

Australian Capital Territory

Casino Control Approval 2002 (No 1)

Notifiable Instrument NI2002-25

made under the

Casino Control Act 1988, sub-section 72(1) (Rules for Authorised Games)

I APPROVE the rules for the authorised game of “Pontoon” as set out in the attached Schedule.

Gregory Stephen Jones
Delegate
ACT Gambling and Racing Commission

24 January 2002

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 24th day of January 2002.

CASINO CANBERRA LIMITED

RULES OF CANBERRA PONTOON

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TERMS USED IN CANBERRA PONTOON

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

Approved

Means approved in writing by an Authorised Officer of the ACT Gambling and Racing Commission.

Box

An area marked on the layout for the player to place their wager.

Burn

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

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.

Dealer

A person responsible for the operation of the game.

Double

A wager up to the amount of the player's original wager for which the player will receive one additional card.

Hard Total

Means the total of a hand which contains no ace, or which contains an ace or aces that only count as a point value of one.

Initial Deal

That part of a Round of Play where each player has received two cards and the Dealer one card.

Pontoon

An ace and any card having a point total of 10 dealt as the initial two cards to a player or the Dealer.

Round of Play

That part of the game that commences when a card is first removed from the Shoe and concludes when all the cards are collected.

Shoe

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

Soft Total

Means the total of a hand containing an ace or aces, where one ace can be counted as one or eleven.

Split

Where the initial cards are of equal value a player may place a wager equal to their original wager and separate the cards to form two hands.

Stand Off

A wager which neither the player nor the Dealer wins.

Subsequent Deal

That part of a Round of Play which follows the Initial Deal and allows players to draw extra cards.

Surrender

The option adopted by the player making decisions with regard to the box to forfeit half their original wager where the Dealer has a Jack, Queen, King or Ace as their first card.

Surrender Button

A marker which will be placed on the cards of a hand that has been Surrendered by the player making decisions with regard to the box.

Void

Neither the player nor the Dealer wins; any chips wagered or paid shall be returned.

CANBERRA PONTOON

1. CANBERRA PONTOON TABLE

- 1.1 A Canberra Pontoon table shall be approved prior to use.

2. CARDS

- 2.1 Canberra Pontoon shall be played with three to eight decks of 48 cards, without jokers or tens ie. Ten of Hearts, Diamonds, Clubs and Spades will have been removed. The backs of all cards shall have the same colour and design.
- 2.2 The cards shall be checked, card by card, by the Dealer prior to the commencement of gaming and at or after the conclusion of gaming.
- 2.3 Before the start of a Round of Play, the Casino Operator shall determine:
- (a) the number of decks of cards; and
 - (b) the approved shuffle;
- provided that notice is given to the players and an Authorised Officer of the ACT Gambling and Racing Commission if available.
- 2.4 The Casino Operator may change any or all of the cards after any Round of Play. The Casino Supervisor and Dealer shall check each replacement card prior to its introduction to play.
- 2.5 The value of the cards shall be as follows:
- (a) any Ace shall have a value of 1 or 11 unless it is in the first two cards of a double then it shall have the value of one;
 - (b) any card from 2 to 9 inclusive shall have its face value; and
 - (c) any Jack, Queen or King shall have a value of 10.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The Casino Operator shall display the minimum and maximum wagers per Box on a sign at or near the table and may change these limits, provided that prior notice of the change is given to the players.
- 3.2 The Casino Operator may allow a player(s) to wager in excess of the stated Box maximum provided that a marker denoting the new limit(s) is placed adjacent to the Box.

- 3.3 The multiples of wagers permitted shall be displayed at the table.
- 3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 3.5 Wagers above the displayed maximum shall be paid or collected to the maximum.

4. WAGERS

- 4.1 Prior to the first card of a Round of Play being dealt, each player shall be given the opportunity to place a wager.
- 4.2 All wagers shall be made by placing gaming chips on the Box.
- 4.3 Once the first card has been dealt, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager other than as provided for in Rules 7, 11 and 12.
- 4.4 A player may be permitted by the Casino Operator to wager on more than one Box at a Canberra Pontoon table and make the decisions regarding the playing of those hands. However, if there are insufficient vacant Boxes at the table to accommodate patron demand, a player making the decisions on more than one Box shall give up control of a Box or Boxes to accommodate other players.
- 4.5 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 shall be made in order of preference by:
- (a) the player seated at that Box; or
 - (b) the player whose wager is nearest to the Dealer.
- 4.6 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 until a new Shoe is commenced.
- 4.7 In accordance with Rule 3.2, where a new maximum limit is allocated to a Box, other player(s) may wager on that Box provided the total of all wagers does not exceed the stated Box maximum.

