Call**

The wager required to make that player's total amount wagered for the round of betting equal to the highest total amount wagered by any player in that round of betting

**Casino Supervisor**

A person responsible for the supervision of the operation of the game.

**Check**

To abstain from betting, but continue to be in contention for the pot by retaining the right to call after all other players have either wagered or folded. A check may not be made should a wager have been made in the round.

**Commission**

An amount deducted from each pot by the dealer on behalf of the players in payment to the casino for conducting the game.

**Communal Cards**

The cards dealt face up and used by a player to complete his/her hand.

**Dealer**

A person responsible for the operation of the game.

**Fold**

To stop contesting a round of play, indicated by the player passing his/her cards face downwards on the table and the cards being collected by the dealer.

**Hand**

Two of the three hole cards held by a player and any three communal cards.

**Hole Cards**

Three cards dealt face down to the player.

**Pot**

The amount of money being wagered during a round of play.

**Raise**

The wager made to make that player's total amount wagered for that round of betting greater than the highest total amount wagered by any player in that round of betting.

**Reduced Deck**

A deck of 32 cards containing an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs.

**Round of Play**

Part of the game that commences with the dealing of the first card and concluding with the winning of the pot or pots

**Showdown**

The disclosure of the players' cards after the final betting round to determine the winning hand.

**Table Stake**

The total amount of chips exposed on the table liable to be put at risk by a player for the purpose of making wagers in a round of play

**Tap Out**

To place all chips remaining in a player's table stake into the pot



## POKER - 3 CARD MANILA

### 1. POKER - 3 CARD MANILA TABLE

A Poker - 3 Card Manila table shall have seating for a maximum of 9 players and one dealer as shown in Diagram "A". The tablecloth shall be marked in a manner similar to that shown in Diagram "A". The circled area on the table shall be used by the dealer to place the cards of players who have folded prior to the showdown.

### 2. BANK

No person other than the Casino Operator shall have any share or interest in the bank.

### 3. CARDS

3.1 Poker - 3 Card Manila shall be played with one reduced deck of 32 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs

3.2 The cards shall be checked, card by card, by the dealer prior to the commencement of gaming and at the conclusion of gaming.

3.3 Cards may be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.

3.4 A casino supervisor may, at any time, instruct the dealer to check and verify the proper amount of cards (32 cards)

3.5 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:

Ace, King, Queen, Jack, 10, 9, 8, 7

Prior to the commencement of a round of play the Casino Operator may deem the Ace to be high and low for the purposes forming the hands in relation to rules 14.3 (b) and 14.3 (f).

### 4. SHUFFLE AND CUT OF THE CARDS

4.1 The cards shall be shuffled in preparation for each round of play.

- 4.2 After the cards have been shuffled, the dealer shall cut the cards (once only) and place the cards in two stacks face downwards on the table. The cut shall be made more than one card from either end of the deck.
- 4.3 The dealer shall complete the cut by placing the stack that formed the bottom of the pack prior to the cut squarely on top of the second stack.
- 4.4 All cards used in the game of Poker - 3 Card Manila shall be dealt from a card shoe specifically designed for such purpose.

## 5. TABLE STAKES AND WAGERS

- 5.1 The minimum table stake and minimum wager on each table shall be displayed on a sign at the table
- 5.2 The Casino Operator may change any minimum table stake and minimum wager, to a higher or lower minimum table stake and minimum wager, provided that prior notice of the change is given to the players.
- 5.3 On commencement of play each player shall place on the table, in full view of the dealer and all players, at least the minimum table stake required in chips or cash, which must be immediately converted to chips.
- 5.4 A player shall not augment or reduce this table stake during any round of play.
- 5.5 Wagers may only be made with value chips

## 6. COMMENCEMENT OF PLAY

- 6.1 Players may have a choice of seat. In the event of two or more players desiring the same seat, a draw of cards shall decide the seating positions. Should a seat become vacant, the remaining active players shall have priority, to move to the vacant seat, over any player waiting to join the game.
- 6.2 The buck shall indicate the designated player, who shall receive the first cards in each round of play. The player to the immediate left of the dealer will receive the buck for the first round of play. The buck shall be passed in a clockwise direction around the table at the conclusion of each round of play.
- 6.3 A player cannot pass his/her turn to take the buck.

- 6.4 Prior to the first card being dealt, for each round of play, the designated player shall be required to make a blind bet, which shall be equal to the minimum table wager.
- 6.5 The dealer shall deal each player, in a clockwise direction, starting with the designated player, two cards, together, face down. When each player has been dealt two cards a third card shall be dealt, face down to each player in a clockwise direction, starting with the designated player. These cards shall be known as the hole cards
- 6.6 Following the dealing of the hole cards, the dealer shall deal one card face up in the middle of the table. This shall be the first of up to five cards so dealt, which shall be known as the communal cards.
- 6.7 There shall be a round of betting after each communal card is exposed.

## 7. THE FIRST ROUND OF BETTING

- 7.1 After the first communal card has been exposed, the players in sequence in a clockwise direction from the designated player shall, subject to rules 10.2, 10.5 and 12.1, either.
  - (i) Call; or
  - (ii) Call and Raise; or
  - (iii) Fold.
- 7.2 In the first round of betting the designated player may raise after any of the remaining players have made a wager
- 7.3 Each player shall follow the procedure in rule 7.1 until:
  - (a) only one player remains in the game, this player shall win the pot; or
  - (b) two or more players have put an equal amount into the pot.
- 7.4 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall expose a further communal card and the second round of betting shall commence.

## 8. THE SECOND, THIRD AND FOURTH ROUND OF BETTING

- 8.1 The designated player shall, subject to rules 10.3, 10.5, 12.1 and 13.1, either:

- (i) Open the betting by placing a wager into the pot; or
- (ii) Check; or
- (iii) Fold.

8.2 The player in sequence in a clockwise direction from the designated player shall, subject to rules 10.3, 10.5, 12.1 and 13.1, either:

- (i) Call; or
- (ii) Call and Raise; or
- (iii) Check; or
- (iv) Fold

8.3 Each player shall follow the procedure in rule 8.2 until:

- (a) only one player remains in the game, this player shall win the pot; or
- (b) two or more players have put an equal amount into the pot.

8.4 Play shall then continue until the pot has been won or all five communal cards have been dealt.

8.5 In the third, fourth and final round of betting should the designated player be an inactive player, the first active player in a clockwise direction to the designated player shall be the first person to act in relation to rule 8.1.

## 9. THE FINAL ROUND OF BETTING

9.1 Active players remaining after the fifth communal card has been exposed shall wager as provided in Section 8 of these rules.

9.2 The player being called shall then expose his/her hole cards. The remaining player or players shall if holding a hand of equal or higher value, expose his/her hole cards. The dealer shall then announce the winning hand or hands.

9.3 The dealer shall:

- (a) calculate the commission to be deducted from the pot (subject to rules 11.1 and 11.2);
- (b) announce the amount of the pot and commission to the players; and

- (c) deduct the commission from the pot and pass the pot to the winning player or players.

9.4 When two or more players hold winning hands of equal value, the pot or pots shall be divided equally in units of \$1, after the commission has been deducted. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be returned to the player in contention for the pot or pots seated in or closest to, in a clockwise direction, the designated player position.

9.5 The pot shall not be divided by agreement between two or more players. Each round of play must be played to its conclusion.

