



Australian Capital Territory  
**Gazette**

**SPECIAL GAZETTE**

**No. S2, Wednesday 31 January, 2001**

**AUSTRALIAN CAPITAL TERRITORY**

**CASINO CONTROL ACT 1988**

**ALTERATION**

Under sub-section 72(3) of the *Casino Control Act 1988*, I HEREBY ALTER the approved rules as set out in the attached schedule for the authorised games of:

- Poker – Five Card Stud
- Poker – Seven Card Stud
- Poker – Canberra Manila
- Poker – Three Card Manila
- Poker – Hold-Em
- Poker – Omaha
- Poker – Draw Poker
- Poker – Faro

Dated this 25th day of January 2001.

**Gregory Stephen Jones**  
Delegate  
ACT Gambling and Racing Commission

**ACT Government Homepage: <http://www.act.gov.au>**

## SCHEDULE

This is the accompanying schedule to the Instrument of Alteration under sub-section 72(3) of the *Casino Control Act 1988* signed by Gregory Stephen Jones, Delegate of the ACT Gambling and Racing Commission, on the 25th day of January 2001.

### ALTERATIONS TO THE APPROVED RULES OF THE AUTHORISED GAMES OF:

- Poker – Five Card Stud
- Poker – Seven Card Stud
- Poker – Canberra Manila
- Poker – Three Card Manila
- Poker – Hold-Em
- Poker – Omaha
- Poker – Draw Poker
- Poker – Faro

**Delete** existing rule 2.2.

**Insert** the following:

“The Casino Operator shall determine the number of cards used in a game and shall declare the chosen option to the players before the start of play. Subject to Rule 2.3, the number shall be any one of the following:

- (a) 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;
- (b) 48 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4 and 3 in each of Spades, Hearts, Diamonds and Clubs;
- (c) 44 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5 and 4 in each of Spades, Hearts, Diamonds and Clubs;

- (d) 40 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 in each of Spades, Hearts, Diamonds and Clubs;
- (e) 36 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7 and 6 in each of Spades, Hearts, Diamonds and Clubs; or
- (f) 32 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs.”

**Delete** existing rule 8.3.

**Insert** the following:

“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 to the next player in turn at the conclusion of each Round of Play.”

**Delete** existing rule 19 Tournament Play.

**Delete** existing rule 2.2 in Appendix D.

**Insert** the following:

“The Dealer shall deal to each player, in a clockwise direction starting with the Buck player, two hole-cards together. The Dealer shall deal a third hole-card to each player in a clockwise direction, starting with the Buck player.”

**AUSTRALIAN CAPITAL TERRITORY**

***CASINO CONTROL ACT 1988***

**DECLARATION OF AUTHORISED GAMES**

Under sub-section 71(1) of the *Casino Control Act 1988*, I DECLARE that the following games shall be authorised games:

- Tournament Poker – Three Card Manila
- Tournament Poker – Draw Poker
- Tournament Poker – Omaha
- Tournament Poker – Seven Card Stud
- Tournament Poker – No Limit Hold-Em (Early Bird)
- Tournament Poker – No Limit Hold-Em (Instant Satellite)
- Tournament Poker – No Limit Hold-Em (Super Satellite)
- Tournament Poker – No Limit Hold-Em
- Tournament Poker – Limit Hold-Em

Dated this 25th day of January 2001.

***Gregory Stephen Jones***  
Delegate  
ACT Gambling and Racing Commission

**AUSTRALIAN CAPITAL TERRITORY**

***CASINO CONTROL ACT 1988***

**APPROVAL**

Under sub-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:

- Tournament Poker – Three Card Manila
- Tournament Poker – Draw Poker
- Tournament Poker – Omaha
- Tournament Poker – Seven Card Stud
- Tournament Poker – No Limit Hold-Em (Early Bird)
- Tournament Poker – No Limit Hold-Em (Instant Satellite)
- Tournament Poker – No Limit Hold-Em (Super Satellite)
- Tournament Poker – No Limit Hold-Em
- Tournament Poker – Limit Hold-Em

Dated this 25th day of January 2001.

***Gregory Stephen Jones***  
Delegate  
ACT Gambling and Racing Commission

## **SCHEDULE**

This is the accompanying schedule to the Instrument of Approval under sub-section 72(1) of the *Casino Control Act 1988* signed by Gregory Stephen Jones, Delegate of the ACT Gambling and Racing Commission, on the 25th day of January 2001.

### **APPROVED RULES OF THE AUTHORISED GAMES OF:**

- Tournament Poker – Three Card Manila
- Tournament Poker – Draw Poker
- Tournament Poker – Omaha
- Tournament Poker – Seven Card Stud
- Tournament Poker – No Limit Hold-Em (Early Bird)
- Tournament Poker – No Limit Hold-Em (Instant Satellite)
- Tournament Poker – No Limit Hold-Em (Super Satellite)
- Tournament Poker – No Limit Hold-Em
- Tournament Poker – Limit Hold-Em

**CASINO CANBERRA LIMITED**

**RULES OF TOURNAMENT POKER  
*INCORPORATING:***

- THREE CARD MANILA
- DRAW POKER
- OMAHA
- SEVEN CARD STUD
- NO LIMIT HOLD-EM (Early Bird)
- NO LIMIT HOLD-EM (Instant Satellite)
- NO LIMIT HOLD-EM (Super Satellite)
- NO LIMIT HOLD-EM
- LIMIT HOLD-EM

**TOURNAMENT POKER INDEX**

**TERMS USED IN TOURNAMENT POKER**

**TOURNAMENT POKER**

- 1. POKER TABLE
- 2. CARDS
- 3. ORDER OF HANDS
- 4. TOURNAMENT CHIPS AND BETS
- 5. BLIND BETTING
- 6. ANTE BETTING
- 7. SHUFFLE AND CUT OF THE CARDS
- 8. COMMENCEMENT OF PLAY
- 9. THE FIRST ROUND OF BETTING
- 10. CHECKING
- 11. ADDITIONAL ROUNDS OF BETTING
- 12. DETERMINATION OF WINNING HAND(S)
- 13. TAPPING OUT
- 14. COMMISSION
- 15. PLACINGS
- 16. COLLUSION
- 17. IRREGULARITIES
- 18. GENERAL PROVISIONS