5. SHUFFLE AND CUT OF THE CARDS

5.1 The Dealer shall shuffle the cards in preparation for each new Shoe.

5.2 After the shuffle the cards will be offered to a player to be cut. This player will 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 above declines to cut the cards, the cards shall be offered to each player moving clockwise around the table, until a player accepts the cut.

If no player wishes to cut a Casino Supervisor shall cut the cards.

5.3 The person designated in Rule 5.2 shall cut the cards by placing a cutting card at least one deck in from either end. Once the cutting card has been inserted the Dealer shall take all cards in front of the cutting card and place them at the back of the stack. The Dealer shall then insert the cutting card in a position at least one deck in from the back of the stack and no more than approximately half the number of decks in play from the back of the stack.

For the purpose of Rule 5.3, *approximately* means plus or minus half a deck.

5.4 The cards shall be shuffled:

- (a) when the cutting card is drawn as the first card of a new round; or
- (b) at the end of that Round of Play if the cutting card is drawn during the Round of Play.

5.5 If a cutting card is 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.

6. INITIAL DEAL

6.1 All cards shall be dealt face up from a Shoe.

6.2 The Dealer shall announce “NO MORE BETS” and starting from the first Box containing a wager and in a clockwise direction around the table, deal the cards in the following manner:

- (a) one card to each Box;
- (b) one card to the Dealer; and
- (c) another card to each Box.

7. INSURANCE

7.1 Where the Dealer's first card is an ace, with the exception of a player who has achieved Pontoon, a player may place a wager on the Dealer achieving Pontoon on their hand. The maximum wager allowed is half the player's original wager.

7.2 Players shall place insurance wagers on the insurance line before the commencement of the Subsequent Deal.

7.3 All insurance wagers shall be in multiples of half the smallest denomination chip in the float.

7.4 Winning insurance wagers shall be paid at odds of two to one.

7.5 Settlement of insurance wagers shall be as follows:

- (a) when the Dealer's second card is not a 10 value card all losing insurance wagers are collected and the Dealer shall complete the Round of Play; and
- (b) when the Dealer's second card is a 10 value card the winning insurance wagers shall be paid on completion of Rule 14.

8. INTERIM SETTLEMENT

8.1 An interim settlement shall occur where a player has Pontoon. In this case, the Dealer shall pay the wager, or wagers, on that hand at odds of 3 to 2 regardless of the value of the Dealer's first card.

9. SURRENDER

9.1 After the interim settlement the Dealer shall offer the players the option to Surrender if the Dealer's first card is a Jack, Queen, King or Ace.

- 9.2 Where the player making the decisions with regard to the Box chooses to Surrender, a Surrender Button will be placed on that player's cards and no further cards will be dealt to that hand. All players wagering on that Box must also Surrender.
- 9.3 When a Dealer obtains Pontoon, the Surrender option, if selected, shall be annulled and all original wagers on that Box shall lose.
- 9.4 When the Dealer does not achieve Pontoon, the Dealer shall complete the Round of Play and collect in the final settlement all forfeited amounts from those Boxes where the Surrender option was selected.
- 9.5 Where the player making decisions with regard to the Box decides not to Surrender other players playing that Box cannot Surrender.

10. SUBSEQUENT DEAL

- 10.1 Starting with the first Box containing a wager, and continuing clockwise around the table, each player shall be given the opportunity to:
- (a) Split;
 - (b) Double;
 - (c) draw additional cards, subject to Rule 10.2; and/or
 - (d) stand, subject to Rule 10.2.
- 10.2 When a player has:
- (a) a Pontoon, they shall not draw additional cards; or
 - (b) a Hard or Soft Total of 21, they shall not draw additional cards and the Dealer shall announce the hand and pay the appropriate odds as listed in Table 1 and remove the Players cards, except in the case of a Super Bonus win, before any further cards are dealt; or
 - (c) a Hard Total of less than 12, they shall be required to draw cards until the total is 12 or greater, unless they Double.

11. SPLITTING

- 11.1 After the Initial Deal if the player making decisions with regard to a Box declines to Split then no other player wagering on that Box may Split.

- 11.2 If the player making decisions with regard to that Box elects to Split, other players wagering on that Box may:
- (a) elect to Split; or
 - (b) have their wager placed on the first of the hands to be determined.
- 11.3 A maximum of four hands may be formed from Splitting, apart from aces which may be Split only once.
- 11.4 When a player Splits, the first hand shall be completed before continuing to the next hand.
- 11.5 Where aces have been Split, one card only shall be dealt to each hand.
- 11.6 Where a hand has been Split, the hands shall be completed according to Rule 10.
- 11.7 After a Split, a card with a value of ten dealt to an ace, or an ace dealt to a card with a value of ten shall not constitute a Pontoon.
- 11.8 If a split hand total exceeds 21 all wagers on that hand lose regardless of the result of the Dealer's hand.
- 11.9 If the Dealer obtains Pontoon after a player has split pairs the Dealer shall collect only an amount equal to the original wager.
- 11.10 All players wagering on a Box where suited 7's have been Split shall forfeit the opportunity to receive a Super Bonus payout.

