

Australian Capital Territory

Casino Control (Blackjack) Approval 2018 (No 1)

Notifiable Instrument NI2018—568

made under the

Casino Control Act 2006, s 97 (Amendment of Rules for Authorised Games).

1 Name of instrument

This instrument is the *Casino Control (Blackjack) Approval 2018 (No 1)*.

2 Commencement

This instrument commences on the day after the date of notification.

3 Revocation

I revoke NI2017-244 which was notified on the Legislation Register on 18 May 2017.

4 Approval

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

Tyler Penfold
Acting Director
Licensing and Registrations

17 October 2018

CASINO CANBERRA LIMITED

RULES

OF

BLACKJACK

BLACKJACK INDEX

A.	DICTIONARY OF TERMS USED IN BLACKJACK	3
B.	RULES OF BLACKJACK	6
1.	BLACKJACK TABLE	6
2.	CARDS	6
3.	MINIMUM AND MAXIMUM WAGERS	6
4.	WAGERS	7
5.	SHUFFLE AND CUT OF THE CARDS	8
6.	INITIAL DEAL	9
7.	INSURANCE	9
8.	INTERIM SETTLEMENT	10
9.	SUBSEQUENT DEAL	10
10.	SPLITTING	11
11.	DOUBLING	11
12.	SUBSEQUENT DEAL TO DEALER'S HAND	11
13.	FINAL SETTLEMENT	12
14.	IRREGULARITIES	12
15.	TABLE CLOSURE	13
16.	GENERAL PROVISIONS	13
17.	PERFECT PAIRS/ PAIRS PLAY	14
18.	AUTOMATED SHUFFLING SHOE	17
19.	TOURNAMENT PLAY	18

A. DICTIONARY OF TERMS USED IN BLACKJACK

(nb. terms defined in the dictionary are underlined throughout 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 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/double down

A wager up to the amount of 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.

Insurance wager

Has the meaning given to that term in rule 7.1.

New shoe

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

Not suited

Describes cards that are not of the same suit.

Pairs Play

An optional wager which may be made by a player in accordance with Rules 17.14 – 17.24.

Perfect Pairs

An optional wager which may be made by a player in accordance with Rules 17.2 – 17.13.

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.

Session

A session is the number of rounds of play or the number of shoes, determined by the structure of the tournament.

Shoe

An approved container from which the dealer deals the cards.

Starting Marker

A marker used to denote which player is to make the first wager for a round of play. After a round of play the marker shall be moved to the next player in a clockwise direction.

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.

Suit

Describes any of the four types of cards in a deck of playing cards: hearts, spades, clubs or diamonds.

Suited

Describes cards that are of the same suit.

Tournament Chips

Chips that cannot be exchanged for money, are distinguishable from all other casino chips, and are used exclusively for the playing of tournaments.

Tournament Commission

The amount the casino operator collects from players as payment to the casino operator for conducting the game.

Tournament Director/Assistant

The person responsible for the conduct of the tournament.

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 shall 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, one by one, 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, 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 operator 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 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 to wager in excess of the stated box maximum for the table provided that a personal limit marker for the player 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 operator 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 personal limit marker is allocated to a player playing on a particular 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 for the table.
- 4.7 The casino operator 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.

- 4.8 The casino operator may limit a player to a single box and to the minimum table wager as displayed. Any such restriction must be in accordance with the approved procedures and be routinely advised to the ACT Gambling and Racing Commission.
- 4.9 Where a player has been previously tracked by the casino operator and subsequently had their play restricted, then that player may have their play restricted without the need to be tracked again.

5. SHUFFLE AND CUT OF THE CARDS¹

- 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.
- If no player wishes to cut, a casino supervisor will 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.
- 5.4 The cards shall be shuffled:
- (a) when the cutting card is drawn as the first card of a new round of play; or
 - (b) at the end of a round of play if the cutting card is drawn during that round of play.

¹ Rule 5 is subject to Rule 18 below.

- 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, excluding burn 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 (an '**insurance wager**'). The maximum wager allowed is half the total of the player's initial wager.
- 7.2 If a player ('**first-mentioned player**') declines to place an insurance wager in relation to that player's original wager according to rule 7.1, other players may be permitted to place an insurance wager in an amount up to half of the first-mentioned player's original wager, and where more than one player at the table wishes to make an insurance wager in relation to the first-mentioned player's original wager, preference will be given in the following order:
- (a) the player with a wager in the same box as the first-mentioned player, from front to back; then
 - (b) the player with a wager closest to the box of the first-mentioned player, from front to back; then
 - (c) if the players wishing to make an insurance wager are equally distant to the box of the first-mentioned player, the player with the lowest amount of total insurance wagered (excluding the amount of any insurance wager on the player's original wager).
- 7.3 Players shall place insurance wagers on the insurance line before the commencement of the subsequent deal.
- 7.4 All insurance wagers shall be in multiples of half the smallest denomination chip in the float.

7.5 Winning insurance wagers shall be paid at odds of 2 to 1.

7.6 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 (a); and/or
- (d) stand, subject to Rule 9.2 (b).

