



Australian Capital Territory
Gazette

SPECIAL GAZETTE

No. S10, Tuesday 23 January 1996

CASINO CONTROL ACT 1988

APPROVAL

Under section 72(3) of the Casino Control Act 1988, I HEREBY APPROVE the alterations to the rules as set out in the attached schedule for the authorised game of Blackjack.

Dated this *19th* day of *January* 1996

A handwritten signature in cursive script that reads "Greg Jones".

GREGORY STEPHEN JONES
Delegate of the Minister

SCHEDULE

This is the accompanying schedule to the Instrument of Approval under section 72(3) of the Casino Control Act 1988 signed by Gregory Stephen Jones the Delegate of the Minister on the *19th* day of *January* 1996.

ALTERATION TO THE APPROVED RULES OF THE AUTHORISED GAME OF BLACKJACK

Revoke all previous rules and amendments to the rules of Blackjack

Replace with the following rules:

CASINO CANBERRA LIMITED

RULES OF BLACKJACK

BLACKJACK INDEX

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Diagram "A"

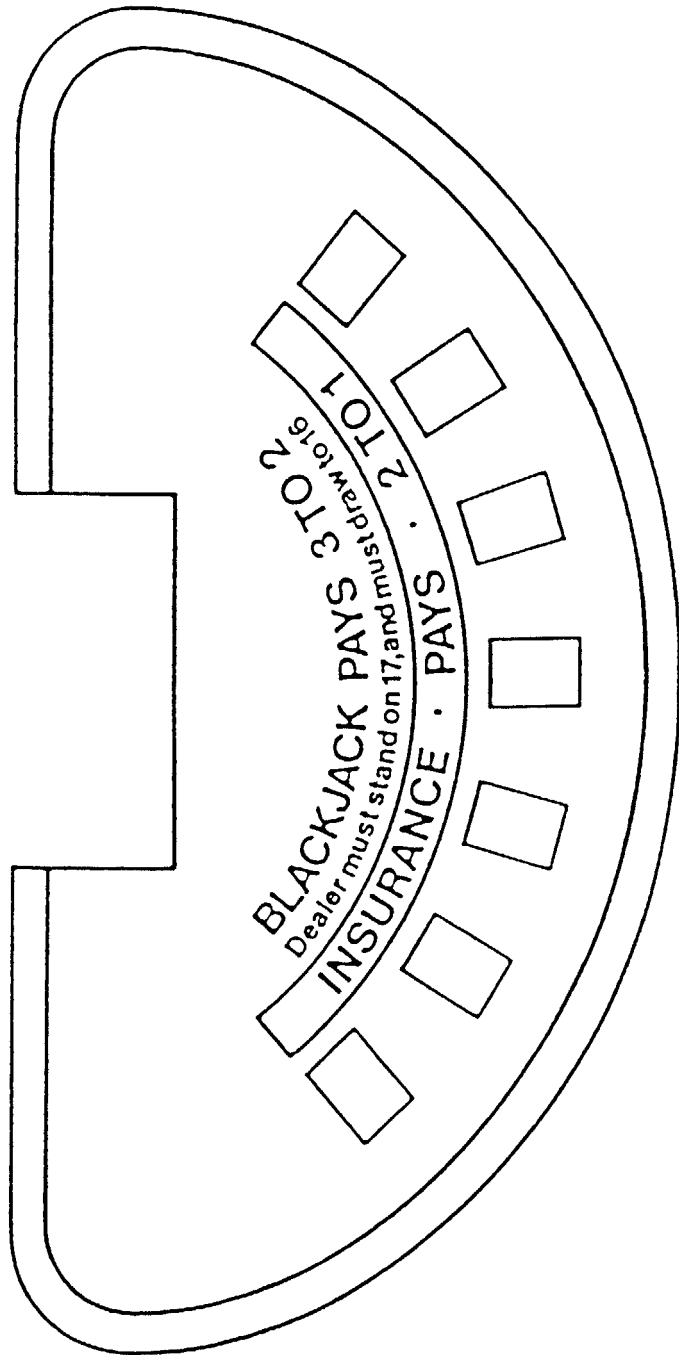


Diagram "B"