**Appendix A - THREE CARD MANILA ADDITIONAL RULES**

- 1. BETTING ROUNDS
- 2. DEALING PROCEDURES
- 3. TOURNAMENT CONDITIONS
- 4. IRREGULARITIES

**Appendix B - DRAW POKER ADDITIONAL RULES**

- 1. BETTING ROUNDS
- 2. DEALING PROCEDURES
- 3. TOURNAMENT CONDITIONS
- 4. IRREGULARITIES

**Appendix C - OMAHA ADDITIONAL RULES**

- 1. BETTING ROUNDS
- 2. DEALING PROCEDURES
- 3. TOURNAMENT CONDITIONS
- 4. IRREGULARITIES

**Appendix D- SEVEN CARD STUD ADDITIONAL RULES**

- 1. BETTING ROUNDS
- 2. DEALING PROCEDURES
- 3. TOURNAMENT CONDITIONS
- 4. IRREGULARITIES



**Appendix E - NO LIMIT HOLD-EM (Early Bird) ADDITIONAL RULES**

1. BETTING ROUNDS
2. DEALING PROCEDURES
3. TOURNAMENT CONDITIONS
4. IRREGULARITIES

**Appendix F - NO LIMIT HOLD-EM (Instant Satellite) ADDITIONAL RULES**

1. BETTING ROUNDS
2. DEALING PROCEDURES
3. TOURNAMENT CONDITIONS
4. IRREGULARITIES

**Appendix G - NO LIMIT HOLD-EM (Super Satellite) ADDITIONAL RULES**

1. BETTING ROUNDS
2. DEALING PROCEDURES
3. TOURNAMENT CONDITIONS
4. IRREGULARITIES

**Appendix H - NO LIMIT HOLD-EM ADDITIONAL RULES**

1. BETTING ROUNDS
2. DEALING PROCEDURES
3. TOURNAMENT CONDITIONS
4. IRREGULARITIES

**Appendix I - LIMIT HOLD-EM ADDITIONAL RULES**

1. BETTING ROUNDS
2. DEALING PROCEDURES
3. TOURNAMENT CONDITIONS
4. IRREGULARITIES

## TERMS USED IN TOURNAMENT POKER

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

**Ante**

A pre-determined contribution to the Pot made by every player before the start of a Round of Play.

**Assistant to the Director**

A person or persons nominated by the Tournament Director to assist with the conduct of the Tournament.

**Bet**

The amount a player wagers when it is their turn to play.

**Blind**

A pre-determined contribution to the Pot before the start of a Round of Play.

**Buck**

The marker used to indicate the designated player to place the first Blind or the player to receive the first card in a round.

**Call**

The amount required to equal the last active player's Bet.

**Casino Operator**

The organisation or person responsible for the conduct of gaming in the casino.

**Casino Supervisor**

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

**Check**

The decision made by a player to pass the opportunity of opening the Betting round while remaining an active player.

**Commission**

The amount the casino operator collects from a player as payment for the conduct of the game.

**Communal Cards**

The cards dealt face up in the centre of the table and used by all active players to complete their Hand.

**Dealer**

A person responsible for the operation of the game.

**Draw**

That part of a Round of Play in Draw Poker where a player may replace some or all of their Hand.

**Flop**

A number or group of Communal Cards dealt face up in the centre of the table and used by all active players to complete their Hand.

**Fold**

A player stops contesting a Round of Play by passing the cards towards the Dealer, face downwards on the table.

**Full Deck**

A deck of cards containing 52 cards or more.

**Full Pot**

A maximum Betting limit equal to the total amount of all Bets in the Pot.

**Half Pot**

A maximum Betting limit equal to half of the total amount of all Bets in the Pot.

**Hand**

The five cards used by a player to contest the Pot(s).

**High Ball**

The highest ranking Hand wins the Pot(s) at Showdown.

**High/Low Split**

The highest ranking Hand and the lowest ranking Hand each win half of the Pot(s) at Showdown.

**Hole Card**

A card dealt face down to a player.

**Initial Deal**

The cards that are dealt before the first betting round begins.

**Low Ball**

The lowest ranking Hand wins the Pot(s) at Showdown.

**No Limit**

No maximum Betting limit applies.

**Over-Blind**

An optional Blind made, in addition to the last Blind, by a player before the start of a Round of Play.

**Pot**

The total amount the players have Bet during a Round of Play.

**Raise**

That part of a player's Bet which is greater than the last active player's Bet.

**Rebuy**

An amount of Tournament chips received in exchange for cash during a Tournament.

**Reduced Deck**

A deck of cards containing less than 52 cards.

**Round of Play**

That part of the game which commences with the dealing of the first card and concludes with the winning of the Pot(s).

**Shoe**

An approved container from which the Dealer will deal the cards.

**Showdown**

The disclosure of the players' cards after the final Betting round to determine the winning Hand.

**Straddle**

A Betting limit equal to twice the total amount of the previous Bet.

**Table Stake**

The total amount of chips on the table in front of, and belonging to, any one player.

**Tap Out**

To place all chips remaining of a player's Table Stake into the Pot.

**Tournament Chips**

Chips distinguishable from all other Casino value and non-value chips used exclusively for the playing of tournaments.

**Tournament Director**

The person responsible for the conduct of the Tournament.

**Wild Card**

The Joker, added to the deck of cards, that substitutes for any other card in the deck being played which increases the player's ranking in the order of Hands.

## TOURNAMENT POKER

### 1. POKER TABLE

- 1.1 A Poker table shall be approved in writing by a Government Casino Inspector prior to use.

### 2. CARDS

- 2.1 The Casino Operator shall determine the number of cards used in a game and shall declare the chosen option to the players before the start of play. Subject to Rule 2.2, the number shall be any one of the following:
- (a) 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;
  - (b) 48 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4 and 3 in each of Spades, Hearts, Diamonds and Clubs;
  - (c) 44 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5 and 4 in each of Spades, Hearts, Diamonds and Clubs;
  - (d) 40 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 in each of Spades, Hearts, Diamonds and Clubs;
  - (e) 36 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7 and 6 in each of Spades, Hearts, Diamonds and Clubs; or
  - (f) 32 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs.
- 2.2 The Casino Operator may include a Wild Card as an additional card.
- 2.3 The cards shall be checked, card by card, by a Dealer prior to the commencement of gaming and at or after the conclusion of gaming.
- 2.4 The Casino Operator may change any or all of the cards after any Round of Play. The Casino Supervisor or Dealer shall check each replacement card before the next shuffle and cut.
- 2.5 The Casino Supervisor may at any time instruct the Dealer to check and verify the number of cards.

### 3. ORDER OF HANDS

3.1 All suits have the same rank. The rank of cards from highest to lowest is as follows:

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

3.2 A player's completed Hand shall consist of five cards. All cards count in determining the value of Hands, e.g. Q; Q; J; J; 10 beats Q; Q; J; J; 9.

3.3 In relation to a Full Deck of cards, the order of Hands, highest to lowest shall be as follows:

- (a) Royal flush - the five top cards, all of the same suit, e.g. A; K; Q; J; 10, all Spades.
- (b) Five of a kind - e.g. A; A; A; A; Joker.
- (c) Straight flush - five cards of the same suit in sequence, e.g. Jack; 10; 9; 8; 7, all Hearts. Subject to Rule 3.5(a) an Ace may count high or low in a straight flush, e.g. 5; 4; 3; 2; A.
- (d) Four of a kind - e.g. A; A; A; A; 4.
- (e) Full house - three cards of one kind plus two of another, e.g. K; K; K; J; J. All Hands take the rank from the threesome.
- (f) Flush - five cards of the same suit, not in sequence, e.g. K; J; 9; 7; 5, all Diamonds.
- (g) Straight - any five cards in sequence not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). Subject to Rule 3.5(a) an Ace may count high or low in a straight, e.g. 5; 4; 3; 2; A.
- (h) Three of a kind, e.g. Q; Q; Q; 8; 5.
- (i) Two pairs, e.g. Q; Q; 4; 4; J.
- (j) One pair, e.g. 10; 10; K; 6; 2.
- (k) Five odd cards not of the same suit, e.g. Q (Hearts); 10 (Clubs); 7 (Clubs); 4 (Diamonds); 3 (Spades).