## 10. MINIMUM AND MAXIMUM WAGERS

10.1 The blind bet shall be equal to the table minimum.

10.2 In the first round of betting there shall be a maximum of three raises. Each raise shall be equal to or double the blind bet and shall not be less than any previous wager in the betting round

10.3 In the second, third and fourth round of betting, the opening wager shall be equal to or double the blind bet. There shall be a maximum of three raises following the opening wager in the round. Each raise shall be equal to or double the blind bet and shall not be less than any previous wager in the betting round.

10.4 In the final round the opening wager shall be followed by a maximum of three raises. The maximum betting limits in the final round shall be double those of previous rounds. Any raise shall not be less than any previous wager in the betting round

10.5 Notwithstanding rules 10.2, 10.3, and 10.4, if any pot is contested by only two players, they shall be permitted to raise and re-raise until his/her table stake is expended.

## 11. COMMISSION

11.1 The scale of deductions of commission from a pot or pots shall be:

- (a) from any pot not exceeding \$19.00 - nil;
- (b) from any pot exceeding \$19.00 - 5% of the highest amount of that pot as is wholly divisible by twenty, provided that where the pot exceeds one hundred times the table minimum, no commission shall be deducted in respect of the excess.

- 11.2 The Casino Operator may vary the method of calculation of the commission so that the commission charged for any game is less than that specified in rule 11.1. Any variation approved in accordance with this rule shall be notified to the players before the commencement of the game.
- 11.3 Where a player wins more than one pot in a round of play, the amount of the pot for the purpose of calculating the commission shall be deemed to be the total of all pots won.
- 11.4 For the purpose of calculating commission, an uncalled wager shall not form part of the pot.
- 11.5 Where two or more players, holding hands of equal value have wagered and contested for the pot for the duration of the round of play and no other players have contributed to the pot, no commission shall be deducted.

## 12. TAPPING OUT

- 12.1 A player with insufficient table stake remaining to meet a wager, and who wishes to stay in the game, must wager the remaining amount of his/her table stake and thus tap out. The player remains in the round of play until the showdown, taking no further part in any subsequent betting rounds. Any amount wagered by the other players in excess of the amount wagered by the player tapping out will be placed in a separate pot.
- 12.2 A player tapping out is eligible to win only those pots formed prior to tapping out. Any remaining pot or pots shall be won by the active player or players holding the next highest hands at the showdown.
- 12.3 Before any cards are dealt, a player may buy more cash chips to increase his/her table stake. The player shall be required to increase his/her table stake to at least the minimum table stake required for that table. Should the player be unable to increase his/her table stake up to the minimum table stake, the player in the event of tapping out and losing in a round of play shall be required to leave the table.
- 12.4 Under no circumstances shall a player be permitted to wager for another player nor shall a player give or lend chips to another player in the course of a round of play.
- 12.5 In the event of a player tapping out and the wager is less than the amount required to constitute a raise, no other active player shall call and raise in respect of the amount wagered by the player tapping out.

**13. CHECKING**

- 13.1 The first player in all but the first round of betting may check, indicating that they desire to continue in the round of play, but do not wish to make an opening wager. Each player in sequence, following the first player, may also check.
- 13.2 No player can check if a wager has been made in a round of betting.
- 13.3 If all players check, that betting round shall conclude.

**14. ORDER OF HANDS**

- 14.1 A player's completed hand shall consist of the best possible hand of five cards, consisting of two of his/her three hole cards and three communal cards.
- 14.2 In determining the value of hands for rules 14.3 (h), (i) and (j), all cards count e.g. Queen; Queen; Jack; Jack; 10 beats Queen; Queen; Jack; Jack; 9.
- 14.3 The order of hands, highest to lowest is as follows:
- (a) Royal Flush - the five top cards, all from the same suit, e.g.; Ace; King; Queen; Jack; 10, all Spades.
  - (b) Straight Flush - five cards of the same suit in sequence, e.g.; Queen; Jack; 10; 9; 8. Subject to rule 3.5 an Ace may count high or low in a straight flush, e.g.; 10; 9; 8; 7; Ace.
  - (c) Four of a kind - e.g.; Ace; Ace; Ace; Ace; 7.
  - (d) Flush - five cards of the same suit, not in sequence, e.g.; King; Jack; 9; 8; 7; all Diamonds.
  - (e) Full House - three cards of one kind plus two of another, e.g., King; King; King; Jack; Jack. All hands take their rank from the threesome.
  - (f) Straight - any five cards in sequence not of the same suit, e.g.; King (Hearts); Queen (Clubs); Jack (Clubs); 10 (Spades); 9 (Diamonds). Subject to rule 3.5 an Ace may count high or low in a straight, e.g.; 10; 9; 8; 7; Ace.
  - (g) Three of a kind, e.g.; Queen; Queen; Queen; 8; 7.
  - (h) Two pairs, e.g.; Queen; Queen; 9; 9; Jack.
  - (i) One pair, e.g.; 10; 10; King; 9; 8.

- (j) Five odd cards not of the same suit, e.g.; Queen (Hearts); 10 (Clubs); 9 (Clubs); 8 (Diamonds); 7 (Spades).

## 15. COLLUSION

- 15.1 Each player in a poker game is required to play only in his/her own self interest. Any behaviour designed to assist one player over another is prohibited.
- 15.2 Only one player is permitted to play a hand and that player must make all decisions affecting the hand without assistance or advice from another person.
- 15.3 Conversation in any language other than English is prohibited. Failure to comply with this may result in the offender being dealt out of a round of play or excluded from the table.
- 15.4 A player shall protect the identity of his/her hole cards at all times, regardless of whether or not the player is an active player or has folded.
- 15.5 Any information concerning a folded hand that is given to one active player in a round of play must be shared with all players at the table.
- 15.6 Any information about the hand held by a player who made an uncalled wager that is given to one player must be shared with all players at the table.
- 15.7 No player shall be permitted to look at discards or any undealt cards, either before or after the showdown.

## 16. IRREGULARITIES

- 16.1 A misdeal occurs if:
  - (a) one or more cards were exposed during the cut;
  - (b) the cards were not cut prior to the first wager being placed;
  - (c) any of the hole cards of any player are dealt out of turn and another player not entitled to the card or cards has looked at any of those cards. Where those cards have not been looked at by the player or players concerned the deal shall if possible be corrected by reconstruction of the hands and a misdeal not declared;
  - (d) the dealer exposes a hole card during the deal;



- (e) the second communal card is found face up in the deck;
  - (f) a dealer deals a player out or deals any extra hole cards and it is discovered before a betting round has commenced. If the players have not looked at their hole cards the deal shall, if possible, be corrected by reconstruction of the hole cards and a misdeal not declared.
- 16.2 Where a misdeal occurs there shall be a new shuffle and cut. A misdeal shall not constitute a round of play for the purpose of rule 6.2. The designated player shall be the first to receive cards in the new deal.
- 16.3 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, fold, check or make wagers smaller than, or equal to, the out of turn player, then the out of turn wager shall stand. If the wager is in excess of the betting limits, the excess shall be returned to the player.
- 16.4 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, raise or make a wager in excess of the out of turn wager, then the out of turn player may fold, call, or call and raise. If the player folds, his/her out of turn wager shall be returned
- 16.5 Should the dealer expose a communal card before the betting has been completed for the previously exposed communal card, the maximum wager allowed for that round of betting shall not exceed the maximum amount already wagered. The exposed card shall then be used in the normal sequence of play.
- 16.6 Should the third, fourth or fifth communal card be exposed, prior to the commencement of betting on the previous communal card, that card is laid out with the previous communal cards and betting on the round prior to the legitimate exposure of that communal card shall be restricted to the table minimum.
- 16.7 If a player holds too few or too many cards during the betting round, or at the showdown, the player's hand is void and all wagers made by the player in that round of play remain in the pot. If it is at the showdown and there is only one other player still active, then the player with the correct number of cards wins the pot. If no active player holds the correct number of cards the pot shall be won by the player who last folded.
- 16.8 Should a player pass his/her cards and the cards enter the discard pile, those cards will take no further part in the round of play.