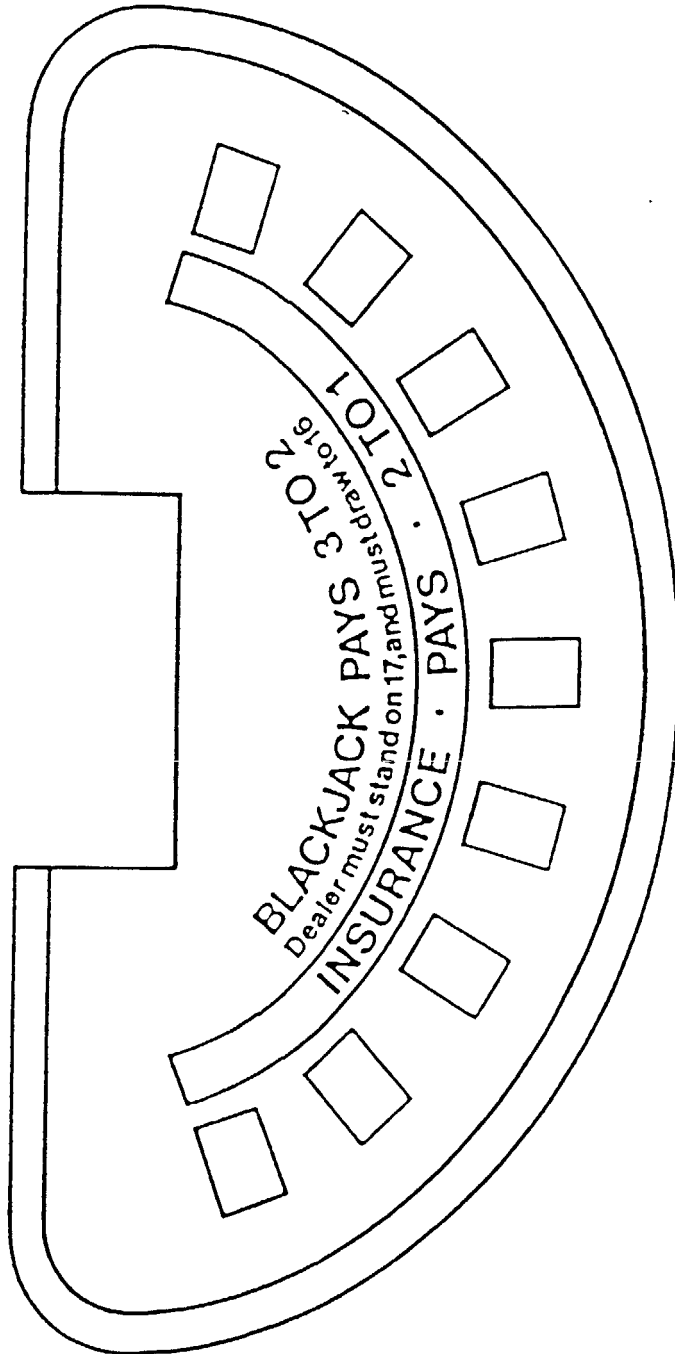


Diagram "C"

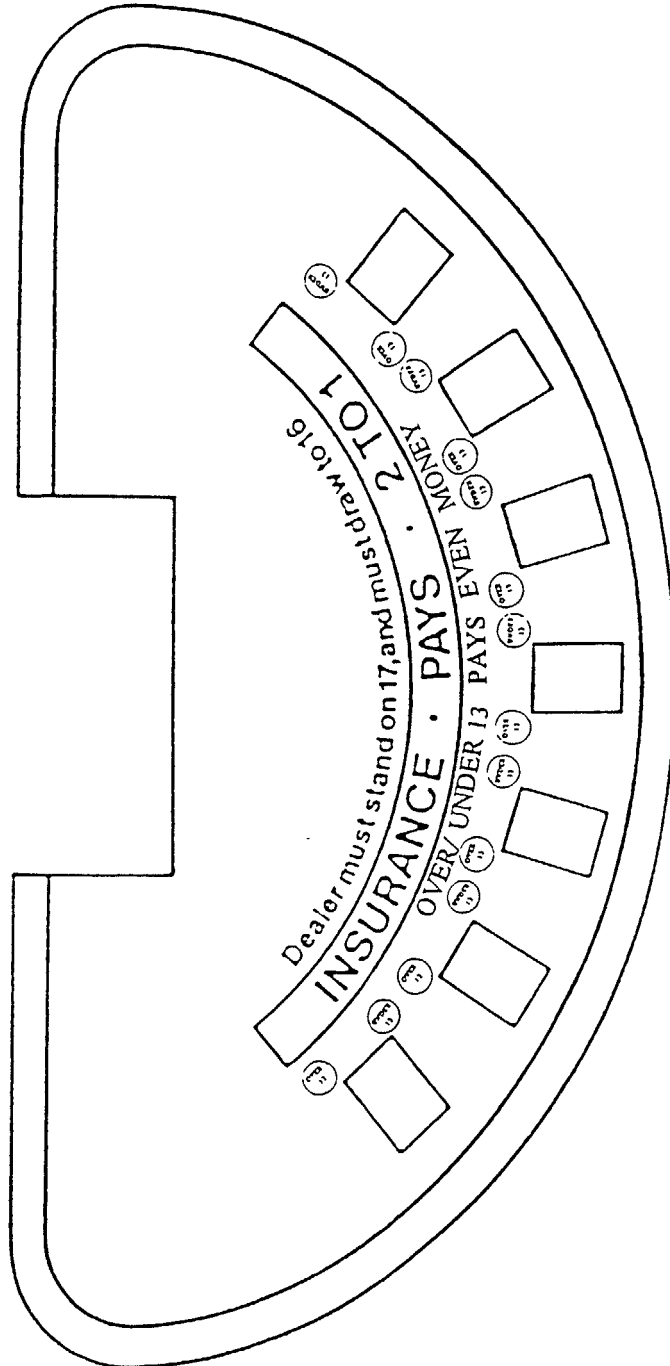


Diagram "D"