- 3.4 In relation to a Reduced Deck of cards, the order of Hands, highest to lowest shall be as follows:
- (a) Royal flush - the five top cards, all of the same suit, e.g. A; K; Q; J; 10, all Spades.
  - (b) Five of a kind - e.g. A; A; A; A; Joker.
  - (c) Straight flush - five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, all Hearts. Subject to Rule 3.5(a) an Ace may count high or low in a straight flush, e.g. 8; 7; 6; 5; A.
  - (d) Four of a kind - e.g. A; A; A; A; 4.
  - (e) Flush - five cards of the same suit, not in sequence, e.g. K; J; 9; 7; 5, all Diamonds.
  - (f) Full house - three cards of one kind plus two of another, e.g. K; K; K; J; J. All Hands take the rank from the threesome.
  - (g) Straight - any five cards in sequence not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). Subject to Rule 3.5(a) an Ace may count high or low in a straight, e.g. 8; 7; 6; 5; A.
  - (h) Three of a kind, e.g. Q; Q; Q; 8; 5.
  - (i) Two pairs, e.g. Q; Q; 4; 4; J.
  - (j) One pair, e.g. 10; 10; K; 6; 5.
  - (k) Five odd cards not of the same suit, e.g. Q (Hearts); 10 (Clubs); 9 (Clubs); 7 (Diamonds); 4 (Spades).
- 3.5 Before the start of a Tournament the Casino Operator may determine:
- (a) the Ace to be high and low for the purpose of forming the Hands in relation to Rules 3.3(c), 3.3(g), 3.4(c) and 3.4(g);
  - (b) the winning Hand(s) of a Round of Play to be the player holding the Low Ball Hand or the High Ball Hand;
  - (c) the winning Hand(s) of a Round of Play to be the players holding the High/Low Split Hands; or
  - (d) the winning low Hand to consist of five odd cards with a value of eight or less to qualify in High/Low Split games. e.g. 8 (Hearts); 6 (Clubs); 4 (Clubs); 3 (Diamonds); 2 (Spades).

- 3.6 Straights and flushes do not count in relation to a Low Ball Hand or a low Hand of a High/Low Split game.
- 3.7 If the Casino Operator includes a Wild Card in the deck, it shall count as the card it substitutes for when determining the rank of Hands.

#### **4. TOURNAMENT CHIPS AND BETS**

- 4.1 Each eligible player in the Tournament shall receive the same amount in Tournament Chips. Rebuys may be available in the Tournament as determined in the Tournament Conditions in Appendices A-I. A sign near the table shall denote the amount of Tournament Chips to be given to each player and whether rebuys are available, and if so, for how long.
- 4.2 A sign near the table shall denote the nature and structure of betting for the Tournament as determined under rule 4.3.
- 4.3 Before the start of a Tournament the Casino Operator shall, where necessary, determine:
- (a) the game to be played in accordance with Appendix A, B, C, D, E, F, G, H or I;
  - (b) the minimum amount of Tournament Chips needed to play;
  - (c) whether to use Blind or Ante Bets;
  - (d) the number of players to make Blind Bets to be either one, two or three;
  - (e) the Blind Betting limits;
  - (f) whether the players have the option to Bet Over-Blinds;
  - (g) the level of each Blind Bet, Over-Blind or Ante; and
  - (h) the minimum and maximum Bets. If Half Pot or Full Pot limits are selected as maximum Bets, the Dealer shall include the amount required for a player to Call before calculating the Betting limit.
- 4.4 At the start of play each player shall place their Tournament Chips on the table in full view of the Dealer and all players. Each player's Tournament Chips shall remain in full view of the Dealer and all other players during the Tournament.
- 4.5 A player shall not augment or reduce their Tournament Chips during the Tournament unless it is in accordance with these rules.



- 4.6 All Bets shall be made with Tournament chips.
- 4.7 The Tournament Director may at any time instruct a player that they have ninety seconds to act on their Hand. If the player does not act on their Hand during the ninety seconds (as determined by the Tournament Director), the player's Hand is Folded and all Bets made by that player shall remain in the Pot.
- 4.8 The Tournament Director may, during the Tournament, consolidate the smaller denomination chips by conducting a *"Race Off"*. Players that hold an amount of smaller denomination chips which are insufficient to be exchanged for a larger denomination chip shall be dealt a card, face up. The player with the highest value card will receive all the smaller denomination chips which will then be exchanged for higher value chips.

For the purpose of this rule the suits of the cards shall be ranked from Spades (highest) through Hearts, Diamonds to Clubs (lowest). The Ace of Spades shall in this case be the highest possible card.

- 4.9 Upon request, a count of all players' Tournament Chips may be conducted at the Tournament Director's discretion, with a maximum of two such counts per round, heat or final.

## **5. BLIND BETTING**

- 5.1 In each round of Blind Betting there shall be a maximum of three Raises unless there are only two players contesting a Pot, in which case they may continue to Raise each other until they expend their Tournament Chips. Each Raise shall be within the table limits and shall be not less than the opening Bet or any previous Raise in the Betting round.
- 5.2 The opening Bet or Raise for each round of Betting shall be in accordance with the determinations made under Rule 4.3.

## **6. ANTE BETTING**

- 6.1 The opening Bet shall be the amount prescribed in the betting structure.
- 6.2 A Raise shall be in accordance with the determinations made under Rule 4.3 and shall not be less than the opening Bet or any previous Raise in the Betting round.

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

- 7.1 The Dealer shall shuffle the cards in preparation for each Round of Play.
- 7.2 After shuffling, the Dealer shall cut the cards once and place the cards in the Shoe. The cut shall be made more than one card from either end of the deck.

**8. COMMENCEMENT OF PLAY**

- 8.1 Players may enter a Tournament only once.
- 8.2 The Tournament Director may approve the use of a substitute player.
- 8.3 The Tournament Director may determine that a particular game is conducted with a specific or selected group of players only, e.g. new players only or experienced players only.
- 8.4 The Tournament Director shall allocate each player a table and seat position by ballot before the commencement of play and the player is restricted to playing in the assigned position for the duration of that session of play unless otherwise directed by the Tournament Director.
- 8.5 As players are eliminated from the Tournament the Tournament Director may reduce the number of tables used and re-allocate the table and seat positions.
- 8.6 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 to the next player in turn at the conclusion of each Round of Play.
- 8.7 A player shall not refuse the Buck.
- 8.8 In accordance with the determinations made under Rule 4.3, before the start of each Round of Play, the Dealer shall either:
- (a) Blind Betting -  
collect a Blind from the Buck player, and if required, additional Blinds from the next players in sequence in a clockwise direction; or
  - (b) Ante Betting -  
ensure each player contributes the determined amount to the Pot.