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. Subject to the inscription on the approved Blackjack table layout being used for the game, the dealer:

- (a) must stand on 17 and draw to at least 16. When the dealer's hand has a hard or soft total of 17, 18, 19, 20, 21, or Blackjack has been achieved, the dealer shall not draw additional cards; or
- (b) must draw to a hard total of 16 or a 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.

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 of play has commenced, the round of play in which the error occurred is void and any subsequent round/s of play 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 of play.
- 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 eleven (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.

15. TABLE CLOSURE

- 15.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.
- 15.2 Subject to Rule 15.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

16. GENERAL PROVISIONS

- 16.1 The casino operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 16.2 Where a person has contravened any provision of these rules, the casino operator may:
- (a) declare that any wager made by a player void; and

- (b) direct that the player be excluded from further participation in the game.
- 16.3 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.
- 16.4 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.
- 16.5 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.
- 16.6 A seated player who abstains from betting for three consecutive rounds of play whilst all other seats at that table are in use may be required to vacate that seat.
- 16.7 A person shall not instruct or influence another player's decision of play.
- 16.8 Players are not permitted to have side bets with each other.
- 16.9 Upon request the casino operator shall make a copy of these rules available.

17. PERFECT PAIRS/ PAIRS PLAY

- 17.1 The casino operator may, in its discretion, offer players the opportunity to make:
- (a) Perfect Pairs wagers in accordance with Rules 17.2 – 17.13 below; or
 - (b) Pairs Play wagers in accordance with Rules 17.14 - 17.24 below.

Perfect Pairs play

- 17.2 A Blackjack table layout with the Perfect Pairs additional wager option shall be approved prior to use.
- 17.3 For the purposes of playing Perfect Pairs, the **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.
- 17.4 For the purposes of playing Perfect Pairs:
- (a) **pair** means two cards with the same *face value*;
 - (b) **mixed pair** shall mean a *pair* comprised of one red suit and one black suit;
 - (c) **coloured pair** means a *pair* comprised of cards of different suits where either both cards are red; or both cards are black; and
 - (d) **perfect pair** means a suited pair.
- 17.5 Prior to the first card being dealt by the dealer, the players 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
- 17.6 There shall be a maximum of three Perfect Pairs wagers per box.
- 17.7 The casino operator shall display the minimum and maximum wagers for Perfect Pairs on a sign at or near the table.
- 17.8 A Perfect Pairs wager may only be placed on a box with a Blackjack wager.
- 17.9 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*.

- 17.10 Only the highest valid Perfect Pairs payout will be paid to each Perfect Pairs winner.
- 17.11 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 Pairs winners.
- 17.12 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.
- 17.13 The dealer shall then continue with the subsequent deal in accordance with Rule 9.

Pairs Play

- 17.14 A Blackjack table layout with the Pairs Play wager option will be approved prior to use.
- 17.15 For the purposes of Pairs Play, the ***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.
- 17.16 For the purposes of Pairs Play, ***pair*** means two cards with the same ***face value***.
- 17.17 Prior to the first card being dealt, the players shall be given the opportunity to place a wager in the Pairs Play box. All wagers shall be made by placing gaming chips in the Pairs Play box.
- 17.18 There shall be a maximum of three Pairs Play wagers per box.
- 17.19 The casino operator shall display the minimum and maximum wagers for Pairs Play on a sign at or near the table.
- 17.20 A Pairs Play wager may only be placed on a box with a Blackjack wager.
- 17.21 A Pairs Play wager:

- (a) wins, if the first two cards dealt to a player placing the wager are any *pair* with the same face value; and
 - (b) loses, if the first two cards dealt to a player placing the wager are not a *pair*.
- 17.22 On completion of the initial deal and before the subsequent deal, the dealer shall:
- (a) remove all losing wagers in the Pairs Play boxes; and
 - (b) pay all Pairs Play winners.
- 17.23 Pairs Play payout odds are to be paid at odds of 11-1.
- 17.24 The dealer shall then continue with the subsequent deal in accordance with Rule 9.

18. AUTOMATED SHUFFLING SHOE

- 18.1 If an automated shuffling shoe is in use, Rule 5 is replaced by Rule 18.2, and Rules 4.7, 14.6 and 14.8 have no effect.
- 18.2 On the introduction of new cards, the dealer shall shuffle the cards and then place the cards into the automated shuffling shoe in preparation for the first round of play.
- 18.3 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;
 - (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
 - (iii) place the cards in a non automated shoe and complete that round of play.
 - (b) 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 19 does not apply.

18.4 For the purposes of Rule 18.3, **malfunction** means any mechanical or electrical fault that either prevents or impedes the automated shuffling process or renders the cards unfit for use.

