

Australian Capital Territory

Casino Control (3 Card Poker) Approval 2006 (No 1)

Notifiable Instrument NI2006—481

made under the

Casino Control Act 2006, section 96 (Rules for Authorised Games).

1 Name of instrument

This instrument is the *Casino Control (3 Card Poker) Approval 2006 (No 1)*.

2 Commencement

This instrument commences 22 December 2006.

3 Approval

I approve the rules for the Authorised Game of “3 Card Poker” as set out in the attached schedule.

Des McKee

Manager Legislative Review and Projects

ACT Gambling and Racing Commission

18 December 2006

CASINO CANBERRA LIMITED

RULES

OF

3 CARD POKER

3 CARD POKER INDEX

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A. DICTIONARY OF TERMS USED IN 3 CARD POKER

(nb. terms defined in the dictionary are underlined throughout this document)

Ante

The initial wager required to participate in a round of play.

Ante Bonus

An amount paid in accordance with Rule 8, to an ante with a hand consisting of a straight or better.

Approved

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

Box

An area marked on the layout of the table for a player to place wagers.

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.

Fold

When a player decides not to continue in the round of play by not making a bet and passing in his or her cards.

Pairs Plus

A wager placed by the player, which wins if the player's hand is a pair or better, regardless of the dealer's hand.

Play

The player elects to remain in the game by placing an additional wager equal to his or her ante wager.

Qualify

Means the dealer has a hand value of Queen high or better.

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.

Stand Off

Neither the player nor the dealer wins or loses.

Void

A round of play in which neither the player nor the dealer wins. Any chips wagered or paid shall be returned, as if the round of play had never occurred.

1. THREE CARD POKER TABLE

1.1 A 3 Card Poker table layout shall be approved prior to use.

2. CARDS

2.1 3 Card Poker shall be played with one deck (52 cards), without jokers. One cutting card shall be used.

2.2 The cards shall be checked each day prior to the commencement of gaming and at or after the conclusion of gaming.

2.3 The casino operator may change any or all of the cards after a round of play. The casino supervisor and dealer shall check each replacement card prior to its introduction into play.

2.4 A casino supervisor may at any time instruct the dealer to check and verify the number of cards.

2.5 A player's completed hand shall consist of three cards. All cards shall count in determining the value of a hand.

2.6 The order of hands from highest to lowest shall be as follows:

- a) Straight flush – three cards of the same suit in sequence, e.g. 5, 6, 7, all clubs. An Ace may count high or low. (In the case of the dealer and a player both having a straight flush, the hand with the highest-ranking card shall prevail);
- b) Three of a kind - e.g. Q, Q, Q (In the case of the dealer and a player both having three of a kind, the hand with the highest-ranking cards shall prevail);
- c) Straight – any three cards in sequence but not of the same suit, e.g. K(Hearts); Q(Clubs); J(Spades). An Ace may count high or low in a straight, e.g. 3, 2, Ace or Ace, King, Queen (In the case of the dealer and a player both having a straight, the hand with the highest-ranking card shall prevail);
- d) Flush – three cards of the same suit, not in sequence, e.g. K, J, 9 all diamonds (In the case of the dealer and a player both having a flush, the hand with the highest-ranking card shall prevail);
- e) One pair – e.g. 10, 10, K. (In the case of the dealer and a player both having a pair, the hand with the highest-ranking pair shall prevail. If the respective pairs of the dealer and the player are of equal rank, the hand with the highest-ranking card that is not part of the pair shall prevail); and

- f) Three odd cards – e.g. Q, 10, 6 (In a situation of competing hands of three non-matching, non-sequential cards not of the same suit, the hand with the highest-ranking cards shall prevail).

2.7 The rank of cards from the highest to lowest shall be as follows:

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

except as provided in Rules 2.6(a) and (c) where the Ace may be counted as low.

2.8 For the purposes of Rule 2.6 highest-ranking card/s are determined by:

- a) the cards ranked in Rule 2.7; or
- b) if the highest-ranking card of the dealer and the player are of equal rank, the next highest-ranking card, and so on until a result is determined.

2.9 The suit of a card does not affect its rank.

2.10 Hands of the same value but consisting of different cards are ranked according to Rule 2.7, e.g. K, Q, J straight beats J, 10, 9 straight.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The casino operator shall display the minimum and maximum wagers allowed 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 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 wager permitted shall be displayed at the table.