## **9. THE FIRST ROUND OF BETTING**

9.1 After the Initial Deal, the opening player, in accordance with the determinations made under Rule 4.3, shall comply with one of the following options:

- (a) Blind Betting -
  - (i) Call;
  - (ii) Call and Raise; or
  - (iii) Call and Fold;
- (b) Blind Betting -
  - (i) Call;
  - (ii) Call and Raise; or
  - (iii) Fold;
- (c) Blind Betting -
  - (i) Call and Raise; or
  - (ii) Fold; or
- (d) Ante Betting -
  - (i) Open the Betting by placing a Bet into the Pot.

The last blind player may Raise, if no other player Raises during the first round of betting.

9.2 Thereafter, players in sequence in a clockwise direction from the opening player shall, subject to Rules 4.3, 5.1, 5.2, 6.2 and 13.1, either:

- (a) Call;
- (b) Call and Raise; or
- (c) Fold.

9.3 Each player shall follow the procedure in Rule 9.2 until:

- (a) only one player remains in the game, in which case this player shall win the Pot; or
- (b) two or more players have put an equal amount into the Pot, in which case the first betting round shall conclude.

**10. CHECKING**

- 10.1 The first player in all but the first round of Betting may Check and each player in sequence following the first player may also Check.
- 10.2 No player can Check if a Bet has been made in that round of Betting.
- 10.3 If all players Check, the Betting round shall end.

**11. ADDITIONAL ROUNDS OF BETTING**

- 11.1 There shall be additional rounds of Betting as specified for each game in Appendix A, B, C, D, E, F, G, H or I.
- 11.2 The opening player shall, subject to Rules 4.3, 5.1, 5.2, 6.1 and 13.1, either:
  - (a) Open the Betting by placing a Bet into the Pot;
  - (b) Check; or
  - (c) Fold.
- 11.3 Each player in sequence in a clockwise direction from the opening player shall, subject to Rules 4.3, 5.1, 5.2, 6.2 and 13.1, either:
  - (a) Call;
  - (b) Call and Raise;
  - (c) Check; or
  - (d) Fold.
- 11.4 Subject to the number of rounds specified in the appropriate Appendix, each player shall follow the procedure in Rule 11.3 until:
  - (a) only one player remains in the game, in which case this player shall win the Pot; or
  - (b) two or more players have put an equal amount into the Pot, in which case that round of Betting shall conclude.

**12. DETERMINATION OF WINNING HAND(S)**

- 12.1 The player being Called in the final round of Betting shall expose his/her hole-card(s). The remaining player(s) shall if holding a Hand of equal or higher value, expose their hole-card(s). The Dealer shall then announce the winning Hand(s).
- 12.2 When two or more players hold winning Hands of equal value, the Dealer shall divide the Pot(s) equally. The Dealer shall return any amount that they cannot equally divide to the winning player seated in or closest, in a clockwise direction, to the Buck player.
- 12.3 The players shall not agree to divide the Pot between themselves. The players must play each Round of Play to its conclusion.

**13. TAPPING OUT**

- 13.1 A player with insufficient Tournament Chips remaining to make or meet a Bet, and who wishes to stay in the game, must Bet the remaining amount of their Tournament Chips and thus Tap Out. The player remains in the Round of Play until the Showdown, taking no further part in any subsequent Betting rounds.
- 13.2 A player Tapping Out is eligible to win only those Pots formed up to the point of Tapping Out. Active players holding the next winning ranking Hand shall win any remaining Pot(s) at the Showdown.
- 13.3 A player shall not give, lend or Bet chips for another player in the course of a Round of Play.
- 13.4 In the event of a player Tapping Out and the Bet being less than the amount required to constitute a Raise, no other active player shall Call and Raise in respect of the amount Bet by the player Tapping Out.

**14. COMMISSION**

- 14.1 A Commission may be charged for the conduct of Tournament Poker games which shall be included in the entry fee for the Tournament.
- 14.2 No Commission shall be taken from any Pot during Tournament play.
- 14.3 All entry fees, Commissions and additional rebuys are non-refundable. However, Casino Canberra reserves the right to cancel the Tournament, in which case Casino Canberra shall refund all entry fees and Commission in full.

**15. PLACINGS**

- 15.1 The Tournament Director shall be responsible for calculating and awarding the places in the Tournament.
- 15.2 Where two or more players are eliminated in the same round of play and one or more of the players is eligible for a place in the Tournament the player who contributed the highest amount of Tournament Chips to the pot in that round of play will be awarded the place in question.

**16. COLLUSION**

- 16.1 Players shall only play Poker in their own self-interest. Players shall not behave in a manner that assists one player over another.
- 16.2 A player shall play only one Hand in any Round of Play.
- 16.3 Players shall only speak English at the table.
- 16.4 A player shall protect the identity of their hole-cards at all times, regardless of whether or not the player is an active player or has Folded.
- 16.5 The Dealer or players must share any information concerning a Folded Hand that is given to one active player in a Round of Play with all active players at the table.
- 16.6 The Dealer or players must share any information already given to a player in a Round of Play concerning a Hand held by another player.
- 16.7 No player shall look at any discarded or undealt cards, either before or after the Showdown.

**17. IRREGULARITIES**

- 17.1 A misdeal occurs if the Dealer:
- (a) exposes one or more cards during the cut;
  - (b) fails to cut the cards before a player places the first Bet;
  - (c) exposes more than one of a player's hole-cards during the Initial Deal;
  - (d) deals a hole-card to any player out of turn and another player not entitled to that card looks at it before the start of a Betting round. Where another player has not looked at the hole-card, the Dealer shall if possible reconstruct the Hand correctly without declaring a misdeal;

- (e) misses a player or deals any extra hole-cards before the start of a Betting round. If the players have not looked at the hole-cards, the Dealer shall if possible reconstruct the Hand correctly without declaring a misdeal; or
  - (f) deals an excess card to any player during the Initial Deal.
- 17.2 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 8.8. The Buck player shall be the first to receive cards in the new deal.
- 17.3 All players shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat the Dealer shall deal their initial cards to the allocated seat and then Fold their hand. In the case of blind, ante or compulsory call betting, after verifying with the Tournament Director, the Dealer will deduct the appropriate blind, ante or compulsory call bet from the absent player's Tournament Chips as it falls due.
- 17.4 Should a player Bet out of turn and the player or players who should have Bet before the out of turn player Fold, Check or make Bets smaller than, or equal to, the out of turn player, then the out of turn Bet shall stand. If the Bet is in excess of the Betting limits, the Dealer shall return the excess amount to the player.
- 17.5 Should a player Bet out of turn and the player or players who should have Bet before the out of turn player Raise or make a Bet in excess of the out of turn Bet, then the out of turn player may Fold, Call, or Call and Raise. If the player Folds, the Dealer shall return the out of turn Bet.
- 17.6 If a player's Bet is greater than the amount to Call and less than the amount to Raise, then the Dealer shall deem that Bet as a Call and return the excess to the player, subject to Rule 13.1.
- 17.7 If a player's Bet is less than the amount required to Call, then that player can either Fold or Bet the additional amount required to Call, subject to Rule 13.1. If the player Folds, then the Dealer shall return the player's Bet.
- 17.8 If a player holds too few or too many cards during the Betting round, or at the Showdown, the player's Hand is Folded and all Bets 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 player who last Folded shall win the Pot.
- 17.9 Should a player's cards enter the discard pile, those cards will take no further part in the Round of Play.