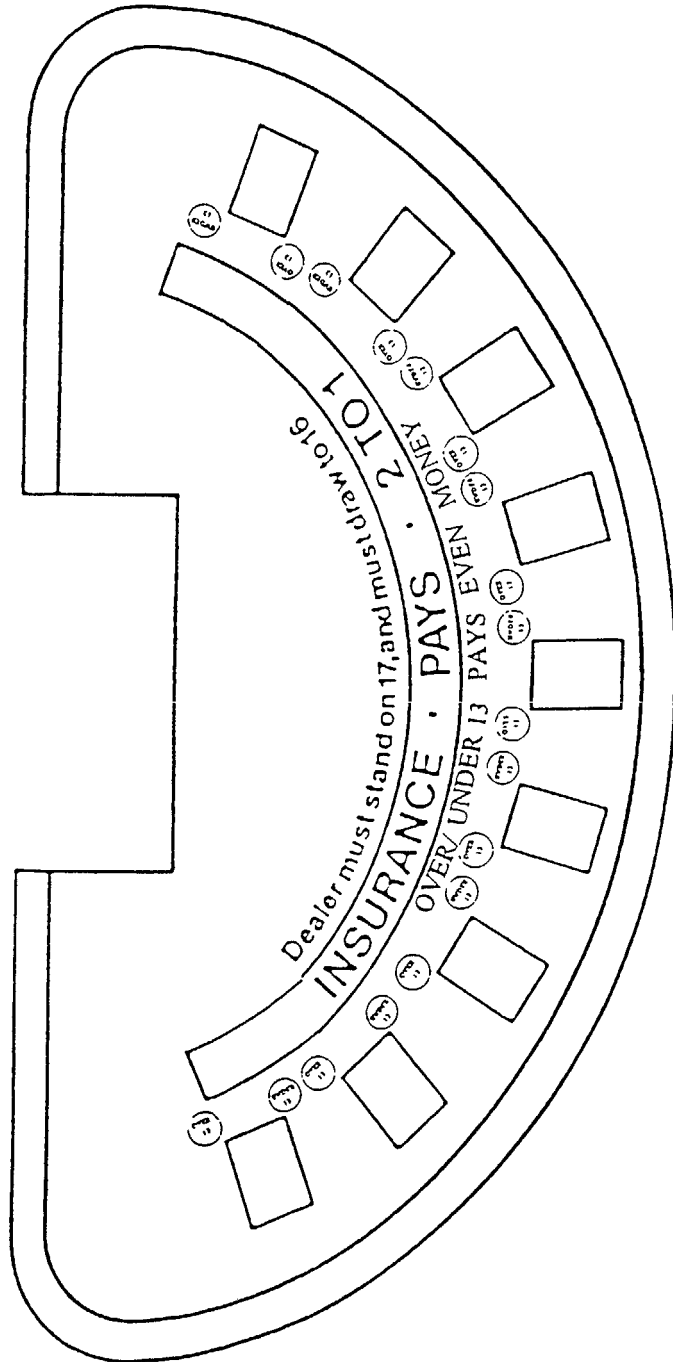


Diagram "E"

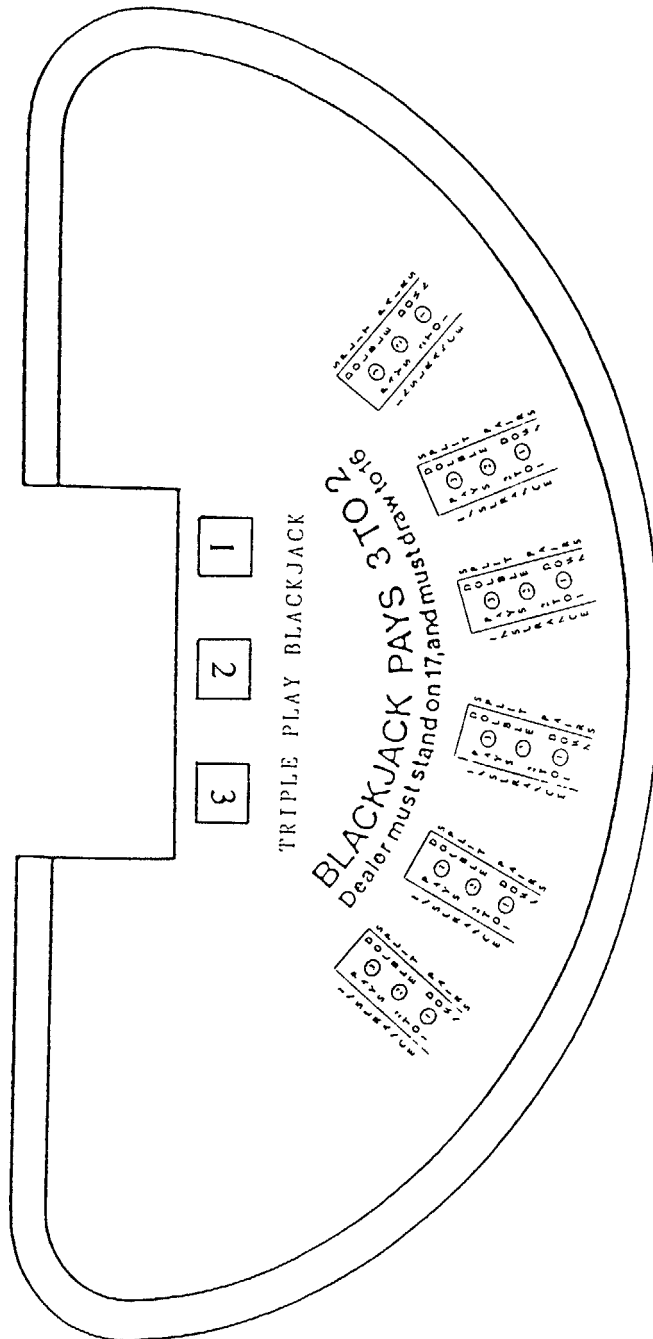


Diagram "F"