**17. TABLE CLOSURE**

- 17.1 The hours of gaming shall be as determined by the Minister.
- 17.2 Subject to rule 17.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

**18. GENERAL PROVISIONS**

- 18.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the 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 or analyzing an outcome of the changing probabilities or the playing strategies to be used
- 18.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:
- (a) declare that any wager made by the player shall be void; and
  - (b) direct that the player shall be excluded from further participation in the game.
- 18.3 The Casino Operator may invalidate the outcome of a game if:
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
  - (b) any fraudulent act is perpetrated by a player or a dealer or both;
- that, in the sole opinion of the operator, affects the outcome of the game.
- 18.4 Where the outcome of a game is invalidated, all wagers made by players for that particular round of play shall be refunded.
- 18.5 Complainants in all unresolved disputes shall be advised of the presence of, and his/her right to consult a Government Casino Inspector.
- 18.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 18.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.

- 18.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 18.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 18.10 Players are not permitted to have side wagers against each other.
- 18.11 A copy of these rules shall be made available, upon request.

**19. TOURNAMENT PLAY**

- 19.1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.
- 19.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority.
- 19.3 Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.
- 19.4 An entry fee to enter the tournament may be charged. The Casino Operator shall be permitted to retain up to 10% of the total entry fees for each competitor whether an entrant withdraws or not. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.

# **CASINO CANBERRA LIMITED**

## **RULES OF POKER**

### **HOLD-EM**

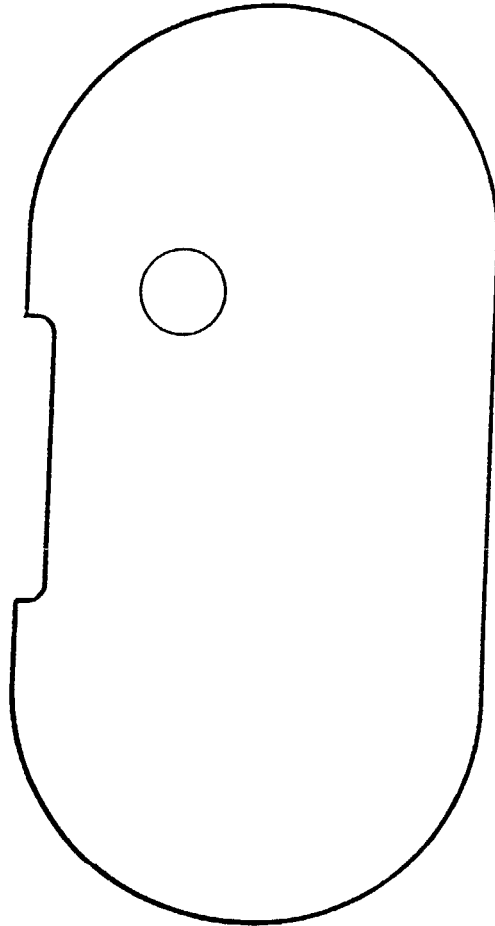
POKER - HOLD-EM INDEX

Diagram "A"

TERMS USED IN POKER - HOLD-EM

1. POKER - HOLD-EM TABLE
2. BANK
3. CARDS
4. SHUFFLE AND CUT OF THE CARDS
5. TABLE STAKES AND WAGERS
6. COMMENCEMENT OF PLAY
7. THE FIRST ROUND OF BETTING
8. THE SECOND AND THIRD ROUND OF BETTING
9. THE FINAL ROUND OF BETTING
10. MINIMUM AND MAXIMUM WAGERS
11. COMMISSION
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13. CHECKING
14. ORDER OF HANDS
15. COLLUSION
16. IRREGULARITIES
17. TABLE CLOSURE
18. GENERAL PROVISIONS
19. TOURNAMENT PLAY

Diagram "A"



**TERMS USED IN POKER  
HOLD-EM**

**Blind Bets**

Wagers or pre-determined contributions to the pot made prior to any cards being dealt to the player in the buck position.

**Buck**

The marker used to indicate the designated player to place the first blind bet and be dealt the first cards in the round.

**Call**

The wager required to make that player's total amount wagered for the round of betting equal to the highest total amount wagered by any player in that round of betting.

**Casino Supervisor**

A person responsible for the supervision of the operation of the game

**Check**

To abstain from betting, but continue to be in contention for the pot by retaining the right to call after all other players have either wagered or folded. A check may not be made should a wager have been made in the round.

**Commission**

An amount deducted from each pot by the dealer on behalf of the players in payment to the casino for conducting the game.

**Communal Cards**

The cards dealt face up and used by a player to complete his/her hand.

**Dealer**

A person responsible for the operation of the game.

**Flop**

The first three communal cards dealt.

**Fold**

To stop contesting a round of play, indicated by the player passing his/her cards face downwards on the table and the cards being collected by the dealer.

**Full Pot**

A maximum betting limit determined by an amount equal to the total of all wagers in the pot.

**Half Pot**

A maximum betting limit determined by an amount equal to half of the total of all wagers in the pot.

**Hand**

Any five cards consisting of any combination of the hole cards held by the player and/or the communal cards.

**Hole Cards**

Two cards dealt face down to the player.

**No Limit**

A maximum betting limit determined as an unlimited wager.

**Pot**

The amount of money being wagered during a round of play.

**Raise**

The wager made to make that player's total amount wagered for that round of betting greater than the highest total amount wagered by any player in that round of betting.

**Round of Play**

Part of the game that commences with the dealing of the first card and concluding with the winning of the pot or pots.

**Showdown**

The disclosure of the players' cards after the final betting round to determine the winning hand.

**Table Stake**

The total amount of chips exposed on the table liable to be put at risk by a player for the purpose of making wagers in a round of play

**Tap Out**

To place all chips remaining in a player's table stake into the pot.



## POKER - HOLD-EM

### 1. POKER - HOLD-EM TABLE

A Poker - Hold-Em table shall have seating for a maximum of 10 players and one dealer as shown in Diagram "A". The tablecloth shall be marked in a manner similar to that shown in Diagram "A". The circled area on the table shall be used by the dealer to place the cards of players who have folded prior to the showdown and those cards discarded during play.

### 2. BANK

No person other than the Casino Operator shall have any share or interest in the bank.

### 3. CARDS

3.1 Poker - Hold-Em shall be played with one full deck of 52 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2 in each of Spades, Hearts, Diamonds and Clubs.

3.2 The cards shall be checked, card by card, by the dealer prior to the commencement of gaming and at the conclusion of gaming.