**18. GENERAL PROVISIONS**

- 18.1 The Tournament Director may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 18.2 A person in the casino shall not use or have in their possession or control any electronic, electrical or mechanical device that is:
- (a) capable of recording, projecting or analysing the outcome of a game;
  - (b) capable of changing the probabilities of a game; or
  - (c) connected to or in communication with any other device whether inside the casino or not that is covered by (a) or (b) in this rule.
- 18.3 Where a person has contravened any provision of these rules, the Tournament Director may:
- (a) declare that the player's Hand is Folded and any wagers made by that player in that Round of Play shall remain in the Pot; and/or
  - (b) direct that the player(s) shall be excluded from further participation in the Tournament.
- 18.4 The Tournament Director may invalidate a Round of Play if it is impractical to continue or a person(s) commits a fraudulent act that affects the outcome for that particular round.
- 18.5 Where the outcome of a Round of Play is invalidated, the Tournament Director may refund wagers made by players for that particular round.
- 18.6 All players shall comply with directions given by the Tournament Director. The Tournament Director's decision shall be final in any dispute arising from, or not covered by, the provisions of these rules, subject to a review by a Government Casino Inspector if requested.
- 18.7 An employee of the casino shall:
- (a) not advise a player on how to play his/her Hand, except to ensure compliance with these rules;



- (b) not give or allow any advantage to a person, or cause to or allow a change in any probabilities of the game by any means, other than that covered by these rules; and
- (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.

18.8 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.

18.9 Players are not permitted to have side Bets against each other.

**Appendix A****THREE CARD MANILA ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *Three Card Manila* shall consist of a maximum of five rounds of Betting.
- 1.2 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.
- 1.3 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.2 of Appendix A.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal to each player, in a clockwise direction starting with the Buck player, two Hole Cards together. The Dealer shall then deal a third Hole Card to each player in a clockwise direction, starting with the Buck player.
- 2.2 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 five Communal Cards so dealt.
- 2.3 There shall be a round of Betting after the Dealer exposes each Communal Card.
- 2.4 If two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall expose the next Communal Card and the next round of Betting shall commence.
- 2.5 A player's completed Hand shall consist of any two of the three Hole Cards and any three of the five Communal Cards.
- 2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be a minimum of 9 and a maximum of 72 players for this Tournament with a maximum of 9 players per table.
- 3.2 This game shall be played with *Three Card Manila* limits, where for the first four Betting rounds any Bet or Raise must be at least equal to the Blind and no more than twice the Blind and in the last Betting round any Bet or Raise must be at least equal to the Blind and no more than four times the Blind.
- 3.3 There shall be no Rebuys.
- 3.4 There shall be one Blind increasing as per the schedule below:

0-40(mins)	\$25
40-80	\$50
<b>(race off \$25s)</b>	
80-120	\$100
120-160	\$200
160-200	\$300
200-240	\$400
240-280	\$500
<b>(race off \$100s)</b>	
280-310	\$1,000
310-340	\$2,000
340-370	\$3,000
370-400	\$4,000
400-430	\$5,000

**Then doubling every 30 minutes thereafter.**

- 3.5 Breaks will be at the Tournament Director’s discretion.
- 3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

**4. IRREGULARITIES**

- 4.1 A misdeal occurs if the Dealer exposes one of a player’s Hole Cards during the Initial Deal.

- 4.2 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the maximum Bet allowed for that round of Betting shall not exceed the largest Bet already made. The exposed card shall then be used in the normal sequence of play.
- 4.3 Should the Dealer prematurely expose the third, fourth or fifth Communal Card before the start of Betting on the previous Communal Card, the Dealer shall lay out that card with the previous Communal Card. The Dealer shall restrict players' Bets on the previous Communal Card to the Table minimum. The exposed card shall then be used in the normal sequence of play.

**DRAW POKER ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *Draw Poker* shall consist of a maximum of two rounds of Betting.
- 1.2 The player in sequence in a clockwise direction from the last Blind player shall open the first and final round of Betting.
- 1.3 Should the last Blind player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.2 of Appendix B.
- 1.4 The Tournament Director may refuse all players the option to Check in the final round of Betting provided that notice is given to the players before the start of the Tournament.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal each player, in a clockwise direction, starting with the Buck player, one card face down and continue until each player receives five cards.
- 2.2 There shall be a round of Betting after each active player receives five cards.
- 2.3 If two or more players are still in the Round of Play and all Bets have been met by these players, each active player in sequence in a clockwise direction around the table, starting with the Buck player, shall discard any or all of the cards in their Hand and be dealt replacement cards.
- 2.4 Should the player wish to replace up to and including four cards, the player shall announce the total number of cards to be replaced, pass those cards face down to the Dealer and immediately receive an identical number of replacement cards.
- 2.5 Should a player wish to replace all five cards of the Hand, the Dealer shall accomplish this as follows:
  - (a) if the player is not the last player to replace the cards then the Dealer shall give the player four replacement cards. The Dealer shall replace that player's fifth card after the Dealer provides the last player's replacements; or
  - (b) if the player is the last player to replace the cards then the Dealer shall give the player four replacement cards. The Dealer shall then discard the next card and deal the player the next card.

- 2.6 If the Dealer requires more cards to complete the Draw, the Dealer shall shuffle the discarded cards from every other player except those replacing all five cards in accordance with Rule 7.
- 2.7 On completion of the Draw, the final round of Betting shall take place.
- 2.8 A player's completed Hand shall consist of five Hole Cards.

**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be a minimum of 8 and a maximum of 64 players for this Tournament with a maximum of 8 players per table.
- 3.2 This game shall be played with a "Full Pot" limit.
- 3.3 There shall be unlimited Rebuys during the first three Blind sessions (120 mins) provided that the player's Table Stake is less than \$1,000. There shall also be the opportunity for a final "top-up" at the end of the Rebuy period for all players.
- 3.4 There shall be two Blinds increasing as per the schedule below:

0-40(mins)	\$25/\$25
40-80	\$25/\$50
80-120	\$50/\$100
<b>(race off \$25s)</b>	
<b>End of the Rebuy period</b>	
120-160	\$100/\$200
160-200	\$200/\$400
200-240	\$300/\$600
240-280	\$400/\$800
280-320	\$500/\$1,000
<b>(race off \$100s)</b>	
320-350	\$1,000/\$2,000
350-380	\$2,000/\$4,000
380-410	\$3,000/\$6,000
410-440	\$4,000/\$8,000
440-470	\$5,000/\$10,000

**Then doubling every 30 minutes thereafter.**

- 3.5 Breaks will be at the Tournament Director's discretion.