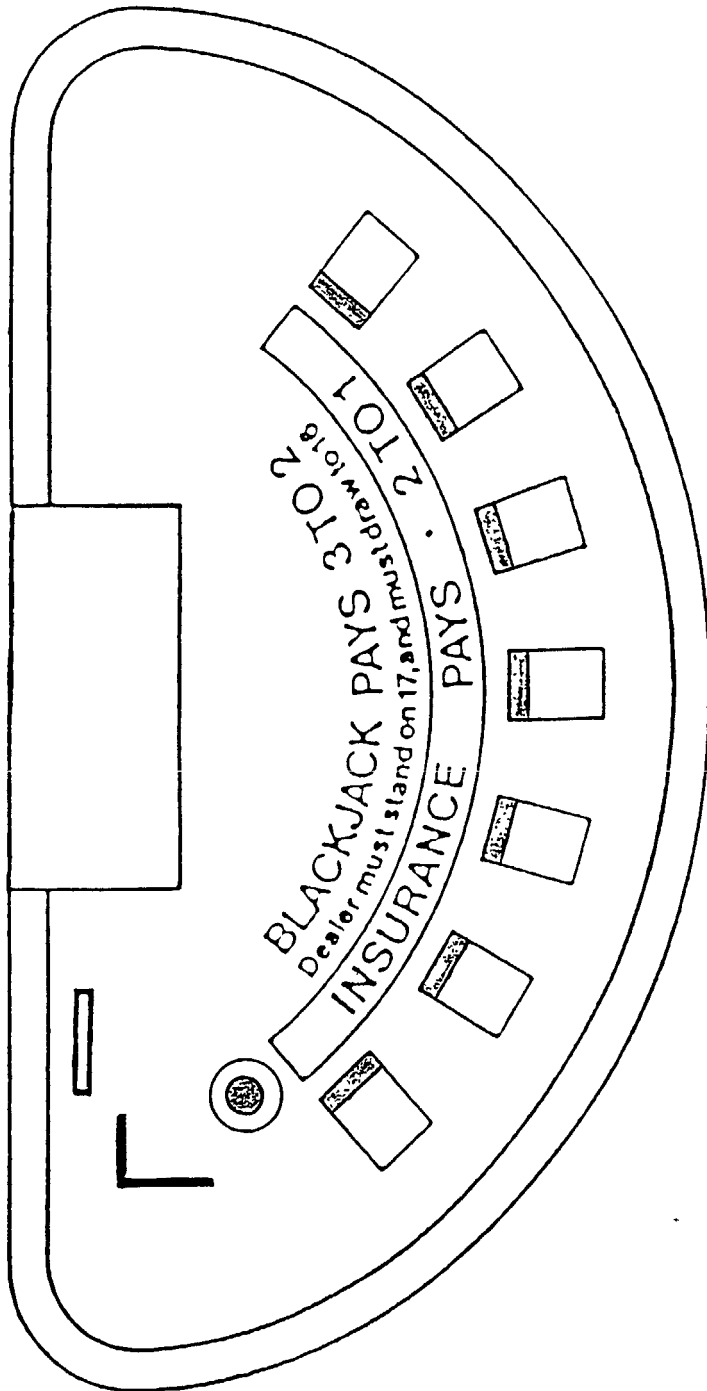
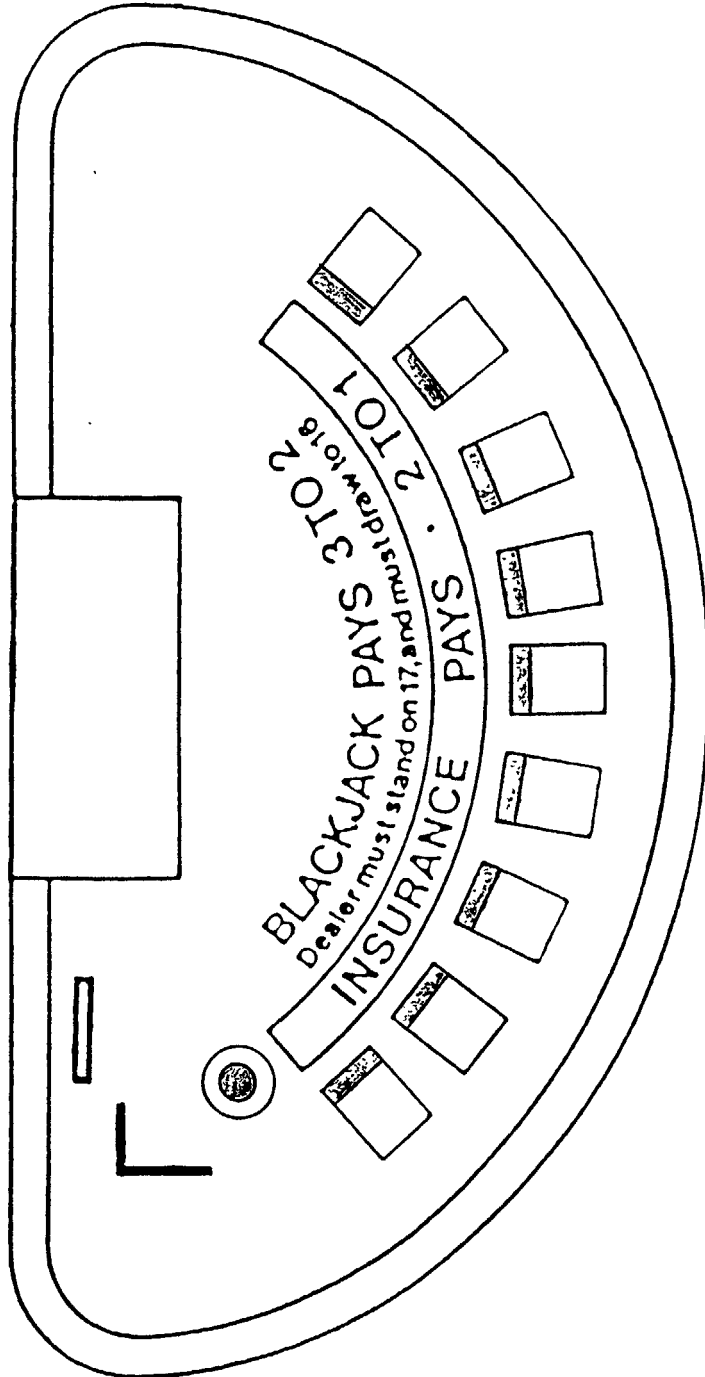


Diagram "G"



TERMS USED IN BLACKJACK

The following words/terms when used in these rules shall have the following meanings unless the context clearly indicates otherwise.

Blackjack

Shall mean an ace and any card having a point value of ten (10) dealt as the initial two cards to a player or dealer. It shall not include an ace or a 10 point value card dealt to a player who has split pairs.

Burn

Shall mean to remove a card from play by placing it in the discard rack.

Round

Shall mean a period of play commencing when the first card is removed from the shoe, by the dealer, and concluding when all the cards are collected by the dealer and placed in the discard rack.

Soft Total

Shall mean the point count of a hand containing an ace or aces, one of which can be counted both as one (1) or eleven (11), whilst the other(s) must be counted as one (1), e.g., ace and six (6) = seven (7) or seventeen (17), or ace and ace and six (6) = eight (8) or eighteen (18).

Hard Total

Shall mean the total point count of a hand which contains no aces, or which contains aces that are all counted as (1) in value.

Dealer

A person responsible for the operation of the game.

Void

("STAND OFF") shall mean that if the player's cards total equals the dealer's total the player neither wins nor loses.

Casino Supervisor

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

BLACKJACK

1. BLACKJACK TABLE

A Blackjack table shall, on one side, have places for players and, on the opposite side, a place for the dealer. The tablecloth shall be marked in a manner similar to that shown in Diagram "A" or "B":

- (a) rectangular areas to indicate the boxes for wagers, the numbers of boxes being seven as per Diagram "A" or nine as per Diagram "B"; and
- (b) inscriptions to the effect that:
 - (i) Blackjack pays 3 to 2;
 - (ii) the dealer must stand on 17 and must draw to 16; and
 - (iii) insurance pays 2 to 1.

2. BANK

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

3. CARDS

NUMBER OF DECKS

- 3.1 Blackjack shall be played with six or eight (52 card) decks, without jokers, with backs of the same colour and design, and one cutting card.