3.4 Initially, a wager made by a player that is below the minimum shall be paid or collected and that player shall be advised of the fact 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 being dealt by the dealer, each player shall be given the opportunity to place an ante and/or a pairs plus wager.

4.2 For a player to be active in a round of play they must place a wager on the ante, pairs plus or both.

- 4.3 All wagers shall be made by placing gaming chips on a box.
- 4.4 One player only may wager on a box and no player may wager on more than one box.
- 4.5 Once the first card has been dealt, no player shall handle, remove or alter his or her wager or place an additional wager until the dealer has received three cards.
- 4.6 After having been dealt a hand, if a player has placed an ante wager he or she may elect to continue in the game by placing a play wager in the box.
- 4.7 An ante wager will win if:
- a) the dealer's hand does not qualify and the player has elected to play; or
 - b) the dealer's hand qualifies and the player has elected to play and his or her hand is higher than the dealer's in accordance with Rules 2.6 and 2.7.
- 4.8 An ante wager will lose if:
- a) the player elects to fold; or
 - b) the dealer's hand qualifies and the dealer's hand is higher than the player's hand in accordance with Rules 2.6 and 2.7.
- 4.9 An ante wager will stand off if the player has elected to play and his or her hand has the same rank as that of the dealer's hand in accordance with Rules 2.6 and 2.7.
- 4.10 A pairs plus wager will:
- a) win where the player's hand has at least a pair;
 - b) lose where the player's hand does not have at least a pair; or
 - c) lose if a player elects to fold.
- 4.11 A play wager will:
- a) win where the dealer's hand qualifies and the player's hand is higher than the dealer's hand in accordance with Rules 2.6 and 2.7;
 - b) lose where the dealer's hand qualifies and the dealer's hand is higher than the player's in accordance with Rules 2.6 and 2.7;
 - c) stand off where the dealer's hand qualifies and the player has elected to play and their hand has the same rank as the dealer's in accordance with Rules 2.6 and 2.7; or
 - d) stand off where the dealer's hand does not qualify.

4.12 An ante bonus shall win when the player has a hand of a straight, three of a kind or a straight flush. The wager shall be paid in accordance with Rule 8. A player must place a play wager to qualify for the ante bonus.

5. SHUFFLE AND CUT OF THE CARDS

5.1 The dealer shall shuffle the cards in preparation for each round of play.

5.2 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.

6. DEALING THE CARDS

6.1 Cards shall be dealt from a shoe.

6.2 Cards shall be dealt face downwards.

6.3 Prior to the commencement of a round of play after all wagers have been placed the dealer will announce, "No more bets".

6.4 The dealer shall deal the cards in a clockwise direction in the following manner:

- a) one card to each box containing an ante and/or pairs plus wager;
- b) one card to the dealer; and
- c) continue dealing this sequence until the players and the dealer have each received three cards.

7. PLAY OR FOLD

7.1 After the dealer receives the last card each player may pick up their cards and decide whether to play or fold.

7.2 If a player decides to play, a wager that is equivalent to the ante wager must be placed on top of their cards, which shall be placed face downwards on the box marked Play.

7.3 A player who has only placed a pairs plus wager, without an ante and whose hand contains at least a pair will place their cards in the box marked Play, without a wager on top.

7.4 A player who has placed both a pairs plus wager and an ante wager may elect to fold in respect of their ante wager but to play with respect to their pairs plus wager. In this case the dealer will collect the ante wager and the player will place their cards in accordance with Rule 7.3.

- 7.5 If a player decides to fold, the player forfeits any ante and/or pairs plus wager he or she placed prior to the commencement of the round of play.
- 7.6 If a player decides to fold they must place their cards face down next to their ante.
- 7.7 The dealer shall verify the number of cards of each player who has folded prior to placing them in the discard rack.
- 7.8 A player who has only wagered on the pairs plus option shall not be permitted to place a play wager

8. PAYOUT ODDS

Winning wagers shall be paid as indicated in the table below:

BETS	PAYOUT ODDS
<u>Ante</u>	1 to 1 (even money)
<u>Play</u>	1 to 1 (even money)
	<u>ANTE BONUS</u>
Straight Flush	4 to 1
Three of a Kind	3 to 1
Straight	1 to 1
	<u>PAIRS PLUS</u>
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

9. SETTLEMENT OF WAGERS

- 9.1 The dealer shall set the best possible hand with his or her cards in accordance with Rules 2.6 and 2.7.
- 9.2 The dealer must qualify in order to participate in a round of play.
- 9.3 If the dealer's hand does not qualify, then the antes shall win and be paid in accordance with Rule 8.
- 9.4 If the dealer's hand does qualify, then each player with a hand higher than the dealer's hand in accordance with Rules 2.6 and 2.7, shall win and be paid in accordance with Rule 8.
- 9.5 If the dealer's hand does qualify, then the ante and play wagers of each player with a lower hand than the dealer's in accordance with Rule 2.6 and 2.7, shall lose. However, any ante bonus will still win and be paid in accordance with Rule 8.