- 3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

**4. IRREGULARITIES**

- 4.1 A misdeal shall be declared if more than one Hole Card has been exposed during the Initial Deal.
- 4.2 A misdeal will not be declared if the Dealer exposes any Hole Cards during the Draw.

**Appendix C****OMAHA ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *Omaha* shall consist of a maximum of four rounds of Betting.
- 1.2 At the start of play the Tournament Director shall determine whether the Dealer shall burn the first card in the Shoe by discarding that card before exposing the Communal Cards for each round of Betting.
- 1.3 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.
- 1.4 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.3 of Appendix C.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal each player, in a clockwise direction starting with the Buck player, one card face down and continue until each player receives four cards.
- 2.2 There shall be a round of Betting after each active player receives four cards.
- 2.3 Subject to Rule 1.2 of Appendix C, if two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal the Flop after the first round of Betting and then one Communal Card after each of the following rounds of Betting. The Flop shall consist of three cards.
- 2.4 There shall be a round of Betting after the Dealer deals the Flop and after each Communal Card is dealt.
- 2.5 A player's completed Hand shall consist of any two of the four Hole Cards and any three of the five Communal Cards.
- 2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.



**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be a minimum of 10 and a maximum of 80 players for this Tournament with a maximum of 10 players per table.
- 3.2 This game shall be played with a "Full Pot" limit.
- 3.3 There shall be unlimited Rebuys during the first three Blind sessions (120 mins) provided that the player's Table Stake is less than \$1,000. There shall also be the opportunity for a final "top-up" at the end of the Rebuy period for all players.
- 3.4 There shall be two Blinds increasing as per the schedule below:

0-40(mins)	\$25/\$25
40-80	\$25/\$50
80-120	\$50/\$100
<b>(race off \$25s)</b>	
<b>End of the Rebuy period</b>	
120-160	\$100/\$200
160-200	\$200/\$400
200-240	\$300/\$600
240-280	\$400/\$800
280-320	\$500/\$1,000
<b>(race off \$100s)</b>	
320-350	\$1,000/\$2,000
350-380	\$2,000/\$4,000
380-410	\$3,000/\$6,000
410-440	\$4,000/\$8,000
440-470	\$5,000/\$10,000

**Then doubling every 30 minutes thereafter.**

- 3.5 Breaks will be at the Tournament Director's discretion.
- 3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

**4 IRREGULARITIES**

- 4.1 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the Dealer shall shuffle the exposed Communal Card with the cards remaining in the Shoe in accordance with Rule 7 of these rules.
- 4.2 If at the conclusion of any round of Betting the Dealer exposes the first card in the Shoe, that card shall be used in the normal sequence of play.

- 4.3 Where the Tournament Director determines to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix C and the Dealer exposes one Hole Card during the Initial Deal, the Dealer shall replace that card with the first burn card. The Dealer shall discard the exposed Hole Card and shall not burn a card before dealing the Flop.
- 4.4 Where the Tournament Director determines not to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix C and the Dealer exposes one Hole Card during the Initial Deal, the Dealer shall declare a misdeal.

**Appendix D****SEVEN CARD STUD ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *Seven Card Stud* shall consist of a maximum of five rounds of Betting.
- 1.2 Before the start of play the Tournament Director shall determine that either the player holding the lowest value card or the highest value card will open the first round of Betting. The player holding the highest value card shall open the Betting in the following and final rounds of Betting.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal to each player one card at a time, in a clockwise direction starting with the Buck player, two Hole Cards and one card face up.
- 2.2 There shall be a round of Betting after each active player receives a card face up.
- 2.3 If two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal each active player one more card, face up, and the next round of Betting shall commence. This shall continue until the Dealer has dealt four cards face up to each active player. The Dealer shall then deal the final card to each active player face down and the final round of Betting shall commence.
- 2.4 A player's completed Hand shall consist of five cards in any combination of the three Hole Cards and four face up cards.
- 2.5 Play shall continue until a player has won the Pot or the active players, after receiving seven cards, complete the final round of Betting.

**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be a minimum of 8 and a maximum of 64 players for this tournament with a maximum of 8 players per table.
- 3.2 In this game the minimum Bet or Raise shall be equal to or more than the "Ante" and the maximum Bet or Raise will be "Half Pot".

3.3 There shall be unlimited Rebuys during the first three Blind sessions (120 mins) provided that the player's Table Stake is less than \$1,000. There shall also be the opportunity for a final "top-up" at the end of the Rebuy period for all players.

3.4 There shall be an Ante increasing as per the schedule below:

0-40(mins)	\$5
40-80	\$10
<b>(race off \$5s)</b>	
80-120	\$25
<b>End of the Rebuy period.</b>	
120-160	\$50
160-200	\$100
<b>(race off \$25s)</b>	
200-240	\$200
240-280	\$300
280-320	\$400
320-360	\$500
<b>(race off \$100s)</b>	
360-390	\$1,000
390-420	\$2,000
420-450	\$3,000
450-480	\$4,000
480-510	\$5,000

**Then doubling every 30 minutes thereafter.**

3.5 Breaks will be at the Tournament Director's discretion.

3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

#### **4. IRREGULARITIES**

4.1 In the event that the Dealer deals the first card to a player face up, the Dealer shall deal the second and third card face down to that player.

4.2 The Dealer shall use any card found face up in the Shoe in the normal sequence of play unless it is the first card dealt before a new round of Betting. In that case the Dealer shall shuffle the exposed card with the cards in the Shoe in accordance with Rule 7 and continue dealing.

4.3 In the event the Dealer exposes a player's final hole-card or that Hole Card is found face up in the Shoe, that player shall open the final round of Betting. Should the player elect to Check, they will be deemed to Tap Out for the Round of Play as specified in Rule 13.2.

- 4.4 In the event there are insufficient cards to deal every active player a final Hole Card, the Dealer shall retrieve the last card dealt from the Shoe and place it in the middle of the table face up. This card shall become a communal card for all the remaining active players. The Dealer shall then retrieve any final Hole Cards dealt to the players and place them with the discards.