3.3 Cards may be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.

3.4 A casino supervisor may, at any time, instruct the dealer to check and verify the proper amount of cards (52 cards).

3.5 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:

Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The Ace shall be deemed high and low for the purpose of forming the hands in relation to rules 14.3 (b) and 14.3 (f).

### 4. SHUFFLE AND CUT OF THE CARDS

4.1 The cards shall be shuffled in preparation for each round of play.

- 4.2 After the cards have been shuffled, the dealer shall cut the cards (once only) and place the cards in two stacks face downwards on the table. The cut shall be made more than one card from either end of the deck.
- 4.3 The dealer shall complete the cut by placing the stack that formed the bottom of the pack prior to the cut squarely on top of the second stack.
- 4.4 All cards used in the game of Poker - Hold-Em shall be dealt from a card shoe specifically designed for such purpose.

## **5. TABLE STAKES AND WAGERS**

- 5.1 The minimum table stake and minimum wager on each table shall be displayed on a sign at the table.
- 5.2 The Casino Operator may change any minimum table stake and minimum wager, to a higher or lower minimum table stake and minimum wager, provided that prior notice of the change is given to the players.
- 5.3 The Casino Operator may determine the number of blind bets to be 2 or 3 blind bets, provided that prior notice is given to the players.
- 5.4 On commencement of play each player shall place on the table, in full view of the dealer and all players, at least the minimum table stake required in chips or cash, which must be immediately converted to chips.
- 5.5 A player shall not augment or reduce this table stake during any round of play.
- 5.6 Wagers may only be made with value chips.

## **6. COMMENCEMENT OF PLAY**

- 6.1 Players may have a choice of seat. In the event of two or more players desiring the same seat, a draw of cards shall decide the seating positions. Should a seat become vacant, the remaining active players shall have priority to move to the vacant seat over any player waiting to join the game.
- 6.2 The buck shall indicate the designated player, who shall receive the first cards in each round of play. The player to the immediate left of the dealer will receive the buck for the first round of play. The buck shall be passed in a clockwise direction around the table at the conclusion of each round of play.

- 6.3 A player cannot pass his/her turn to take the buck.
- 6.4 Prior to the first card being dealt, for each round of play, the designated player shall be required to make a blind bet, which shall be equal to the minimum table wager. The next player in sequence in a clockwise direction shall place a wager known as the second blind bet which shall be double the first blind bet. Subject to rule 5.3, the next player in sequence in a clockwise direction shall place a third blind bet which shall be double the second blind bet.
- 6.5 The dealer shall deal each player, in a clockwise direction, starting with the designated player, one card face down and continuing this deal until each player receives 2 cards.

## 7. THE FIRST ROUND OF BETTING

- 7.1 After each player receives 2 cards, the players in sequence in a clockwise direction from the last blind player shall, subject to rules 10.2, 10.5 and 12.1, either:
- (i) Call; or
  - (ii) Call and Raise; or
  - (iii) Fold.

In the first round of betting, when no player has raised, the last blind player has the option to:

- (i) Decline a further wager;
- (ii) Raise; or
- (iii) Fold.

- 7.2 Each player shall follow the procedure in rule 7.1 until:
- (a) only one player remains in the game, this player shall win the pot; or
  - (b) two or more players have put an equal amount into the pot.
- 7.3 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall discard the first card in the shoe, subject to rule 16.7 and then expose three communal cards and the second round of betting shall commence.

**8. THE SECOND AND THIRD ROUND OF BETTING**

- 8.1 The designated player shall, subject to rules 10.3, 10.5, 12.1 and 13.1, either:
- (i) Open the betting by placing a wager into the pot; or
  - (ii) Check; or
  - (iii) Fold.
- 8.2 Each player in sequence in a clockwise direction from the opening player shall, subject to rules 10.3, 10.5, 12.1 and 13.1, either:
- (i) Call; or
  - (ii) Call and Raise; or
  - (iii) Check; or
  - (iv) Fold.
- 8.3 Each player shall follow the procedure in rule 8.2 until:
- (a) only one player remains in the game, this player shall win the pot; or
  - (b) two or more players have put an equal amount into the pot.
- 8.4 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall discard the first card in the shoe and then expose one communal card and the third round of betting shall commence in accordance with rules 8.1, 8.2 and 8.3.
- 8.5 In the second, third and final round of betting should the designated player be an inactive player, the first active player in a clockwise direction to the designated player shall be the first person to act in relation to rule 8.1.
- 8.6 Play shall continue until the pot has been won or all five communal cards have been dealt.

## 9. THE FINAL ROUND OF BETTING

- 9.1 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall discard the first card in the shoe and then expose one communal card and the final round of betting shall commence in accordance with Section 8 of these rules, subject to rule 10.4.
- 9.2 The player being called shall then expose his/her hole cards. The remaining player or players shall if holding a hand of equal or higher value expose his/her hole cards. The dealer shall then announce the winning hand or hands.
- 9.3 The dealer shall:
- (a) calculate the commission to be deducted from the pot (subject to rules 11.1 and 11.2),
  - (b) announce the amount of the pot and commission to the players; and
  - (c) deduct the commission from the pot and pass the pot to the winning player or players.
- 9.4 When two or more players hold winning hands of equal value, the pot or pots shall be divided equally in units of \$1, after the commission has been deducted. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be returned to the player in contention for the pot or pots seated in or closest to, in a clockwise direction, the designated player position.
- 9.5 The pot shall not be divided by agreement between two or more players. Each round of play must be played to its conclusion.

## 10. MINIMUM AND MAXIMUM WAGERS

- 10.1 The first blind bet shall be equal to the table minimum. The second blind bet shall be double the table minimum. The third blind bet, if required, shall be four times the table minimum.
- 10.2 In the first round of betting there shall be a maximum of three raises. Each raise shall not be less than any previous wager in the betting round. Unless subject to rule 10.6, each raise shall be equal to or double the last blind bet.

- 10.3 In the second and third round of betting each raise shall not be less than any previous wager in the betting round. There shall be a maximum of three raises following the opening wager in the round. Unless subject to rule 10.6, the opening wager shall be double the last blind bet.
- 10.4 In the final round of betting the opening wager shall be followed by a maximum of three raises. Any raise shall not be less than any previous wager in the betting round. The maximum betting limits in the final round of betting, unless subject to rule 10.6, shall be double those of previous rounds.
- 10.5 Notwithstanding rules 10.2, 10.3, and 10.4, if any pot is contested by only two players, they shall be permitted to raise and re-raise until his/her table stake is expended.
- 10.6 The Casino Operator may determine the maximum wager for all rounds of betting as specified in rules 10.2, 10.3 and 10.4 to be Half Pot, Full Pot or No Limit. Any variation approved in accordance with this rule shall be notified to the players before the commencement of the game.
- 10.7 Where a betting limit is specified in terms of a ratio to the pot (Half Pot or Full Pot), the amount required for a player to call shall be included in the pot before the betting limit is calculated.

## 11. COMMISSION

- 11.1 The scale of deductions of commission from a pot or pots shall be:
- (a) from any pot not exceeding \$19.00 - nil;
  - (b) from any pot exceeding \$19.00 - 5% of the highest amount of that pot as is wholly divisible by twenty, provided that where the pot exceeds one hundred times the table minimum, no commission shall be deducted in respect of the excess.
- 11.2 The Casino Operator may vary the method of calculation of the commission so that the commission charged for any game is less than that specified in rule 11.1. Any variation approved in accordance with this rule shall be notified to the players before the commencement of the game.
- 11.3 Where a player wins more than one pot in a round of play, the amount of the pot for the purpose of calculating the commission shall be deemed to be the total of all pots won.
- 11.4 For the purpose of calculating commission, an uncalled wager shall not form part of the pot.