CHECKING OF CARDS

- 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.

FURTHER CHECK/REMOVAL OF CARDS

- 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 under this rule the new cards shall be checked, shuffled and cut in accordance with these rules.

- 3.4 At the completion of the final round of play and prior to a shuffle, the cards may be removed from the table for checking and replaced by new cards, at the discretion of the Casino Operator.

VALUE OF CARDS

- 3.5 The value of the cards shall be as follows:

- (a) the first ace dealt to any one player in a game shall have a value of 11 unless that would give the player a score of more than 21 at the end of the round and, subject to that, any ace shall have a value of 1. This rule shall not prevent the dealer from announcing the separate cumulative total of each hand as it progresses, counting the ace as 1 or 11 until such time as the player stands or has reached a total where to count the ace as 11 the hand would exceed a score of 21. The cumulative result of any further cards drawn to that hand shall then be announced in the normal manner (NB the first ace in a dealer's hand must count as 11, if this gives him/her a total between 17 and 21, inclusive, in which case he/she must stand);
- (b) any card from 2 to 10 shall have its face value;
- (c) a jack, queen or king shall have a value of 10; and
- (d) an ace together with a court card or 10 shall constitute a Blackjack, a Blackjack cannot be obtained in any hand which is derived from splitting (see rule 12.6).

4. MINIMUM AND MAXIMUM WAGERS

- 4.1 The following rules apply with regard to minimum and maximum wagers:
- (a) the minimum and maximum wagers, per box per table, shall be displayed on a sign at the table;
 - (b) unless specified otherwise, original wagers on a Blackjack table shall be required to be in units of the minimum;
 - (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result; and
 - (d) wagers above the maximum shall be paid or collected to the maximum.

- 4.2 The Casino Operator may change any minimum wager, to a higher or lower minimum limit, provided that prior notice of the change is given to the players.

5. WAGERS

- 5.1 Prior to the first card being dealt, for each round of play, each player at the game of Blackjack shall make a wager against the dealer.
- 5.2 Once the first card has been dealt by the dealer no player shall handle, remove or alter the initial wager, or place an additional wager, until a decision has been rendered and implemented on the wager other than as provided for in rules 5.4, 9, 12 and 13.
- 5.3 All wagers at Blackjack shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas of the Blackjack layout. Wagers orally declared shall only be accepted if accompanied by chips, or cash which must be immediately converted to chips and placed on the layout before the dealer calls "NO MORE BETS".
- 5.4 Once a wager has been placed and confirmed by the dealer on the insurance line, to double down, or to split pairs, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager, except as explicitly permitted by these rules.
- 5.5 A player may be permitted by the Casino Operator to wager on more than one box at a Blackjack table with the understanding that, when there are insufficient seats in the casino to accommodate patron demand, a player wagering on more than one box shall give up a box or boxes to accommodate other players.
- 5.6 Up to three players may wager on any one box, subject to the total of all wagers on that box not exceeding the stated table maximum per box as per rule 4.1.(a).
- 5.7 Where there is only one player at the table, that player may wager on one box.
- 5.8 The Casino Operator may allow a player to wager in excess of the stated maximum wager permitted on that table, provided that a marker denoting the new maximum for that box is placed adjacent to the box.

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5.9 In accordance with rule 5.8, where a new maximum limit is allocated to a player, he/she shall be the only player permitted to play on that box.

5.10 The Casino Operator may require any person:

- (a) who has not made a wager on the first round of play; or
- (b) who, after placing a wager on a given round of play, declines to place a wager on any subsequent round of play

to wager only the minimum wager displayed at the table and/or use only the first box for the purpose of play, until the cards are reshuffled and a new shoe is commenced.

6. SHUFFLE AND CUT OF THE CARDS

6.1 The dealer shall shuffle the cards face downwards on the table in preparation for each game. The dealer will then offer the cards, with backs facing away from him/her, to one of the players to cut.

When this occurs the player to cut the cards shall be:

- (a) the first player to the table if the game is just beginning;
- (b) the player on whose box the cutting card appeared during the last round of play;
- (c) 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; or
- (d) if the player designated in these rules refuses to cut the cards, they shall then be offered to each player moving clockwise around the table, until a player accepts the cut. If no player accepts, a casino supervisor will cut the cards.

6.2 The person designated in these rules or the casino supervisor shall cut the cards, by placing the cut card at least one deck in from either end. Once the cut card has been inserted by the player or the casino supervisor, the dealer shall take all cards in front of the cut card and place them at the back of the stack. The dealer shall then insert the cut card in a position no more than half way in from the back of the stack.

The cards will be shuffled:

- (a) when the cut card is drawn as the first card of a new round;

- (b) whenever the cut card is reached during a round of play the dealer shall continue dealing until that round of play is completed; or
- (c) should the cut card be reached during the final 3 rounds of play it shall be discarded and the dealer shall continue dealing until the final hand has been completed.

7. PROCEDURE FOR DEALING CARDS

- 7.1 All cards used in the game of Blackjack shall be dealt from a dealing shoe specifically designed for such purpose and located, on the table, to the left of the dealer. All cards shall be dealt face upwards.
- 7.2 Prior to the commencement of play of each shoe or when a change of dealer occurs, the dealer shall remove the first card from the shoe and, without exposing it to the players, burn the card by placing it face downwards in the discard rack.

8. INITIAL DEAL

Immediately prior to the commencement of a round of play and after all wagers are on the table, the dealer shall announce "NO MORE BETS". The dealer shall then, starting from his/her left and continuing clockwise around the table, deal the cards in the following manner:

- (a) one card, face up, to each box containing a wager;
- (b) one card, face up, to himself/herself; and
- (c) in a like manner deal a second card, face up, to each box containing a wager.

9. INSURANCE

Where the dealer's first card is an ace, a player may place a wager, equivalent to not more than half the amount placed as his/her initial wager, that the dealer's second card will have a value of ten.

Winning wagers made under this rule shall be paid at odds of two to one. All insurance wagers shall be made before the commencement of the subsequent deal and are to be placed on the insurance line of

the layout. The insurance wager shall be an amount to allow the dealer to effect payment.