**NO LIMIT HOLD-EM (Early Bird) ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *No Limit Hold-Em (Early Bird)* shall consist of a maximum of four rounds of Betting.
- 1.2 Before the start of play the Tournament Director shall determine whether the Dealer shall burn the first card in the Shoe by discarding that card before exposing the Communal Cards for each round of Betting.
- 1.3 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.
- 1.4 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.3 of Appendix E.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal each player, in a clockwise direction starting with the Buck player, one card face down and continue until each player receives two cards.
- 2.2 There shall be a round of Betting after each active player receives two cards.
- 2.3 Subject to Rule 1.2 of Appendix E, if two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal the Flop after the first round of Betting and then one Communal Card after each of the following rounds of Betting. The Flop shall consist of three cards.
- 2.4 There shall be a round of Betting after the Dealer deals the Flop and after each Communal Card is dealt.
- 2.5 A player's completed Hand shall consist of five cards in any combination of the two Hole Cards and the five Communal Cards.
- 2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be a minimum of 10 and a maximum of 80 players for this Tournament with a maximum of 10 players per table.
- 3.2 There shall be no betting limits in this game.
- 3.3 There shall be unlimited Rebuys during the first three Blind sessions (90 mins) provided that the player's Table Stake is less than \$1,000. There shall also be the opportunity for a final "top-up" at the end of the Rebuy period for all players.
- 3.4 There shall be two Blinds increasing as per the schedule below:

0-30(mins)	\$25/\$50
30-60	\$50/\$100
60-90	\$100/\$200
<b>(race off \$25s)</b>	
<b>End of the Rebuy period.</b>	
90-120	\$100/\$200
120-150	\$200/\$400
150-180	\$300/\$600
180-210	\$400/\$800
<b>(race off \$100s)</b>	
210-240	\$500/\$1,000
240-270	\$1,000/\$2,000
270-300	\$1,500/\$3,000
300-330	\$2,000/\$4,000
330-360	\$3,000/\$6,000
360-390	\$5,000/\$10,000

**Then doubling every 30 minutes thereafter.**

- 3.5 Breaks will be at the Tournament Director's discretion.
- 3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

**4. IRREGULARITIES**

- 4.1 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the Dealer shall shuffle the exposed Communal Card with the cards remaining in the Shoe in accordance with Rule 7 of these rules.

- 4.2 If at the conclusion of any round of Betting the Dealer exposes the first card in the Shoe, that card shall be used in the normal sequence of play.
- 4.3 Where the Tournament Director determines to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix E and the Dealer exposes one Hole Card during the Initial Deal, the Dealer shall replace that card with the first burn card. The Dealer shall discard the exposed Hole Card and shall not burn a card before dealing the Flop.
- 4.4 Where the Tournament Director decides not to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix E and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall declare a misdeal.



**Appendix F****NO LIMIT HOLD-EM (Instant Satellite) ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *No Limit Hold-Em (Instant Satellite)* shall consist of a maximum of four rounds of Betting.
- 1.2 Before the start of play the Tournament Director shall determine whether the Dealer shall burn the first card in the Shoe by discarding that card before exposing the Communal Cards for each round of Betting.
- 1.3 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.
- 1.4 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.3 of Appendix F.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal each player, in a clockwise direction starting with the Buck player, one card face down and continue until each player receives two cards.
- 2.2 There shall be a round of Betting after each active player receives two cards.
- 2.3 Subject to Rule 1.2 of Appendix F, if two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal the Flop after the first round of Betting and then one Communal Card after each of the following rounds of Betting. The Flop shall consist of three cards.
- 2.4 There shall be a round of Betting after the Dealer deals the Flop and after each Communal Card is dealt.
- 2.5 A player's completed Hand shall consist of five cards in any combination of the two hole-cards and the five Communal Cards.
- 2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be 10 players for this Tournament.
- 3.2 There shall be no betting limits in this game.
- 3.3 There shall be no Rebuys.
- 3.4 There shall be two Blinds increasing as per the schedule below:

0-20(mins)	\$25/\$50
20-40	\$50/\$100
40-60	\$75/\$150
<b>(Race off \$25s)</b>	
60-80	\$100/\$200
80-100	\$200/\$400
100-120	\$300/\$600
120-140	\$400/\$800
140-160	\$500/\$1,000

<b>(Race off \$100s)</b>	
160-180	\$1,000/\$2,000
180-200	\$2,000/\$4,000
200-220	\$3,000/\$6,000
220-240	\$4,000/\$8,000
240-260	\$5,000/\$10,000

**Then doubling every 20 minutes thereafter.**

- 3.5 Breaks will be at the Tournament Director's discretion.
- 3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

**4. IRREGULARITIES**

- 4.1 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the Dealer shall shuffle the exposed Communal Card with the cards remaining in the Shoe in accordance with Rule 7 of these rules.
- 4.2 If at the conclusion of any round of Betting the Dealer exposes the first card in the Shoe, that card shall be used in the normal sequence of play.

- 4.3 Where the Tournament Director determines to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix F and the Dealer exposes one Hole Card during the Initial Deal, the Dealer shall replace that card with the first burn card. The Dealer shall discard the exposed Hole Card and shall not burn a card before dealing the Flop.
- 4.4 Where the Tournament Director decides not to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix F and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall declare a misdeal.

**Appendix G****NO LIMIT HOLD-EM (Super Satellite) ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *No Limit Hold-Em (Super Satellite)* shall consist of a maximum of four rounds of Betting.
- 1.2 Before the start of play the Tournament Director shall determine whether the Dealer shall burn the first card in the Shoe by discarding that card before exposing the Communal Cards for each round of Betting.
- 1.3 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.
- 1.4 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.3 of Appendix G.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal each player, in a clockwise direction starting with the Buck player, one card face down and continue until each player receives two cards.
- 2.2 There shall be a round of Betting after each active player receives two cards.
- 2.3 Subject to Rule 1.2 of Appendix G, if two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal the Flop after the first round of Betting and then one Communal Card after each of the following rounds of Betting. The Flop shall consist of three cards.
- 2.4 There shall be a round of Betting after the Dealer deals the Flop and after each Communal Card is dealt.
- 2.5 A player's completed Hand shall consist of five cards in any combination of the two hole-cards and the five Communal Cards.
- 2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be a minimum of 10 and a maximum of 80 players for this Tournament with a maximum of 10 players per table.
- 3.2 There shall be no betting limits in this game.
- 3.3 There shall be unlimited Rebuys during the first three Blind sessions (60 mins) provided that the player's Table Stake is less than \$500. There shall also be the opportunity for a final "top-up" at the end of the Rebuy period.
- 3.4 There shall be two blinds increasing as per the schedule below:

0-20(mins)	\$25/\$50
20-40	\$50/\$100
40-60	\$75/\$150
<b>(race off \$25s)</b>	
60-80	\$100/\$200
80-100	\$200/\$400
100-120	\$300/\$600
120-140	\$400/\$800
140-160	\$500/\$1,000
<b>(Race off \$100s)</b>	
160-180	\$1,000/\$2,000
180-200	\$2,000/\$4,000
200-220	\$3,000/\$6,000
220-240	\$4,000/\$8,000
240-260	\$5,000/\$10,000

**Then doubling every 20 minutes thereafter.**

- 3.5 Breaks will be at the Tournament Director's discretion.
- 3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

**4. IRREGULARITIES**

- 4.1 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the Dealer shall shuffle the exposed Communal Card with the cards remaining in the Shoe in accordance with Rule 7 of these rules.