- 11.5 Where two or more players, holding hands of equal value have wagered and contested for the pot for the duration of the round of play and no other players have contributed to the pot, no commission shall be deducted.

## **12. TAPPING OUT**

- 12.1 A player with insufficient table stake remaining to meet a wager, and who wishes to stay in the game, must wager the remaining amount of his/her table stake and thus tap out. The player remains in the round of play until the showdown, taking no further part in any subsequent betting rounds. Any amount wagered by the other players in excess of the amount wagered by the player tapping out will be placed in a separate pot.
- 12.2 A player tapping out is eligible to win only those pots formed prior to tapping out. Any remaining pot or pots shall be won by the active player or players holding the next highest hands at the showdown.
- 12.3 Before any cards are dealt, a player may buy more cash chips to increase his/her table stake. The player shall be required to increase his/her table stake to at least the minimum table stake required for that table. Should the player be unable to increase his/her table stake up to the minimum table stake, the player in the event of tapping out and losing in a round of play shall be required to leave the table.
- 12.4 Under no circumstances shall a player be permitted to wager for another player nor shall a player give or lend chips to another player in the course of a round of play.
- 12.5 In the event of a player tapping out and the wager is less than the amount required to constitute a raise, no other active player shall call and raise in respect of the amount wagered by the player tapping out.

## **13. CHECKING**

- 13.1 The first player in all but the first round of betting may check, indicating that they desire to continue in the round of play, but do not wish to make an opening wager. Each player in sequence, following the first player, may also check.
- 13.2 No player can check if a wager has been made in a round of betting.
- 13.3 If all players check, that betting round shall conclude.

**14. ORDER OF HANDS**

- 14.1 A player's completed hand shall consist of the best possible hand of five cards, consisting of any combination of his/her hole cards and the communal cards.
- 14.2 In determining the value of hands for rules 14.3 (h), (i) and (j), all cards count, e.g.; Queen; Queen; Jack; Jack; 10 beats Queen; Queen; Jack; Jack; 9.
- 14.3 The order of hands, highest to lowest is as follows.
- (a) Royal Flush - the five top cards, all from the same suit, e.g.; Ace; King; Queen; Jack; 10, all Spades.
  - (b) Straight Flush - five cards of the same suit in sequence, e.g.; Jack; 10; 9, 8; 7. An Ace may count high or low in a straight flush, e.g.; 5; 4; 3; 2; Ace.
  - (c) Four of a kind - e.g.; Ace; Ace; Ace, Ace; 4
  - (d) Full House - three cards of one kind plus two of another, e.g.; King; King; King; Jack; Jack. All hands take their rank from the threesome.
  - (e) Flush - five cards of the same suit, not in sequence, e.g.; King; Jack; 9; 7; 5; all Diamonds.
  - (f) Straight - any five cards in sequence not of the same suit, e.g.; King (Hearts); Queen (Clubs); Jack (Clubs); 10 (Spades); 9 (Diamonds). An Ace may count high or low in a straight, e.g.; 5; 4; 3; 2; Ace.
  - (g) Three of a kind, e.g.; Queen; Queen; Queen; 8; 5.
  - (h) Two pairs, e.g.; Queen; Queen; 4; 4; Jack.
  - (i) One pair, e.g.; 10; 10; King; 6; 2.
  - (j) Five odd cards not of the same suit, e.g.; Queen (Hearts); 10 (Clubs); 7 (Clubs); 4 (Diamonds); 3 (Spades).

**15. COLLUSION**

- 15.1 Each player in a poker game is required to play only in his/her own self interest. Any behaviour designed to assist one player over another is prohibited.



- 15.2 Only one player is permitted to play a hand and that player must make all decisions affecting the hand without assistance or advice from another person.
- 15.3 Conversation in any language other than English is prohibited. Failure to comply with this may result in the offender being dealt out of a round of play or excluded from the table.
- 15.4 A player shall protect the identity of his/her hole cards at all times, regardless of whether or not the player is an active player or has folded.
- 15.5 Any information concerning a folded hand that is given to one active player in a round of play must be shared with all players at the table.
- 15.6 Any information about the hand held by a player who made an uncalled wager that is given to one player must be shared with all players at the table.
- 15.7 No player shall be permitted to look at discards or any undealt cards, either before or after the showdown.

## 16. IRREGULARITIES

- 16.1 A misdeal occurs if:
  - (a) one or more cards were exposed during the cut;
  - (b) the cards were not cut prior to the first wager being placed;
  - (c) any of the hole cards of any player are dealt out of turn and another player not entitled to the card or cards has looked at any of those cards. Where those cards have not been looked at by the player or players concerned the deal shall if possible be corrected by reconstruction of the hands and a misdeal not declared;
  - (d) the dealer exposes more than one hole card during the deal;
  - (e) a dealer deals a player out or deals any extra hole cards and it is discovered before a betting round has commenced. If the players have not looked at their hole cards the deal shall, if possible, be corrected by reconstruction of the hole cards and a misdeal not declared.
- 16.2 Where a misdeal occurs there shall be a new shuffle and cut. A misdeal shall not constitute a round of play for the purpose of rule 6.2. The designated player shall be the first to receive cards in the new deal.

- 16.3 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, fold, check or make wagers smaller than, or equal to, the out of turn player, then the out of turn wager shall stand. If the wager is in excess of the betting limits, the excess shall be returned to the player.
- 16.4 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, raise or make a wager in excess of the out of turn wager, then the out of turn player may fold, call, or call and raise. If the player folds, his/her out of turn wager shall be returned.
- 16.5 Should the dealer prematurely expose a communal card prior to the conclusion of a round of betting, the communal card that is exposed shall be shuffled with the cards remaining in the shoe in accordance with Section 4 of these rules.
- 16.6 If, at the conclusion of any round of betting the dealer exposes the first card in the shoe, that card shall be used as a communal card.
- 16.7 If one hole card is exposed during the initial deal, that card will be replaced by the first card from the shoe prior to the deal of the first communal cards. The exposed hole card shall be discarded. Prior to the deal of the first communal cards the dealer shall not discard the first card in the shoe.
- 16.8 If a player holds too few or too many cards during the betting round, or at the showdown, the player's hand is void and all wagers made by the player in that round of play remain in the pot. If it is at the showdown and there is only one other player still active, then the player with the correct number of cards wins the pot. If no active player holds the correct number of cards the pot shall be won by the player who last folded.
- 16.9 Should a player pass his/her cards and the cards enter the discard pile, those cards will take no further part in the round of play.

