

Australian Capital Territory

Casino Control Approval (Blackjack) 2003 (No 1)*

Notifiable instrument NI2003—192

made under the

Casino Control Act 1988, s 72 (Rules for authorised games)

I approve the rules for the authorised game of “Blackjack” as set out in the attached schedule.

The rules of “Blackjack” published in Australian Capital Territory Gazette No. S49 of 27 August 1999 are revoked.

Desmond Edward McKee
Delegate
ACT Gambling and Racing Commission
30 May 2003

*Name amended under Legislation Act 2001 s 60

SCHEDULE

This is the accompanying schedule to the instrument of approval made under subsection 72(1) of the *Casino Control Act 1988* on 30 May 2003 by Desmond Edward McKee, Delegate of the ACT Gambling and Racing Commission.

CASINO CANBERRA LIMITED

RULES

OF

BLACKJACK

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A. DICTIONARY OF TERMS USED IN BLACKJACK

**(note: terms defined in the dictionary are underlined
 throughout the remainder of this document)**

Approved

Means approved in writing by the ACT Gambling and Racing Commission.

Blackjack

A hand containing an ace and any card having a point value of ten (10) that are dealt as the initial two cards to a player or dealer.

Box

An area marked on the table layout in which a player is to place a wager.

Burn

The removal of a card from play by placing it in the discard rack.

Casino licensee

The organisation responsible for the conduct of gaming in the casino, ie. Casino Canberra Ltd.

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/double down

A wager equal to the player's initial wager for which the player will receive one additional card.

Float

The chip inventory issued to a gaming table.

Hard total

The total of a hand that contains no ace, or that contains an ace or aces that are each counted as having a point value of one.

Initial deal

That part of a round of play in which each player receives two cards and the dealer one card.

Insurance line

That area marked on the table layout for a player to place an insurance wager.

New shoe

Occurs when all cards are shuffled, then cut and put into the shoe.

Not suited

Describes cards that are not all of the same suit.

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 and placed in the discard rack.

Shoe

An approved container from which the dealer deals the cards.

Soft total

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

Split

Occurs when the initial cards are of equal value and a player places a wager equal to the initial wager, in order to separate the cards to form two hands.

Stand off

A wager that neither the player nor the dealer wins.

Subsequent deal

That part of a round of play that follows the initial deal and allows players to draw extra cards.

Suited

Describes cards that are all of the same suit.

Void

Neither the player nor the dealer wins and any chips wagered or paid shall be returned, as if the round of play had never occurred.

B. RULES OF BLACKJACK

1. BLACKJACK TABLE

- 1.1 A Blackjack table layout must be approved prior to use.

2. CARDS

- 2.1 Blackjack shall be played with four to eight decks with each deck consisting of 52 cards, without jokers.
- 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 licensee shall determine:
- (a) the number of decks of cards; and
 - (b) the approved shuffle, as set out in the approved procedures;
- and if requested by a player, the dealer is to advise players of the determinations.
- 2.4 The casino licensee may change a marked or damaged card at any time and may change 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 has a value of either 1 or 11;
 - (b) any card from 2 to 9 inclusive has its face value; and
 - (c) any 10, Jack, Queen or King has a value of 10.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The casino licensee 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 licensee may allow a player to wager in excess of the stated box maximum provided that a marker denoting the new limit 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 initially be paid or collected and the owner of the wager shall be advised that further wagers under the minimum will be returned.
- 3.5 Wagers above the displayed maximum shall be paid or collected only 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 in 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, 10 and 11.
- 4.4 A player may be permitted by the casino licensee to wager on more than one box at a Blackjack table and make the decisions regarding the playing of those hands with the understanding that, 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 Subject to Rule 4.6, a maximum of three players may wager on the one box. If 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 If a new maximum limit is allocated to a box in accordance with Rule 3.2, any other player may wager on that box provided the total of all wagers does not exceed the stated box maximum.

4.7 The casino licensee may require any player –

- (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 the minimum wager displayed at the table until a new shoe is commenced.

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. The player will be, in order of preference –

- (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) the player who first accepts the dealer's offer, each player being individually asked in a clockwise order if or until an acceptance is made.

5.3 If no player wishes to cut a casino supervisor will cut the cards.

5.4 The player 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 half the number of decks (with an acceptable variance of half a deck) in play from the back of the stack.

5.5 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 a round of play if the cutting card is drawn during that round of play.

5.6 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.

Note – The “final 3 rounds” of play will be announced by the casino supervisor when the casino’s hours of gaming for the day are about to expire and when a table is about to be closed before the close of gaming.

5.7 After each shuffle and before the first round of play is dealt, the dealer shall burn a card.

6. INITIAL DEAL

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

6.2 The dealer shall announce “NO MORE BETS”. Then, starting from the first box containing a wager, shall, 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 If the dealer’s first card is an ace, a player may place a wager on the dealer getting a Blackjack. The maximum wager allowed is half the total of the player’s initial 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 2 to 1.