10. INTERIM SETTLEMENT

Interim settlement shall be as follows:

- (a) on completion of the initial deal and before the subsequent deal;
 - (i) where a player has a Blackjack and the dealer's card is neither a 10 nor an ace, the dealer shall pay the wager, or wagers, on that hand at odds of 3 to 2; or
 - (ii) where a player has a Blackjack and the dealer's first card is an ace, the dealer shall, at the player's request, pay the player in settlement an amount equal to the initial wager; and
- (b) during the subsequent deal, where the dealer's second card is not a 10 or a card with a count value of 10, any "INSURANCE" wagers which remain unsettled shall be lost and shall be collected by the dealer immediately upon the drawing of that card.

11. SUBSEQUENT DEAL TO PLAYER'S HAND

11.1 The subsequent deal to players' hands shall be as follows:

- (a) starting with the player on the left of the dealer, and continuing clockwise around the table, the dealer shall act on each player's hand in turn by first announcing the point total of the initial two cards. As each player's point total is announced, the player shall be entitled, subject to rule 14, to be dealt additional cards to their clearly indicated decisions. The dealer shall announce the new point total of the hand after each additional card is dealt; and
- (b) if the player's score exceeds 21, that hand shall lose and the dealer shall immediately collect all wagers on that box and collect the cards and place them in the discard rack.

11.2 A wager by a player (except "INSURANCE" under rule 9) shall be determined as follows:

- (a) win, if the score of the player is 21 or less and the score of the dealer is in excess of 21;

- (b) win, if the score of the player exceeds that of the dealer, without either exceeding 21 and the dealer having to draw to rule 1(b)(ii);
- (c) win, if the player has achieved a Blackjack and the dealer has not;
- (d) lose, if the score of the player is in excess of 21;
- (e) lose, if the score of the dealer exceeds that of the player, without either exceeding 21;
- (f) lose, if the dealer has achieved a Blackjack and the player has not; or
- (g) void, if the player's and the dealer's score are the same, or if the player and the dealer both have achieved a Blackjack.

12. SPLITTING PAIRS

- 12.1 Any pair and any two 10 count valued cards dealt to a player in the initial deal may be split by the player concerned into two separate hands when his/her turn comes for the subsequent deal. The player must then place a wager on the second hand so formed, this wager being the same amount as the wager on the first hand. Any other player who has placed a wager in the relevant box shall have the right to make a wager on the second hand of the same amount as the first wager in that box, or shall have the wager placed on the first of the hands to be determined.
- 12.2 When a player splits pairs, the dealer shall deal a second card to the first of the hands so formed and shall complete that hand before continuing to the next hand. When a second card dealt to either initial card of a split pair is of the same count value as a card of that pair, the player may split again, by placing a wager of the same amount as the initial wager on the third hand so formed. A maximum of four hands may be formed from splitting and subsequent splitting of an initial pair.
- 12.3 Where aces have been split, one additional card shall be dealt to each of the hands so formed and no further cards shall be dealt to those hands, even if a further ace is dealt.
- 12.4 A player may double down on a split hand in accordance with rule 13.1.

- 12.5 Where a pair has been split in conformity with these rules, the hands so formed shall be completed under the terms of rule 14.
- 12.6 A court card or a 10 dealt to an ace after a split, or an ace dealt to a court card or a 10 after a split (count value of 21), shall not constitute a Blackjack.
- 12.7 A player who elects not to split the initial pair shall not elect to split after having received the third card.

13. DOUBLING DOWN

- 13.1 After the initial deal a player may elect to double down, i.e., to double his/her wager on the condition that only one additional card shall be dealt face upwards. Other players with a wager on the same box shall have the option to double their wagers on that hand before the additional card is dealt. If the other players do not double their wagers, the condition that only one additional card shall be dealt to that hand shall remain unchanged.
- 13.2 A player is not permitted to double down if the first two cards constitute a Blackjack.

14. DRAWING OF ADDITIONAL CARDS BY PLAYERS

A player may elect to draw additional cards whenever the point count total is less than 21 except that:

- (a) a player who has a Blackjack or a hard or soft total of 21 shall not draw additional cards;
- (b) a player who has a point count total of less than 12 shall be required to draw cards until the point count total is not less than 12, excepting a total formed after a double down in terms of rule 13;
- (c) a player electing to double down shall draw one and only one additional card; or
- (d) a player splitting aces, as permitted in these rules, shall only have one card dealt to each ace and may not elect to receive additional cards.

15. MORE THAN ONE PLAYER WAGERING ON A BOX

15.1 Up to three players may wager on a box. Where more than one player wagers on a box, the decisions with regard to the cards dealt to that box shall be called by:

- (a) the player seated at that box;
- (b) where there is no seated player, the player with the highest wager on that box; or
- (c) where all wagers are of equal value, the player whose wager is nearest to the dealer.

15.2 The dealer shall, prior to the commencement of a round of play, ascertain which player shall call the decisions with respect to any box, in accordance with these rules and ensure that:

- (a) the player calling the decisions places the wager in the portion of the box nearest to the dealer; and
- (b) any other players wagering on the box place their wagers in a vertical line behind the first wager.

15.3 Whenever more than one player wagers on a box:

- (a) each player shall have the right to make an insurance wager in accordance with these rules regardless of whether or not the other players on that box make such a wager; and
- (b) each player shall have the right to elect to be paid in accordance with rule 10(a)(ii) regardless of whether other players on the box elect to be so paid. Any player who elects to be paid shall remove his/her original wager and winnings from the box until the completion of the round.

16. SUBSEQUENT DEAL TO DEALER'S HAND

The subsequent deal to the dealer's hand shall be as follows:

- (a) where the subsequent deal to all players' hands has been completed, a dealer shall deal additional cards as necessary to his/her hand. If the dealer's hand has a count value of not more than 16, additional cards must be dealt until a count value of not less than 17 is attained. When the count value of the dealer's hand is 17, 18, 19, 20 or 21, he/she must stand, i.e. no further cards shall be dealt to that hand; and

- (b) a dealer shall draw no additional cards to his/her hand, regardless of the point total, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round of play.