## 17. TABLE CLOSURE

- 17.1 The hours of gaming shall be as determined by the Minister.
- 17.2 Subject to rule 17.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

**18. GENERAL PROVISIONS**

- 18.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the 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 or analyzing an outcome of the changing probabilities or the playing strategies to be used.
- 18.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may:
- (a) declare that any wager made by the player shall be void; and
  - (b) direct that the player shall be excluded from further participation in the game.
- 18.3 The Casino Operator may invalidate the outcome of a game if
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
  - (b) any fraudulent act is perpetrated by a player or a dealer or both;
- that, in the sole opinion of the operator, affects the outcome of the game.
- 18.4 Where the outcome of a game is invalidated, all wagers made by players for that particular round of play shall be refunded.
- 18.5 Complainants in all unresolved disputes shall be advised of the presence of, and his/her right to consult a Government Casino Inspector
- 18.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 18.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.
- 18.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 18.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 18.10 Players are not permitted to have side wagers against each other.

18 11 A copy of these rules shall be made available, upon request.

**19. TOURNAMENT PLAY**

- 19.1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.
- 19.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority.
- 19.3 Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.
- 19.4 An entry fee to enter the tournament may be charged. The Casino Operator shall be permitted to retain up to 10% of the total entry fees for each competitor whether an entrant withdraws or not. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.

# **CASINO CANBERRA LIMITED**

## **RULES OF POKER**

### **OMAHA**

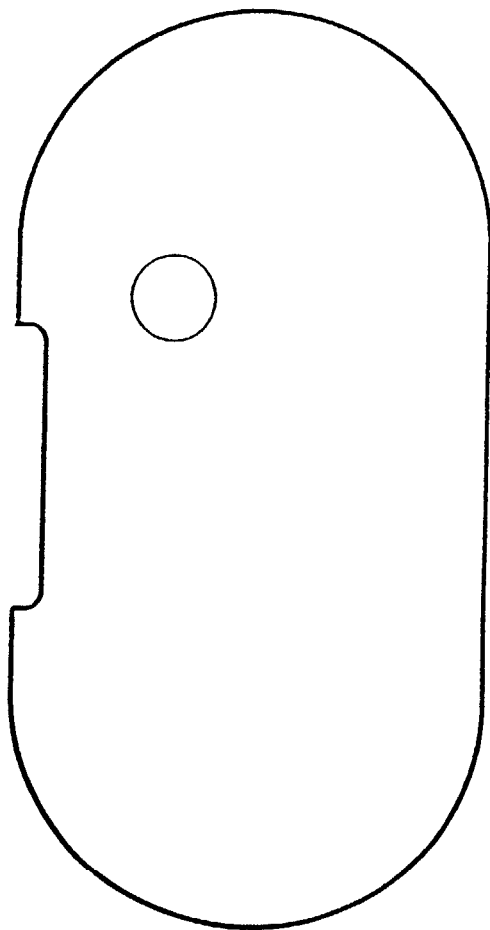
POKER - OMAHA INDEX

Diagram "A"

TERMS USED IN POKER - OMAHA

1. POKER - OMAHA TABLE
2. BANK
3. CARDS
4. SHUFFLE AND CUT OF THE CARDS
5. TABLE STAKES AND WAGERS
6. COMMENCEMENT OF PLAY
7. THE FIRST ROUND OF BETTING
8. THE SECOND AND THIRD ROUND OF BETTING
9. THE FINAL ROUND OF BETTING
10. MINIMUM AND MAXIMUM WAGERS
11. COMMISSION
12. TAPPING OUT
13. CHECKING
14. ORDER OF HANDS
15. COLLUSION
16. IRREGULARITIES
17. TABLE CLOSURE
18. GENERAL PROVISIONS
19. TOURNAMENT PLAY

Diagram "A"



**TERMS USED IN POKER  
OMAHA**

**Blind Bets**

Wagers or pre-determined contributions to the pot made prior to any cards being dealt to the player in the buck position.

**Buck**

The marker used to indicate the designated player to place the first blind bet and be dealt the first cards in the round.

**Call**

The wager required to make that player's total amount wagered for the round of betting equal to the highest total amount wagered by any player in that round of betting.

**Casino Supervisor**

A person responsible for the supervision of the operation of the game.

**Check**

To abstain from betting, but continue to be in contention for the pot by retaining the right to call after all other players have either wagered or folded. A check may not be made should a wager have been made in the round.

**Commission**

An amount deducted from each pot by the dealer on behalf of the players in payment to the casino for conducting the game.

**Communal Cards**

The cards dealt face up and used by a player to complete his/her hand.

**Dealer**

A person responsible for the operation of the game.

**Flop**

The first three communal cards dealt.

**Fold**

To stop contesting a round of play, indicated by the player passing his/her cards face downwards on the table and the cards being collected by the dealer.

**Full Pot**

A maximum betting limit determined by an amount equal to the total of all wagers in the pot.

**Half Pot**

A maximum betting limit determined by an amount equal to half of the total of all wagers in the pot.



**Hand**

Two of the four hole cards held by a player and any three communal cards.

**Hole Cards**

Four cards dealt face down to the player.

**No Limit**

A maximum betting limit determined as an unlimited wager.

**Pot**

The amount of money being wagered during a round of play.

**Raise**

The wager made to make that player's total amount wagered for that round of betting greater than the highest total amount wagered by any player in that round of betting.

**Round of Play**

Part of the game that commences with the dealing of the first card and concluding with the winning of the pot or pots.

**Showdown**

The disclosure of the players' cards after the final betting round to determine the winning hand.

**Table Stake**

The total amount of chips exposed on the table liable to be put at risk by a player for the purpose of making wagers in a round of play.

**Tap Out**

To place all chips remaining in a player's table stake into the pot.

**POKER - OMAHA****1. POKER - OMAHA TABLE**

A Poker - Omaha table shall have seating for a maximum of 10 players and one dealer as shown in Diagram "A". The tablecloth shall be marked in a manner similar to that shown in Diagram "A". The circled area on the table shall be used by the dealer to place the cards of players who have folded prior to the showdown and those cards discarded during play.

**2. BANK**

No person other than the Casino Operator shall have any share or interest in the bank.

**3. CARDS**

- 3.1 Poker - Omaha shall be played with one full deck of 52 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2 in each of Spades, Hearts, Diamonds and Clubs
- 3.2 The cards shall be checked, card by card, by the dealer prior to the commencement of gaming and at the conclusion of gaming.
- 3.3 Cards may be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.4 A casino supervisor may, at any time, instruct the dealer to check and verify the proper amount of cards (52 cards).
- 3.5 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:

Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The Ace shall be deemed high and low for the purpose of forming the hands in relation to rules 14.3 (b) and 14.3 (f).

**4. SHUFFLE AND CUT OF THE CARDS**

- 4.1 The cards shall be shuffled in preparation for each round of play.

- 4.2 After the cards have been shuffled, the dealer shall cut the cards (once only) and place the cards in two stacks face downwards on the table. The cut shall be made more than one card from either end of the deck.
- 4.3 The dealer shall complete the cut by placing the stack that formed the bottom of the pack prior to the cut squarely on top of the second stack.
- 4.4 All cards used in the game of Poker - Omaha shall be dealt from a card shoe specifically designed for such purpose.

## **5. TABLE STAKES AND WAGERS**

- 5.1 The minimum table stake and minimum wager on each table shall be displayed on a sign at the table.
- 5.2 The Casino Operator may change any minimum table stake and minimum wager, to a higher or lower minimum table stake and minimum wager, provided that prior notice of the change is given to the players.
- 5.3 The Casino Operator may determine the number of blind bets to be 2 or 3 blind bets, provided that prior notice is given to the players.
- 5.4 On commencement of play each player shall place on the table, in full view of the dealer and all players, at least the minimum table stake required in chips or cash, which must be immediately converted to chips.
- 5.5 A player shall not augment or reduce this table stake during any round of play.
- 5.6 Wagers may only be made with value chips.