7.5 Settlement of insurance wagers shall be as follows –

- (a) if the dealer's second card is not a 10 value card all insurance wagers lose and are collected by the dealer. The dealer shall then complete the round of play; and
- (b) if the dealer's second card is a 10 value card the winning insurance wagers shall be paid.

8. INTERIM SETTLEMENT

8.1 An interim settlement shall occur on completion of the initial deal and before the subsequent deal as follows -

- (a) if 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
- (b) if a player has a Blackjack and the dealer's first card is an ace, the dealer shall, at the player's request, pay the wager, or wagers, on that hand at odds of 1 to 1.

9. SUBSEQUENT DEAL

9.1 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 9.2; and/or
- (d) stand, subject to Rule 9.2.

9.2 If a player –

- (a) has a Blackjack or a hard or soft total of 21, the player shall not draw additional cards; or
- (b) has a hard total of less than 12, the player is required to draw cards until the total is 12 or greater, unless the player doubles.

10. SPLITTING

- 10.1 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.
- 10.2 If the player making decisions with regard to a 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.
- 10.3 A maximum of four hands may be formed from splitting, unless the initial deal to a hand results in two aces, in which case the hand may be split only once.
- 10.4 If a player splits, the first hand shall be completed before continuing to the next and subsequent hands in turn.
- 10.5 If aces have been split, one card only shall be dealt to each hand.
- 10.6 If a hand has been split, the resulting hands shall be completed according to Rule 9.
- 10.7 After a split, a ten value card dealt to an ace, or an ace dealt to a ten value card does not constitute a Blackjack.

11. DOUBLING

- 11.1 After the initial deal, if the player making decisions with regard to a box declines to double then no other player wagering on that box may double.
- 11.2 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 be dealt to that hand shall remain unchanged.
- 11.3 A player may double on a split hand in accordance with Rule 11.2.

12. SUBSEQUENT DEAL TO DEALER'S HAND

- 12.1 Subject to Rule 12.2 and provided that 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 at least 16, and if a count value of 17, 18, 19, 20, 21, or Blackjack has been achieved the dealer shall not draw additional cards.

- 12.2 Additional cards shall not be drawn to the dealer's hand if decisions have been made on all players' hands and the additional cards to the dealer's hand would have no effect on the outcome of the round of play.

13. FINAL SETTLEMENT

- 13.1 A wager by a player (except an insurance wager under Rule 7):
- (a) wins, if the total value of the player's hand is 21 or less and that of the dealer's is in excess of 21;
 - (b) wins, if the total value of the player's hand exceeds that of the dealer, without exceeding 21;
 - (c) wins, if the player has achieved a Blackjack and the dealer has not;
 - (d) loses, if the total value of the player's hand is in excess of 21;
 - (e) loses, if the total value of the dealer's hand exceeds that of the player's, without exceeding 21;
 - (f) loses, if the dealer has achieved a Blackjack and the player has not; or
 - (g) is a stand off, if the total value of the player's hand and that of the dealer's hand are the same without exceeding 21, or if the player and the dealer both have achieved a Blackjack.
- 13.2 Settlement of winning wagers shall be as follows:
- (a) a wager on a winning Blackjack shall be paid at odds of 3 to 2; and
 - (b) a wager on a winning hand other than a winning Blackjack shall be paid at odds of 1 to 1.

14. IRREGULARITIES

- 14.1 A card found face upwards in the shoe shall be burnt.
- 14.2 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 if the card drawn is burnt in error, in which case it shall remain discarded and shall not be used.

- 14.3 Any card drawn to the dealer's hand not in accordance with Rule 12 shall be burnt.
- 14.4 If during a round of play an error of card placement is detected, that hand shall be reconstructed in accordance with these rules.
- 14.5 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 is void and any subsequent round or rounds that have commenced shall be regarded as having been validly played.
- 14.6 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 the round.
- 14.7 If a player is not present to render a decision on the player's hand, the dealer shall deal cards to that hand until the total of that hand exceeds 11.
- 14.8 If it is detected that the dealer has continued dealing after the cutting card has been drawn, any round of play so dealt shall stand and if a round of play is in progress, it shall continue until it is concluded. Unless Rule 5.6 applies, the dealer shall shuffle the cards before the commencement of the next round of play.

15. TABLE CLOSURE

- 15.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.
- 15.2 The casino licensee may close any table before the close of gaming provided that notice is given to the players.

16. GENERAL PROVISIONS

- 16.1 The casino licensee may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like event.
- 16.2 A person in the casino shall not use, possess, or control any electronic, electrical or mechanical device which 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.
- 16.3 If a person has contravened a provision of these rules, the casino licensee may:
 - (a) declare void any wager made by the player; and
 - (b) exclude the player from further participation in the game.
- 16.4 The casino licensee may invalidate a round of play if it is impractical to continue, or a person commits a fraudulent act that affects the outcome for that particular round of play.
- 16.5 If the outcome of a round of play is invalidated, the casino licensee may refund wagers made by players for that particular round.
- 16.6 The casino licensee's decision shall be final in any dispute arising from, or not covered by, the provision of these rules, subject to a review by the ACT Gambling and Racing Commission, if requested.
- 16.7 An employee of the casino shall –
 - (a) not advise a player on how to play the player's hand, except to ensure compliance with these rules;
 - (b) not give or allow any advantage to a person, or cause or allow a change in any probabilities of the game by any means other than that covered by these rules; and
 - (c) ensure that the game is conducted in accordance with the approved rules and procedures.
- 16.8 A seated player who abstains from betting for three consecutive rounds while all other seats at that table are in use may be required to vacate that seat.
- 16.9 No onlooker or player playing at any table may instruct or influence another player's decisions of play.
- 16.10 Players are not permitted to have side bets with each other.