17. FINAL SETTLEMENT

Settlement of wagers remaining on a table after the completion of the subsequent deal to the dealer's hand shall be as follows:

- (a) winning wagers:
 - (i) a wager on a Blackjack shall be paid at odds of 3 to 2 if the dealer does not also have a Blackjack; and
 - (ii) a wager on a hand other than a Blackjack shall be paid at odds of 1 to 1 if the dealer's hand has a count value of more than 21, or less than the count value of the hand on which the wager was made;
- (b) losing wagers:
 - (i) a wager on a hand with a count value less than that of the dealer's hand (if 21 or less); and
 - (ii) a wager on a hand other than a Blackjack with a count value of 21, if the dealer has a Blackjack;
- (c) void wagers:
 - (i) a wager on a Blackjack if the dealer also has a Blackjack; and
 - (ii) a wager on a hand with the same count value (21 or less) as that of the dealer's hand, if neither hand is a Blackjack.

18. IRREGULARITIES

Irregularities shall be treated as follows:

- (a) a card found face upwards in the shoe shall be burnt;
- (b) a card drawn in error without its face being exposed shall be used as though it were the next card from the shoe, except where the card drawn is burnt in error, in which case it shall remain discarded and shall not be used;
- (c) if the dealer has 17,18,19,20 or 21 and draws further card(s), the card(s) shall be burnt;
- (d) if during the initial deal an error of card placement has occurred, the hand shall be reconstructed;
- (e) if during the subsequent deal an error of card placement has occurred, the hand shall be reconstructed to the initial deal;
- (f) if there are insufficient cards remaining in the shoe to complete a round, all the cards in the discard rack shall be shuffled and cut in accordance with these rules and dealt to complete that round;
- (g) where a player is not present to render a decision on his hand, the dealer shall deal cards to that hand until the point total of that hand exceeds 11;
- (h) a card drawn in error and exposed during play shall be used as if it were the next card from the shoe. If a player refuses to accept that card referred to in this rule, he/she shall not be dealt any further cards for that round. If all players refuse to accept the card referred to in this rule, it shall become the dealer's second card; and
- (i) if the dealer fails to burn a card in accordance with rule 7.2, the round shall continue.

19. TABLE CLOSURE

- 19.1 The hours of gaming shall be as determined by the Minister.
- 19.2 Subject to rule 19.1, 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.

20. GENERAL PROVISIONS

- 20.1 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 analysing an outcome of the changing probabilities or the playing strategies to be used.
- 20.2 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.
- 20.3 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.
- 20.4 Where the outcome of a game is invalidated, all wagers made by players for that particular hand shall be refunded.
- 20.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.

- 20.6 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.
- 20.7 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.
- 20.8 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.
- 20.9 No onlooker or any player playing at any table may, unless requested by a player, influence another player's decisions of play.
- 20.10 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- 20.11 Players are not permitted to have side bets against each other.
- 20.12 A copy of these rules shall be made available, upon request.
- 20.13 No player or spectator shall handle, remove or alter any cards used in the game of Blackjack, and no dealer or casino supervisor shall permit a person to do so.
- 20.14 Each player at a Blackjack table shall be responsible for correctly computing the point count of their hand and no player shall be entitled to rely on the point counts required to be announced by the dealer.
- 20.15 Partnerships with a view to exceeding the maximum wager, as displayed on the gaming table, shall not be allowed.

21. OVER/UNDER 13 WAGER

- 21.1 Where the game played includes the "OVER/UNDER 13" option, the approved rules of Blackjack shall apply and shall be read in conjunction with the rules for over/under 13.

The table cloth shall be marked in a manner similar to that shown in Diagram "C" or "D" with:

- (a) rectangular areas to indicate the boxes for wagers, the numbers of boxes being seven as per Diagram "C" or nine as per Diagram "D";
- (b) inscriptions to the effect that:
 - (i) Blackjack pays 3 to 2;
 - (ii) the dealer must stand on 17 and must draw to 16;
 - (iii) insurance pays 2 to 1; and
 - (iv) over/under 13 pays 1 to 1;
- (c) circular areas to indicate the spaces where players may place an over/under 13 wager in addition to their normal Blackjack wager.

VALUE OF CARDS

21.2 The value of the cards shall be as follows:

- (a) aces count as 1;
- (b) any card from 2 to 10 shall have its face value; and
- (c) a Jack, Queen or King shall have a value of 10.

WAGERS

21.3 Prior to the first card being dealt, for each round of play, each player at the game of Blackjack may place an over/under 13 wager in the designated spaces referred to in Rule 21.1.(c).

*

21.4 A player may only place a wager on the over/under 13 box if he/she has already placed a wager on the appropriate area of the Blackjack layout, in accordance with these rules. This wager must not exceed the original wager.

21.5 An "OVER 13" wager by a player shall:

- (a) win, if the score of the first two cards dealt is over 13; and
- (b) lose, if the score of the first two cards dealt is under 13 or a total of 13.

21.6 An "UNDER 13" wager by a player shall:

- (a) win, if the score of the first two cards dealt is under 13; and
- (b) lose, if the score of the first two cards dealt is over 13 or a total of 13.

SETTLEMENT

21.7 On completion of the initial deal and before the subsequent deal, the dealer shall settle all "OVER/UNDER 13" wagers according to the score of the first two cards dealt to the players hand, at odds of 1 to 1.

22. TRIPLE PLAY BLACKJACK

22.1 Where the game in play is "TRIPLE PLAY" the approved rules of Blackjack shall apply, except where the rules are inconsistent with the rules of Triple Play, in which case the rules of Triple Play shall prevail. The table cloth shall be marked in a manner similar to that shown in Diagram "E" with:

- (a) betting areas to indicate the boxes for wagers, the numbers of boxes being six as per Diagram "E";
- (b) inscriptions to the effect that:
 - (i) Blackjack pays 3 to 2;
 - (ii) the dealer must stand on 17 and must draw to 16; and
 - (iii) insurance pays 2 to 1;
- (c) areas to indicate the number of the hand wagered on;
- (d) the number of the hand in play i.e.: 1; 2; or 3.