- 9.6 If the dealer's hand and any player's hand are of equal value in accordance with Rule 2.6 and 2.7, then the ante and play wagers shall stand off.
- 9.7 If a player's hand qualifies for an ante bonus payout and the player loses his or her ante and play wager on settlement, the ante bonus wager will still be paid in accordance with Rule 8.

10. AUTOMATED SHUFFLING SHOE

- 10.1 Where an automated shuffling shoe is in use, Rule 10 shall replace Rules 2.1, 5 and 6.
- 10.2 3 Card Poker shall be played with two (52 card) decks. The two decks shall be of different colours. Each deck shall be without Jokers, with backs of the same colour and design. Only one deck shall be used for each round of play.
- 10.3 The dealer shall shuffle the cards and place them into the automated shuffling shoe in preparation for the first round of play.
- 10.4 The dealer shall deal three cards to each box containing an ante and/or pairs plus wager and three cards to the dealer.
- 10.5 Once the dealer announces play or fold, each player may pick up and view his or her cards.
- 10.6 In the event that the automated shuffling shoe malfunctions the round of play shall be void.
- 10.7 At the completion of the round of play, the automated shuffling shoe may, if necessary, be replaced and new cards shall be used in accordance with these rules. If the replacement shoe is not an automated shuffling shoe, Rule 10 does not apply.
- 10.8 For the purposes of Rule 10.6, malfunction means any mechanical or electrical fault that either prevents or impedes the automated shuffling process or renders the cards unfit for use.

11. COLLUSION

- 11.1 A player shall protect the identity of his or her cards, and these cards shall remain within the playing area in view of both the dealer and the casino supervisor.
- 11.2 A player may not:
- a) exchange cards; or
 - b) exchange or communicate or cause to exchange or communicate information regarding his or her hand.

- 11.3 Any violation of this rule may result in a player being excluded from that round of play or cause that round of play to be void.

12. IRREGULARITIES

- 12.1 During the deal for a round of play if one of the cards being dealt to the players is exposed this will not constitute the round of play as void; the dealer will turn the exposed card over and continue to deal the game, except as described in Rule 11.3.
- 12.2 During the deal for a round of play if two or more of the cards being dealt to the players are exposed this will constitute the round of play as void.
- 12.3 One or more cards exposed in the dealer's hand will constitute the round of play as void.
- 12.4 In the event of a round of play being dealt not in accordance with Rules 6 and 12 that round of play shall be deemed void.
- 12.5 If a player's hand or part thereof enters the discard rack before that player has acted on his or her hand or the hand requires verification, the player's hand shall be reconstructed if possible. Where the player's hand cannot be reconstructed the hand shall play no further part in that round of play and shall be deemed void.

13. TABLE CLOSURE

- 13.1 The hours of gaming shall be determined under the provisions of the *Casino Control Act 2006*.
- 13.2 Subject to Rule 13.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

14. GENERAL PROVISIONS

- 14.1 The casino operator may invalidate the outcome of a game prior to its completion if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 14.2 If a person has contravened any provision of these rules, the casino operator may:
- a) declare any wager made by a player void; and
 - b) direct that the player be excluded from further participation in the game.
- 14.3 The casino operator may declare a round of play void if it is impractical to continue or a person commits a fraudulent act that affects the outcome for that particular round of play.

- 14.4 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the ACT Gambling and Racing Commission if requested.
- 14.5 An employee of the casino shall:
- a) not advise a player on how to play, 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) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 14.6 A seated player who abstains from betting for three consecutive rounds of play while all other seats at that table are in use may be required to vacate that seat.
- 14.7 A person shall not instruct or influence another player's decisions of play.
- 14.8 Players are not permitted to have side bets with each other.
- 14.9 A copy of these rules shall be made available by the casino operator, upon request.