## **6. COMMENCEMENT OF PLAY**

- 6.1 Players may have a choice of seat. In the event of two or more players desiring the same seat, a draw of cards shall decide the seating positions. Should a seat become vacant, the remaining active players shall have priority to move to the vacant seat over any player waiting to join the game.
- 6.2 The buck shall indicate the designated player, who shall receive the first cards in each round of play. The player to the immediate left of the dealer will receive the buck for the first round of play. The buck shall be passed in a clockwise direction around the table at the conclusion of each round of play.

- 6.3 A player cannot pass his/her turn to take the buck.
- 6.4 Prior to the first card being dealt, for each round of play, the designated player shall be required to make a blind bet, which shall be equal to the minimum table wager. The next player in sequence in a clockwise direction shall place a wager known as the second blind bet which shall be double the first blind bet. Subject to rule 5.3, the next player in sequence in a clockwise direction shall place a third blind bet which shall be double the second blind bet.
- 6.5 The dealer shall deal each player, in a clockwise direction, starting with the designated player, one card face down and continuing this deal until each player receives 4 cards.

## 7. THE FIRST ROUND OF BETTING

- 7.1 After each player receives 4 cards, the players in sequence in a clockwise direction from the last blind player shall, subject to rules 10.2, 10.5 and 12.1, either:

- (i) Call; or
- (ii) Call and Raise; or
- (iii) Fold.

In the first round of betting, when no player has raised, the last blind player has the option to

- (i) Decline a further wager;
- (ii) Raise; or
- (iii) Fold.

- 7.2 Each player shall follow the procedure in rule 7.1 until:
- (a) only one player remains in the game, this player shall win the pot; or
  - (b) two or more players have put an equal amount into the pot.
- 7.3 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall discard the first card in the shoe, subject to rule 16.7 and then expose three communal cards and the second round of betting shall commence.

8. THE SECOND AND THIRD ROUND OF BETTING
- 8.1 The designated player shall, subject to rules 10.3, 10.5, 12.1 and 13.1, either:
- (i) Open the betting by placing a wager into the pot; or
  - (ii) Check; or
  - (iii) Fold.
- 8.2 Each player in sequence in a clockwise direction from the opening player shall, subject to rules 10.3, 10.5, 12.1 and 13.1, either:
- (i) Call; or
  - (ii) Call and Raise; or
  - (iii) Check; or
  - (iv) Fold.
- 8.3 Each player shall follow the procedure in rule 8.2 until.
- (a) only one player remains in the game, this player shall win the pot; or
  - (b) two or more players have put an equal amount into the pot.
- 8.4 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall discard the first card in the shoe and then expose one communal card and the third round of betting shall commence in accordance with rules 8.1, 8.2 and 8.3.
- 8.5 In the second, third and final round of betting should the designated player be an inactive player, the first active player in a clockwise direction to the designated player shall be the first person to act in relation to rule 8.1.
- 8.6 Play shall continue until the pot has been won or all five communal cards have been dealt.

## 9. THE FINAL ROUND OF BETTING

- 9.1 If two or more players are still in the round of play and all wagers have been met by these players, the dealer shall discard the first card in the shoe and then expose one communal card and the final round of betting shall commence in accordance with Section 8 of these rules, subject to rule 10.4.
- 9.2 The player being called shall then expose his/her hole cards. The remaining player or players shall if holding a hand of equal or higher value expose his/her hole cards. The dealer shall then announce the winning hand or hands.
- 9.3 The dealer shall:
- (a) calculate the commission to be deducted from the pot (subject to rules 11.1 and 11.2);
  - (b) announce the amount of the pot and commission to the players, and
  - (c) deduct the commission from the pot and pass the pot to the winning player or players.
- 9.4 When two or more players hold winning hands of equal value, the pot or pots shall be divided equally in units of \$1, after the commission has been deducted. If in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining shall be returned to the player in contention for the pot or pots seated in or closest to, in a clockwise direction, the designated player position.
- 9.5 The pot shall not be divided by agreement between two or more players. Each round of play must be played to its conclusion.

## 10. MINIMUM AND MAXIMUM WAGERS

- 10.1 The first blind bet shall be equal to the table minimum. The second blind bet shall be double the table minimum. The third blind bet, if required, shall be four times the table minimum.
- 10.2 In the first round of betting there shall be a maximum of three raises. Each raise shall not be less than any previous wager in the betting round. Unless subject to rule 10.6, each raise shall be equal to or double the last blind bet.

- 10.3 In the second and third round of betting each raise shall not be less than any previous wager in the betting round. There shall be a maximum of three raises following the opening wager in the round. Unless subject to rule 10.6, the opening wager shall be double the last blind bet.
- 10.4 In the final round of betting the opening wager shall be followed by a maximum of three raises. Any raise shall not be less than any previous wager in the betting round. The maximum betting limits in the final round of betting, unless subject to rule 10.6, shall be double those of previous rounds.
- 10.5 Notwithstanding rules 10.2, 10.3, and 10.4, if any pot is contested by only two players, they shall be permitted to raise and re-raise until his/her table stake is expended.
- 10.6 The Casino Operator may determine the maximum wager for all rounds of betting as specified in rules 10.2, 10.3 and 10.4 to be Half Pot, Full Pot or No Limit. Any variation approved in accordance with this rule shall be notified to the players before the commencement of the game.
- 10.7 Where a betting limit is specified in terms of a ratio to the pot (Half Pot or Full Pot), the amount required for a player to call shall be included in the pot before the betting limit is calculated.

## 11. COMMISSION

- 11.1 The scale of deductions of commission from a pot or pots shall be:
- (a) from any pot not exceeding \$19.00 - nil;
  - (b) from any pot exceeding \$19.00 - 5% of the highest amount of that pot as is wholly divisible by twenty, provided that where the pot exceeds one hundred times the table minimum, no commission shall be deducted in respect of the excess.
- 11.2 The Casino Operator may vary the method of calculation of the commission so that the commission charged for any game is less than that specified in rule 11.1. Any variation approved in accordance with this rule shall be notified to the players before the commencement of the game.
- 11.3 Where a player wins more than one pot in a round of play, the amount of the pot for the purpose of calculating the commission shall be deemed to be the total of all pots won.
- 11.4 For the purpose of calculating commission, an uncalled wager shall not form part of the pot.

- 11.5 Where two or more players, holding hands of equal value have wagered and contested for the pot for the duration of the round of play and no other players have contributed to the pot, no commission shall be deducted.

## **12. TAPPING OUT**

- 12.1 A player with insufficient table stake remaining to meet a wager, and who wishes to stay in the game, must wager the remaining amount of his/her table stake and thus tap out. The player remains in the round of play until the showdown, taking no further part in any subsequent betting rounds. Any amount wagered by the other players in excess of the amount wagered by the player tapping out will be placed in a separate pot.
- 12.2 A player tapping out is eligible to win only those pots formed prior to tapping out. Any remaining pot or pots shall be won by the active player or players holding the next highest hands at the showdown.
- 12.3 Before any cards are dealt, a player may buy more cash chips to increase his/her table stake. The player shall be required to increase his/her table stake to at least the minimum table stake required for that table. Should the player be unable to increase his/her table stake up to the minimum table stake, the player in the event of tapping out and losing in a round of play shall be required to leave the table.
- 12.4 Under no circumstances shall a player be permitted to wager for another player nor shall a player give or lend chips to another player in the course of a round of play.
- 12.5 In the event of a player tapping out and the wager is less than the amount required to constitute a raise, no other active player shall call and raise in respect of the amount wagered by the player tapping out.