WAGERS

22.2 Prior to the first card being dealt, for the first round of play, each player at the game of Triple Play is given the option to make up the three separate wagers on the outcome of his/her original hand. The dealer plays the same first face up card against the players set of cards three times but draws three different sets of cards to complete three separate hands.

- 22.3 Each player must place a minimum of two wagers and may place a maximum of three wagers in the designated areas referred to in rules 21.1 (a) and 21.1 (c).
- 22.4 Wagers placed for hands 1 and 2, or hands 1, 2 and 3, do not have to be of equal value.
- 22.5 Only one player may wager on a box.

INSURANCE

- 22.6 Shall be settled in accordance with rule 9.

INTERIM SETTLEMENT

- 22.7 Shall be settled in accordance with rule 10.

SUBSEQUENT DEAL TO PLAYER'S HAND

- 22.8 If the player requests any additional cards and achieves a score in excess of 21, the dealer shall remove all three wagers for that player and shall collect that player's cards and place them in the discard holder.

SPLITTING PAIRS

- 22.9 Any pair and any two 10 count valued cards dealt to a player in the initial deal may be split by the player concerned into two separate hands when his/her turn comes for the subsequent deal. The player must then place wagers on the second hand so formed, these wagers being the same amount as the wager for each respective wager on that hand.

- 22.10 A player may not double down on a split hand.

- 22.11 A pair may be split once only to form a maximum of two hands.

DOUBLING DOWN

- 22.12 After the initial deal a player may elect to double down, i.e., to double his/her wager on the condition that only one additional card shall be dealt face upwards. A player who elects to double down may do so provided that the player wagers an amount equal to the amount of each and every one of his/her initial wagers.

SUBSEQUENT DEAL TO DEALER'S HAND

22.13 After the decisions of each player have been implemented and all additional cards have been dealt the dealer shall deal additional card(s) to his/her hand in accordance with rules 16 (a) and (b).

The dealer shall then:

- (a) collect all losing wagers and pay off all winning wagers on hand number "1" only;
- (b) remove from the table only those cards which were dealt to the dealer's hand, except for the original first card;
- (c) move this original first card to square number "2" and shall deal additional cards to his/her hand in accordance with rule 16 (a) and (b);
- (d) collect all losing wagers and pay off all winning wagers on hand number "2" only;
- (e) remove from the table only those cards which were dealt to the dealer's hand except for the original first card;
- (f) move the original first card to square number "3" and shall deal additional cards to his/her hand in accordance with rule 16 (a) and (b); and
- (g) collect all losing wagers and pay off all winning wagers on hand number "3" only.

FINAL SETTLEMENT

22.14 Settlement of wagers shall be in accordance with rules 17 (a), (b) and (c).

22.15 At the completion of the dealer's third hand all cards remaining on the table shall be collected and placed in the discard holder as provided for in these rules.

23. SUPER SEVENS

23.1 Where the game played includes the "SUPER SEVENS" option, the approved rules of Blackjack shall apply and shall be read in conjunction with the rules for Super Sevens.

The table cloth shall be marked in a manner similar to that shown in Diagram "F" or "G" with:

- (a) rectangular areas to indicate the boxes for wagers, the numbers of boxes being seven as per Diagram "F" or nine as per Diagram "G";
- (b) inscriptions to the effect that:
 - (i) Blackjack pays 3 to 2;
 - (ii) the dealer must stand on 17 and must draw to 16; and
 - (iii) insurance pays 2 to 1;
- (c) a circular area marked Super Sevens;
- (d) areas to indicate the spaces where players may place a Super Sevens wager in addition to their normal Blackjack wager.

WAGERS

- 23.2 Prior to the first card being dealt, for each round of play, each player at the game of Blackjack may place a Super Sevens wager in the designated spaces referred to in Rule 23.1.(c).
- 23.3 A player may only place a wager on the Super Sevens box if he/she has already placed a wager on the appropriate area of the Blackjack layout, in accordance with these rules. The Super Sevens wager shall be \$1.
- 23.4 A Super Sevens wager not accompanied by a Blackjack wager shall be deemed void.
- 23.5 A "SUPER SEVENS" wager shall:
 - (a) win, if the first card dealt to the player placing the wager is a seven;
 - (b) win, if the first two cards dealt to the player placing the wager are sevens;
 - (c) win, if the first three cards dealt to the player placing the wager are sevens; and
 - (d) lose, if the first card dealt to the player placing the wager is not a seven.

23.6 Only the highest valid Super Sevens payout will be paid.

SETTLEMENT

23.7 On completion of the initial deal and before the subsequent deal, the dealer shall:

- (a) remove all losing wagers on the "Super Sevens" area; and
- (b) pay all first card winners (players with only their first card being a seven).

23.8 If a player has two sevens as his/her first two cards the dealer shall:

- (a) pay the winning Super Sevens wager if a further card has been declined before any further cards are dealt;
- (b) pay the winning Super Sevens wager if a third card, not being a seven, is dealt before dealing any further cards; and
- (c) collect the losing Blackjack wager if the player's score exceeds 21 on the third card and then pay the winning Super Sevens wager.

23.9 If a player has two unsuited sevens as his/her first two cards and receives a seven as his/her third card the dealer shall pay the Super Sevens wager before dealing any further cards.

23.10 If a player has three suited sevens the dealer shall complete dealing the hand in accordance with these rules prior to paying the winning Super Sevens wager.

SPLITTING SEVENS

23.11 If a player having a wager on Super Sevens splits a pair of sevens, the initial two cards and the third card received will be used for the Super Sevens result.

PAYOUT ODDS

23.12 One seven (first card)	3 to 1
Two sevens (not suited)	50 to 1
Two sevens suited (e.g., two seven of Spades)	100 to 1
Three sevens (not suited)	500 to 1
Three sevens suited (e.g., three seven of Clubs)	5,000 to 1

24. TOURNAMENT PLAY

- 24.1 In addition to the rules set out in the preceding paragraphs, the following rules shall apply in the case of tournament play.
- 24.2 The conditions of entry and of play for each tournament shall be subject to prior approval by the Casino Surveillance Authority.
- 24.3 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.
- 24.4 An entry fee to enter the tournament may be charged. The Casino Operator shall be permitted to retain up to 10% of the total entrance fee 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.