19. TOURNAMENT PLAY

19.1 During tournament play, the rules for playing Blackjack shall apply, except where the rules are inconsistent with the rules for tournament play in this rule 19, in which case the rules for tournament play shall prevail

19.2 Prior to a tournament, involving one or more sessions of Blackjack, being conducted, and entries being taken, the casino operator shall:

(a) in accordance with rule 19.3, document the tournament conditions;

(b) make the tournament conditions available to patrons; and

(c) notify and provide the ACT Gambling and Racing Commission with a copy of the tournament conditions

19.3 The tournament conditions, referred to in rule 19.2, shall include:

(a) Information pertaining to:

(i) the tournament starting date and time and the method to enter the tournament (including any criteria that determines eligibility to enter);

(ii) how the tournament will be structured, including:

(A) the number and/or duration of sessions, or the basis on which the number and/or duration of sessions will be determined;

(B) the number of gaming tables to be active in a session, or the basis on which the number of gaming tables to be active in a session will be determined. In the case of a tournament which is to have a “sit-and-go” format, information will be provided as to when a session of the tournament is to commence and how players will be allocated to a gaming table during the conduct of the tournament;

(C) if applicable, the method of progression from session to session;

(D) if applicable, whether tournament players are to compete in a number of sessions of Blackjack, or session(s) of

Blackjack and session(s) of other authorised games, and be allocated points, and/or awarded prizes, at the conclusion of a session;

- (E) if applicable, whether a repechage or catch-up session may or shall be offered and details of how a player qualifies to participate in a repechage or catch-up session; and/or
- (F) whether there is one or more opportunities for an eliminated player to buy back into the tournament, and the method and timing of those opportunities;
- (iii) the entry fee and tournament commission (if any);
- (iv) the amount of tournament chips each player will receive for the entry fee at the commencement of a session;
- (v) the minimum and maximum number of players;
- (vi) restrictions on player groups;
- (vii) the table limits;
- (viii) where tournament players are to compete against each other to progress from session to session:
 - (A) the criteria for how tournament players may be eliminated from the tournament; and
 - (B) how the place-getter(s) in a session of the tournament shall be determined in the event of two or more players holding an equal value of tournament chips at the completion of the session;
- (ix) where tournament players are to compete against each other in a number of sessions of Blackjack, or session(s) of Blackjack and sessions(s) of other authorised games:
 - (A) if applicable, any criteria for how tournament players may be eliminated from the tournament; and
 - (B) in the event of two or more players holding an equal value of tournament chips at the completion of a session, how the respective places of those players in the session shall be determined, or, as applicable, whether the points allocated to a particular finishing place in the session

shall be combined and divided equally between those players;

- (x) the breakdown of the prize pool or a description of how the prize pool will be calculated; and
- (xi) details for how the prize pool for the tournament shall be distributed, including, in the event of two or more players:
 - (A) holding an equal value of tournament chips at the completion of a final session; or
 - (B) having the same cumulative points total with respect to the sessions played,
and contesting the same distribution(s) of the prize pool, whether:
 - (C) the relevant prize(s) shall be combined and divided equally between those players; or
 - (D) the players are to be given additional rounds of play to determine their respective places in the tournament; and

(b) a statement that the tournament shall be conducted by the Tournament Director/Assistant in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail

- 19.4 The Gaming Shift Manager shall nominate a person, known as the Tournament Director/Assistant.
- 19.5 The Tournament Director/Assistant may require each tournament player to agree in writing with the applicable rules and tournament conditions prior to accepting entry into the tournament.
- 19.6 Subject to rule 19.3(a)(ii)(F), the Tournament Director/Assistant shall allow players one entry only into the tournament.
- 19.7 The Tournament Director/Assistant shall allocate each player for a session, a table and seat position by ballot before the commencement of that session, and the player is restricted to playing in the assigned position for the duration of that session. The Tournament Director/Assistant may alter the starting time of any session, if reasonable notice has been given of the change.

- 19.8 The Tournament Director/Assistant shall determine the number of players allocated to any one table.
- 19.9 Where a player does not take their allocated seat prior to the specified starting time for the commencement of their session, the player shall be deemed to have forfeited their position. The entry fee paid by the player is forfeited and remains as part of the prize pool.
- 19.10 Where a player has not taken their seat prior to the commencement of their first session in a tournament, the Tournament Director/Assistant may offer that seat to a reserved player on payment of the specified entry fee for the tournament.
- 19.11 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 19.12 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 19.13 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 19.14 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a round of play shall be eliminated from the tournament and must vacate their seat.
- 19.15 Players shall not seek advice from other tournament players or persons not involved in the tournament.
- 19.16 The Tournament Director/Assistant may offer the players the opportunity to take a break during the tournament and shall specify the amount of time allowed for the break.
- 19.17 The Tournament Director/Assistant may determine the speed at which the tournament shall be played and may give direction to players in order to achieve that rate of play.
- 19.18 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.
- 19.19 The casino operator shall return 100% of the prize pool to the players by way of prizes.
- 19.20 The casino operator may charge an entry fee for the tournament and may retain an approved amount of the total entry fees as tournament commission. The casino operator shall offer the balance of the entry fees (i.e. the entry fees less any commission) as prize money in accordance with the notified tournament conditions.

19.21 All entry fees and tournament commissions are non-refundable. The casino operator reserves the right to cancel the tournament without liability. In the event of cancellations, the casino operator shall refund all entry fees and tournament commissions in full.