- 4.2 If at the conclusion of any round of Betting the Dealer exposes the first card in the Shoe, that card shall be used in the normal sequence of play.
- 4.3 Where the Tournament Director determines to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix G and the Dealer exposes one Hole Card during the Initial Deal, the Dealer shall replace that card with the first burn card. The Dealer shall discard the exposed Hole Card and shall not burn a card before dealing the Flop.
- 4.4 Where the Tournament Director decides not to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix G and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall declare a misdeal.

**Appendix H****NO LIMIT HOLD-EM ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *No Limit Hold-Em* shall consist of a maximum of four rounds of Betting.
- 1.2 Before the start of play the Tournament Director shall determine whether the Dealer shall burn the first card in the Shoe by discarding that card before exposing the Communal Cards for each round of Betting.
- 1.3 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.
- 1.4 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.3 of Appendix H.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal each player, in a clockwise direction starting with the Buck player, one card face down and continue until each player receives two cards.
- 2.2 There shall be a round of Betting after each active player receives two cards.
- 2.3 Subject to Rule 1.2 of Appendix H, if two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal the Flop after the first round of Betting and then one Communal Card after each of the following rounds of Betting. The Flop shall consist of three cards.
- 2.4 There shall be a round of Betting after the Dealer deals the Flop and after each Communal Card is dealt.
- 2.5 A player's completed Hand shall consist of five cards in any combination of the two hole-cards and the five Communal Cards.
- 2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be a minimum of 10 and a maximum of 80 players for this Tournament with a maximum of 10 players per table.
- 3.2 There shall be no betting limits in this game.
- 3.3 There shall be no Rebuys.
- 3.4 There shall be two blinds and an ante (after the second blind session) increasing as per the schedule below:

		<b>ANTES</b>
0-40(mins)	\$25/\$50	
40-80	\$50/\$100	
80-120	\$100/\$200	\$25
120-160	\$200/\$400	\$25
160-200	\$300/\$600	\$50
200-240	\$400/\$800	\$50
240-280	\$500/\$1,000	\$75
<b>(Race off \$25s)</b>		
280-310	\$1,000/\$2,000	\$100
310-340	\$2,000/\$4,000	\$200
340-370	\$3,000/\$6,000	\$300
370-400	\$4,000/\$8,000	\$400
400-430	\$5,000/\$10,000	\$500

**Then doubling every 30 minutes thereafter.**

- 3.5 Breaks will be at the Tournament Director's discretion.
- 3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

**4. IRREGULARITIES**

- 4.1 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the Dealer shall shuffle the exposed Communal Card with the cards remaining in the Shoe in accordance with Rule 7 of these rules.
- 4.2 If at the conclusion of any round of Betting the Dealer exposes the first card in the Shoe, that card shall be used in the normal sequence of play.



- 4.3 Where the Tournament Director determines to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix H and the Dealer exposes one Hole Card during the Initial Deal, the Dealer shall replace that card with the first burn card. The Dealer shall discard the exposed Hole Card and shall not burn a card before dealing the Flop.
- 4.4 Where the Tournament Director decides not to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix H and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall declare a misdeal.

**Appendix I****LIMIT HOLD-EM ADDITIONAL RULES****1. BETTING ROUNDS**

- 1.1 *Limit Hold-Em* shall consist of a maximum of four rounds of Betting.
- 1.2 Before the start of play the Tournament Director shall determine whether the Dealer shall burn the first card in the Shoe by discarding that card before exposing the Communal Cards for each round of Betting.
- 1.3 The player in sequence in a clockwise direction from the last Blind player shall open the first round of Betting. The Buck player shall open the Betting in the following and final rounds of Betting.
- 1.4 Should the Buck player be an inactive player, the first active player in a clockwise direction to the Buck player shall be the first person to act in relation to Rule 1.3 of Appendix I.

**2. DEALING PROCEDURES**

- 2.1 The Dealer shall deal each player, in a clockwise direction starting with the Buck player, one card face down and continue until each player receives two cards.
- 2.2 There shall be a round of Betting after each active player receives two cards.
- 2.3 Subject to Rule 1.2 of Appendix I, if two or more players are still in the Round of Play and all Bets have been met by these players, the Dealer shall deal the Flop after the first round of Betting and then one Communal Card after each of the following rounds of Betting. The Flop shall consist of three cards.
- 2.4 There shall be a round of Betting after the Dealer deals the Flop and after each Communal Card is dealt.
- 2.5 A player's completed Hand shall consist of five cards in any combination of the two Hole Cards and the five Communal Cards.
- 2.6 Play shall continue until a player has won the Pot or the active players, after all five Communal Cards have been dealt, complete the final round of Betting.

**3. TOURNAMENT CONDITIONS**

- 3.1 There shall be a minimum of 10 and a maximum of 80 players for this Tournament with a maximum of 10 players per table.
- 3.2 This Tournament shall have a structured limit where during the first three Betting rounds of a Round of Play the minimum/maximum Bet or Raise must be equal to the greater of the two Blinds and for the last Betting round of a Round of Pay the minimum/maximum Bet or Raise must be equal to double the greater of the two Blinds.
- 3.3 There shall be no Rebuys.
- 3.4 There shall be two Blinds increasing as per the schedule below:

0-40(mins)	\$25/\$50
40-80	\$50/\$100
80-120	\$100/\$200
<b>(race off \$25s)</b>	
120-160	\$100/\$200
160-200	\$200/\$400
200-240	\$300/\$600
240-280	\$400/\$800
280-320	\$500/\$1,000
<b>(race off \$100s)</b>	
320-350	\$1,000/\$2,000
350-380	\$1,500/\$3,000
380-410	\$2,000/\$4,000
410-440	\$3,000/\$6,000
440-470	\$5,000/\$10,000

**Then doubling every 30 minutes thereafter.**

- 3.5 Breaks will be at the Tournament Director’s discretion.
- 3.6 The timing in the above schedule shall commence at the start of the first Round of Play in the Tournament and shall not include any breaks approved by the Tournament Director.

**4. IRREGULARITIES**

- 4.1 Should the Dealer prematurely expose a Communal Card before the conclusion of a round of Betting, the Dealer shall shuffle the exposed Communal Card with the cards remaining in the Shoe in accordance with Rule 7 of these rules.

- 4.2 If at the conclusion of any round of Betting the Dealer exposes the first card in the Shoe, that card shall be used in the normal sequence of play.
- 4.3 Where the Tournament Director determines to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix I and the Dealer exposes one Hole Card during the Initial Deal, the Dealer shall replace that card with the first burn card. The Dealer shall discard the exposed Hole Card and shall not burn a card before dealing the Flop.
- 4.4 Where the Tournament Director decides not to burn a card before exposing the Communal Cards under Rule 1.2 of Appendix I and the Dealer exposes one hole-card during the Initial Deal, the Dealer shall declare a misdeal.