## **13. CHECKING**

- 13.1 The first player in all but the first round of betting may check, indicating that they desire to continue in the round of play, but do not wish to make an opening wager. Each player in sequence, following the first player, may also check.
- 13.2 No player can check if a wager has been made in a round of betting.
- 13.3 If all players check, that betting round shall conclude.



#### 14. ORDER OF HANDS

14.1 A player's completed hand shall consist of the best possible hand of five cards, consisting of two of his/her four hole cards and three communal cards.

14.2 In determining the value of hands for rules 14.3 (h), (i) and (j), all cards count, e.g.; Queen, Queen; Jack; Jack; 10 beats Queen; Queen; Jack; Jack; 9

14.3 The order of hands, highest to lowest is as follows:

- (a) Royal Flush - the five top cards, all from the same suit, e.g.; Ace, King, Queen, Jack; 10, all Spades.
- (b) Straight Flush - five cards of the same suit in sequence, e.g.; Jack, 10, 9; 8, 7. An Ace may count high or low in a straight flush, e.g., 5, 4, 3, 2; Ace
- (c) Four of a kind - e.g., Ace; Ace; Ace, Ace, 4.
- (d) Full House - three cards of one kind plus two of another, e.g.; King, King; King; Jack; Jack. All hands take their rank from the threesome.
- (e) Flush - five cards of the same suit, not in sequence, e.g.; King; Jack; 9; 7; 5, all Diamonds.
- (f) Straight - any five cards in sequence not of the same suit, e.g.; King (Hearts), Queen (Clubs); Jack (Clubs); 10 (Spades); 9 (Diamonds). An Ace may count high or low in a straight, e.g.; 5; 4; 3; 2; Ace.
- (g) Three of a kind, e.g., Queen; Queen; Queen; 8; 5.
- (h) Two pairs, e.g.; Queen; Queen; 4; 4; Jack.
- (i) One pair, e.g.; 10; 10; King; 6; 2.
- (j) Five odd cards not of the same suit, e.g.; Queen (Hearts); 10 (Clubs); 7 (Clubs); 4 (Diamonds); 3 (Spades).

#### 15. COLLUSION

15.1 Each player in a poker game is required to play only in his/her own self interest. Any behaviour designed to assist one player over another is prohibited.

- 15.2 Only one player is permitted to play a hand and that player must make all decisions affecting the hand without assistance or advice from another person.
- 15.3 Conversation in any language other than English is prohibited. Failure to comply with this may result in the offender being dealt out of a round of play or excluded from the table.
- 15.4 A player shall protect the identity of his/her hole cards at all times, regardless of whether or not the player is an active player or has folded.
- 15.5 Any information concerning a folded hand that is given to one active player in a round of play must be shared with all players at the table.
- 15.6 Any information about the hand held by a player who made an uncalled wager that is given to one player must be shared with all players at the table.
- 15.7 No player shall be permitted to look at discards or any undealt cards, either before or after the showdown.

## 16. IRREGULARITIES

- 16.1 A misdeal occurs if:
  - (a) one or more cards were exposed during the cut;
  - (b) the cards were not cut prior to the first wager being placed;
  - (c) any of the hole cards of any player are dealt out of turn and another player not entitled to the card or cards has looked at any of those cards. Where those cards have not been looked at by the player or players concerned the deal shall if possible be corrected by reconstruction of the hands and a misdeal not declared;
  - (d) the dealer exposes more than one hole card during the deal,
  - (e) a dealer deals a player out or deals any extra hole cards and it is discovered before a betting round has commenced. If the players have not looked at their hole cards the deal shall, if possible, be corrected by reconstruction of the hole cards and a misdeal not declared.
- 16.2 Where a misdeal occurs there shall be a new shuffle and cut. A misdeal shall not constitute a round of play for the purpose of rule 6.2. The designated player shall be the first to receive cards in the new deal.

- 16.3 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, fold, check or make wagers smaller than, or equal to, the out of turn player, then the out of turn wager shall stand. If the wager is in excess of the betting limits, the excess shall be returned to the player.
- 16.4 Should a player wager out of turn and the player or players who should have wagered before the out of turn player, raise or make a wager in excess of the out of turn wager, then the out of turn player may fold, call, or call and raise. If the player folds, his/her out of turn wager shall be returned
- 16.5 Should the dealer prematurely expose a communal card prior to the conclusion of a round of betting, the communal card that is exposed shall be shuffled with the cards remaining in the shoe in accordance with Section 4 of these rules
- 16.6 If, at the conclusion of any round of betting the dealer exposes the first card in the shoe, that card shall be used as a communal card.
- 16.7 If one hole card is exposed during the initial deal, that card will be replaced by the first card from the shoe prior to the deal of the first communal cards. The exposed hole card shall be discarded. Prior to the deal of the first communal cards the dealer shall not discard the first card in the shoe
- 16.8 If a player holds too few or too many cards during the betting round, or at the showdown, the player's hand is void and all wagers made by the player in that round of play remain in the pot. If it is at the showdown and there is only one other player still active, then the player with the correct number of cards wins the pot. If no active player holds the correct number of cards the pot shall be won by the player who last folded
- 16.9 Should a player pass his/her cards and the cards enter the discard pile, those cards will take no further part in the round of play.

## 17. TABLE CLOSURE

- 17.1 The hours of gaming shall be as determined by the Minister.
- 17.2 Subject to rule 17.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

**18. GENERAL PROVISIONS**

- 18.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the 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 or analyzing an outcome of the changing probabilities or the playing strategies to be used.
- 18.2 Where the Casino Operator is satisfied that a player has contravened any provisions of rules, the operator may
- (a) declare that any wager made by the player shall be void, and
  - (b) direct that the player shall be excluded from further participation in the game.
- 18.3 The Casino Operator may invalidate the outcome of a game if
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
  - (b) any fraudulent act is perpetrated by a player or a dealer or both;
- that, in the sole opinion of the operator, affects the outcome of the game.
- 18.4 Where the outcome of a game is invalidated, all wagers made by players for that particular round of play shall be refunded.
- 18.5 Complainants in all unresolved disputes shall be advised of the presence of, and his/her right to consult a Government Casino Inspector.
- 18.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 18.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.
- 18.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 18.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 18.10 Players are not permitted to have side wagers against each other.

18.11 A copy of these rules shall be made available, upon request.

**19. TOURNAMENT PLAY**

- 19.1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.
- 19.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority.
- 19.3 Where the conditions of entry and play are inconsistent with the rules in the preceding paragraphs, then the conditions for tournament entry and play shall prevail to the extent of the inconsistency and only during the playing of a tournament.
- 19.4 An entry fee to enter the tournament may be charged. The Casino Operator shall be permitted to retain up to 10% of the total entry fees for each competitor whether an entrant withdraws or not. The balance of the entry fees shall be apportioned as prize money in accordance with the conditions of entry of play.