12. DOUBLING

- 12.1 A player may Double down after the Initial Deal on:
- (a) the player's original two cards; or
 - (b) any hand with a point total less than 21 formed with a third or subsequent card.
- 12.2 If the player controlling a Box declines to Double then no other player wagering on that Box may Double.
- 12.3 If the player making decisions with regard to a Box elects to Double other players wagering on that Box may also elect to Double. 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.
- 12.4 A player may Double down on a Split hand in accordance with Rule 12.3.

- 12.5 If the Dealer obtains Pontoon after a player has Doubled the Dealer shall collect only an amount equal to the original wager.
- 12.6 If the point count of a hand on which a player has Doubled has not exceeded 21, any player wagering on the betting area for that hand may elect to forfeit their original wager and withdraw the doubled portion.
- 12.7 All winning Doubled hands shall be paid at odds of 1 to 1 and shall not be eligible for payout odds as set out in table 1 of rule 14.2 and table 2 of rule 14.3.
- 12.8 Where the player making decisions with regard to a Box has elected to Double his/her wager, all winning wagers on that Box shall be paid at odds of 1 to 1.

13. SUBSEQUENT DEAL TO DEALER'S HAND

- 13.1 The Subsequent Deal to the Dealer's hand shall be as follows:
- (a) once the Subsequent Deal to all players' hands has been completed, the Dealer shall deal additional cards to the Dealer's hand. The Dealer must draw to a Hard Total of 16 or Soft Total of 17. If a Hard Total of 17, 18, 19, 20 or 21, or a Soft Total of 18, 19, 20 or 21 has been achieved the Dealer shall not draw additional cards; and
 - (b) additional cards shall not be drawn to the Dealer's hand 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.

14. FINAL SETTLEMENT

- 14.1 A wager by a player (except insurance under Rule 7) shall:
- (a) win, if the total of the player's hand is less than 21 and that of the Dealer is in excess of 21;
 - (b) win, if the total of the player's hand exceeds that of the Dealer, without exceeding 21;
 - (c) win, if the player has achieved a Pontoon;
 - (d) win, if the total of the player's hand is 21;
 - (e) lose, if the total of the player's hand is in excess of 21;
 - (f) lose, if the total of the Dealer's hand exceeds that of the player, without exceeding 21;

- (g) lose, if the Dealer has achieved a Pontoon and the player has not; or
- (h) be a Stand Off, if the player's and the Dealer's total are the same without exceeding 21 except as provided for in rules 14.1 (c) and 14.1 (d).

14.2 Settlement of winning wagers shall be paid at the odds set out in Table 1 below:

TABLE 1: PAYOUT ODDS

Result	Odds
Pontoon	3 to 2
5 cards totalling 21	3 to 2
6,7,8 mixed suits	3 to 2
7,7,7 mixed suits	3 to 2
6 cards totalling 21	2 to 1
6,7,8 same suits (except spades)	2 to 1
7,7,7 same suits (except spades)	2 to 1
7 or more cards totalling 21	3 to 1
6,7,8 all spades	3 to 1
7,7,7 all spades	3 to 1
All other winning wagers	1 to 1

14.3 Super Bonus payouts will be paid in accordance with Table 2 below and shall be made before the cards are collected to complete the Round of Play.

TABLE 2: SUPER BONUS

Super Bonus	Payout
7,7,7 same suit and the Dealer's first card is any 7.	\$1,000 if the bet is less than \$25, \$5,000 if the bet is \$25 or greater.
All other wagers (winning or losing) on the Round of Play in which there is a Super Bonus winner shall receive a bonus payment of \$50.	

15. IRREGULARITIES

- 15.1 A card found face upward in the Shoe shall be Burnt.
- 15.2 A card drawn in error, whether or not its face has been 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.

- 15.3 Any card(s) drawn to the Dealer's hand not in accordance with Rule 13 shall be Burnt.
- 15.4 If during a Round of Play an error of card placement is detected, that hand shall be reconstructed in accordance with these rules.
- 15.5 If an error of card placement is detected to have occurred in a Round of Play after the next round has commenced, the round in which the error occurred shall be deemed Void and any subsequent round(s) that have commenced shall remain as played.
- 15.6 If there are insufficient cards remaining in the Shoe to complete a Round of Play, all the cards in the discard rack shall be shuffled and cut in accordance with these Rules and dealt to complete that round.
- 15.7 Where a player is not present to render a decision on his hand, the Dealer shall deal cards to that hand until the total of that hand exceeds 11.
- 15.8 Where it has been detected that the Dealer has continued dealing after the cutting card has been drawn, any rounds of play so dealt shall stand. The Dealer shall shuffle the cards.