17. SUPER SEVENS

- 17.1 This section applies if the Super Sevens option has been elected.
- 17.2 The Super Sevens table layout shall be approved prior to use.

- 17.3 Prior to the first card being dealt, each player shall be given the opportunity to place a wager in the Super Sevens box. All wagers shall be made by placing gaming chips in the Super Sevens box.
- 17.4 The Super Sevens wager shall be an approved amount.
- 17.5 A Super Sevens wager not accompanied by a Blackjack wager is void.
- 17.6 A Super Sevens wager:
- (a) wins, if the first card dealt to a player placing the wager is a seven;
 - (b) wins, if the first two cards dealt to a player placing the wager are sevens;
 - (c) wins, if the first three cards dealt to a player placing the wager are sevens; and
 - (d) loses, if the first card dealt to a player placing the wager is not a seven.
- 17.7 A Super Sevens wager that wins is entitled to be paid only at the highest of the odds listed below that is relevant to the Super Sevens wager:-
- | | |
|------------------------------------|------------|
| One seven (first card) | 3 to 1 |
| Two sevens (<u>not suited</u>) | 50 to 1 |
| Two sevens (<u>suited</u>) | 100 to 1 |
| Three sevens (<u>not suited</u>) | 500 to 1 |
| Three sevens (<u>suited</u>) | 5,000 to 1 |
- 17.8 On completion of the initial deal and before the subsequent deal, the dealer shall:
- (a) remove all losing wagers in the Super Sevens boxes; and
 - (b) pay all first card winners (players with only their first card being a seven).
- 17.9 All Super Sevens payouts shall be made as soon as the Super Sevens result is known, with the exception of three suited sevens which shall be paid after the completion of the round of play.
- 17.10 If a player with 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.

18. PERFECT PAIRS

- 18.1 This section applies if the Perfect Pairs option has been elected.
- 18.2 The Perfect Pairs table layout 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, 9 or 10; or
 - (b) the type of card, namely, Jack, Queen, King or Ace.
- 18.4 For the purposes of this section, **pair** means two cards with the same face value.
- 18.5 For the purposes of this section, **mixed pair** means a pair comprised of one red suited card and one black suited card.
- 18.6 For the purposes of this section, **coloured pair** means a pair comprised of 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** means a pair of the same suit.
- 18.8 Prior to the first card being dealt, each player shall be given the opportunity to place a wager in the Perfect Pairs box. All wagers shall be made by placing gaming chips in the Perfect Pairs box.
- 18.9 The casino licensee 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 Blackjack wager is void.
- 18.11 A Perfect Pairs wager—
- (a) wins, if the first two cards dealt to a player placing the wager are a mixed pair;
 - (b) wins, if the first two cards dealt to a player placing the wager are a coloured pair;

- (c) wins, if the first two cards dealt to a player placing the wager are a perfect pair; and
 - (d) loses, if the first two cards dealt to a player placing the wager are not a pair.
- 18.12 On completion of the initial deal and before the subsequent deal, the dealer shall:
- (a) remove all losing wagers in the Perfect Pairs boxes; and
 - (b) pay all Perfect Pair winners.
- 18.13 Perfect Pairs payout odds are 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.
- 18.14 The dealer shall then continue with the subsequent deal in accordance with Rule 9.
- 19. AUTOMATED SHUFFLING SHOE**
- 19.1 If an automated shuffling shoe is in use, Rule 5 is replaced by Rule 19.2 and Rules 4.7, 14.6 and 14.8 have no effect.
- 19.2 The dealer shall shuffle the cards and then place the cards into the automated shuffling shoe in preparation of the first round of play.
- 19.3 In the event that the automated shuffling shoe malfunctions during a round of play and the malfunction cannot be rectified –
- (a) the round of play shall be completed as follows:
 - (i) the dealer shall remove the cards remaining in the shoe and shuffle the cards; and
 - (ii) offer the cut to the player at the farthest point to the right of the dealer, and thereafter in accordance with Rules 5.2(d) and 5.3; and

- (b) at the completion of the round of play, the automated shuffling shoe shall be replaced and new cards shall be used in accordance with these rules. If the replacement shoe is not an automated shuffling shoe, Rule 19 does not apply.
- 19.4 For the purposes of Rule 19.3, **malfunction** means any mechanical or electrical fault that either prevents or impedes the automated shuffling process or renders the cards unfit for use.