16. TABLE CLOSURE

- 16.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.
- 16.2 Subject to Rule 16.1, the Casino Operator may close any table before the close of gaming provided that notice is given to the players and an Authorised Officer of the ACT Gambling and Racing Commission if available.

17. GENERAL PROVISIONS

- 17.1 The Casino Operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 17.2 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.

- 17.3 Where a person has contravened any provision of these rules, the Casino Operator may:
- (a) declare that any wager(s) made by the player(s) shall be Void; and
 - (b) direct that the player(s) shall be excluded from further participation in the game.
- 17.4 The Casino Operator 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.
- 17.5 Where the outcome of a Round of Play is invalidated, the Casino Operator may refund wagers made by players for that particular round.
- 17.6 The Casino Operator's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by an Authorised Officer of the ACT Gambling and Racing Commission, if requested.
- 17.7 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.
- 17.8 A seated player who abstains from betting for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 17.9 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 17.10 Players are not permitted to have side bets against each other.
- 17.11 A copy of these rules shall be made available, upon request.

18. PERFECT PAIRS

- 18.1 Where the game played includes the Perfect Pairs option, the approved rules of Canberra Pontoon shall apply except where they are inconsistent with the rules of Perfect Pairs in which case the rules of Perfect Pairs will prevail to the extent of the inconsistency.

- 18.2 The Perfect Pairs table shall be approved prior to use.
- 18.3 For the purposes of this section *face value* of a card shall mean:
- (a) the number indicated on the card, namely, 2, 3, 4, 5, 6, 7, 8 or 9; or
 - (b) the type of card, namely, Jack, Queen, King or Ace.
- 18.4 For the purposes of this section *pair* shall mean two cards with the same face value.
- 18.5 For the purposes of this section *mixed pair* shall mean a pair comprised of one red suited card and one black suited card.
- 18.6 For the purposes of this section *coloured pair* shall mean a pair comprised of two cards of different suits where either;
- (a) both cards are red suited cards; or
 - (b) both cards are black suited cards.
- 18.7 For the purposes of this section *perfect pair* shall mean a pair with both cards the same suit.
- 18.8 Prior to the first card being dealt by the Dealer, each player shall be given the opportunity to place a wager on the Perfect Pairs Box. All wagers shall be made by placing gaming chips on the Perfect Pairs Box.
- 18.9 The Casino Operator shall display the minimum and maximum wagers for Perfect Pairs on a sign at or near the table.
- 18.10 A Perfect Pairs wager not accompanied by a Pontoon wager shall be deemed Void.
- 18.11 A Perfect Pairs wager shall:
- (a) win, if the first two cards dealt to a player placing the wager are a *mixed pair*,
 - (b) win, if the first two cards dealt to a player placing the wager are a *coloured pair*,
 - (c) win, if the first two cards dealt to a player placing the wager are a *perfect pair*, or
 - (d) lose, if the first two cards dealt to a player placing the wager are not a *pair*.
- 18.12 Only the highest valid Perfect Pairs payout will be paid.

18.13 On completion of the Initial Deal and before the Subsequent Deal, the Dealer shall:

- (a) remove all losing wagers on the Perfect Pairs Boxes; and
- (b) pay all Perfect Pair winners.

18.14 Perfect Pairs payout odds shall be as follows:

- (a) a *mixed pair* shall be paid at odds of 6 to 1;
- (b) a *coloured pair* shall be paid at odds of 12 to 1; and
- (c) a *perfect pair* shall be paid at odds of 25 to 1.

18.15 The Dealer shall then continue with the subsequent deal as per Rule 10.

19. AUTOMATED SHUFFLING SHOE

19.1 When an automated shuffling Shoe is in use Rule 5 shall be replaced by Rule 19.2.

19.2 The Dealer shall shuffle the cards. The cards will then be placed into the automated shuffling Shoe in preparation for the first Round of Play.

19.3 In the event that the automated shuffling Shoe malfunctions the Round of Play shall be completed. The Dealer shall either:

- (a) insert a cutting card in a position approximately one deck in from the back of the stack and continue to deal; or
- (b) shuffle the remaining cards in the Shoe and cut in accordance with these Rules.

At the completion of that Shoe, the automated shuffling Shoe shall be replaced and new cards shall be used in accordance with these rules. If the new Shoe is not an automated shuffling Shoe Rule 19 shall no longer apply.

For the purposes of this section, *malfunction* means any mechanical or electrical fault that either prevents or impedes the automated shuffling process or renders the cards unfit for use.