

Australian Capital Territory

# Casino Control (Mini Baccarat) Approval 2024 (No 1)

Notifiable Instrument NI2024-456

made under the

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

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**1 Name of instrument**

This instrument is the *Casino Control (Mini Baccarat) Approval 2024 (No 1)*.

**2 Commencement**

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

**3 Revocation**

I revoke NI2023-529 which was notified on the Legislation Register on 7 September 2023.

**4 Approval**

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

Dr. Louise Bassett  
Delegate  
ACT Gambling and Racing Commission

9 August 2024

**CASINO CANBERRA LIMITED**

**RULES**

**OF**

**MINI-BACCARAT**

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## A. DICTIONARY OF TERMS USED IN MINI-BACCARAT

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

### **Approved**

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

### **Banker**

One of two hands formed during a round of play and denoted in a box where players may wager on the banker's hand.

### **Box**

Those areas marked on the layout where a wager may be placed on the player, the banker, the tie, and where offered, the Perfect Pair or Canberra Pair options, the Dragon Bonus option, the Super 6 option, and/or the Tiger Baccarat option.

### **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.

### **Commission method**

A form of Mini-Baccarat played in which winning Mini-Baccarat wagers are paid in accordance with **Rule 8.4**.

### **Countdown clock**

An electronic display that:

- a. may be used for the purpose of counting backwards, in seconds, from a pre-determined (and notified) number of seconds to zero. (For example, the countdown clock may, upon being initiated by the dealer, count down from 30 seconds to zero); and
- b. is approved as an item of gaming equipment.

### **Dealer**

A person responsible for the operation of the game.

### **Dragon Bonus**

An optional wager made by a player (and which may be offered on any variation of Mini-Baccarat) in accordance with **Rule 12**.

### **Draw**

To deal another card.

### **Hand**

The cards used by either the banker or the player to determine the outcome of a round of play.

### **Initial Deal**

That part of a round of play where the player and the banker have both received two cards.

### **Mini-Baccarat wager**

A player's wager on the banker's hand, the player's hand, or on the tie.

### **Natural**

A total point count of eight or nine after the initial deal.

### **No-Bet Coup**

A round of play where players are not permitted to place a wager.

### **Non-commission method**

A form of Mini-Baccarat played in which winning Mini-Baccarat wagers are paid in accordance with **Rule 8.5**.

### **Pairs**

An optional wager made by a player (and which may be offered on any variation of Mini-Baccarat) in accordance with:

- a. **Rules 9 and 10**, in the case of Perfect Pairs wagers; or
- b. **Rules 9 and 11**, in the case of Canberra Pairs wagers.

### **Player**

One of two hands formed during a round of play and denoted in a box where players may wager on the player's hand.

### **Pre-shuffled cards**

Playing cards from an approved supplier that are shuffled at the time of manufacture.

### **Round of Play**

That part of the game which 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 number of shoes, determined by the structure of the tournament.

**Set wagering period** means, in relation to a round of play, the period during which a player is permitted to place, move, or retrieve a wager. This period shall:

- a. commence upon the dealer initiating the countdown on the countdown clock and announcing "PLACE YOUR BETS"; and
- b. end upon the countdown clock reaching zero and the dealer immediately announcing "NO MORE BETS".

### **Shoe**

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

### **Stand**

To draw no more cards.

### **Standoff**

In relation to a Dragon Bonus wager, means the banker's hand and the player's hand are each a natural and have the same point count.

### **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.

### **Suit**

Describes any of the four types of cards in a deck of playing cards: Hearts, Clubs, Diamonds or Spades.

### **Suited**

Describes cards that are of the same suit.

### **Super 6**

An optional wager made by a player (and which may be offered on any variation of Mini-Baccarat) in accordance with **Rule 13**.

### **Table Differential**

The difference between the total amount wagered on all boxes on banker and the total amount wagered on all boxes on player.

### **Tableau (Table of Play)**

A table of mandatory rules for the drawing of cards in Mini-Baccarat and outlined in **Rules 7.2** and **7.3**.

### **Tie**

The final outcome of a round of play where the total point count of the banker's hand is equal to the total point count of the player's hand and is denoted in a box where players may wager on the tie.

### **Tiger Baccarat**

A series of optional wagers (including tiger tie, big tiger, small tiger, tiger, and tiger pair) made by a player (and which may be offered on any variation of Mini-Baccarat) in accordance with **Rule 14**.

### **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**

An invalid round of play with no result. Any chips wagered or paid shall be returned as if the round of play had never occurred.

## **B. RULES OF MINI-BACCARAT**

### **1. MINI-BACCARAT TABLE**

1.1 The Mini-Baccarat table shall be approved prior to use.

### **2. CARDS**

2.1 Mini-Baccarat shall be played with eight decks with each deck consisting of 52 cards, without jokers. Two cutting cards shall be used.

2.2 Before the start of a round of play the casino operator shall determine whether the cards are to be dealt face up or face down.

2.3 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.

2.4 The value of the cards shall be as follows:

- (a) any card from 2 to 9 inclusive shall have its face value;
- (b) any 10, Jack, Queen or King shall have a value of zero; and
- (c) any Ace shall have a value of 1.

2.5 With the exception of pre-shuffled cards, the cards shall be checked, one by one, by the dealer, a casino supervisor, or by use of a deck-checking device, prior to the commencement of gaming and at or after the conclusion of gaming.

2.6 The total of a particular hand shall be a single digit number from zero to nine inclusive and shall be determined by totalling the value of the cards in the hand in accordance with **Rule 2.4**. The ten-unit value of a particular hand shall be ignored.

### **3. MINIMUM AND MAXIMUM WAGERS**

3.1 The casino operator shall display:

- (a) the minimum and maximum wagers per player; and
- (b) if applicable, a maximum table differential,

on a sign at or near the table.

3.2 Where a table differential is not in use at a table, the casino operator may, at its discretion, use a set wagering period at the table. Where the casino operator is using a set wagering period at a table:



- (a) a countdown clock shall be displayed on the table; and
- (b) the length of the countdown (in seconds) on the countdown clock shall be notified on a sign at or near the table.

3.3 The casino operator may change:

- (a) the minimum and maximum wagers per player;
- (b) the table differential; and/or
- (c) the length of the countdown (in seconds) on the countdown clock,

provided that prior notice of the change is given to the players.

3.4 The casino operator may allow a player to wager more than the stated player maximum provided that a personal limit marker is placed adjacent to the player.

3.5 The multiples of wagers permitted shall be displayed at or near the table.

3.6 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.

3.7 Wagers above the maximum will be paid or collected to the maximum.

#### 4. WAGERS

4.1 Subject to **Rules 4.8** and **4.9**, prior to:

- (a) the first card of a round of play being dealt by the dealer; or
- (b) if a set wagering period is in use at a table, the end of that period for a round of play,

a wager in respect of the round of play may be placed by a player.

4.2 All wagers shall be made by placing gaming chips on a box.

4.3 The Mini-Baccarat wagers that may be made by a player are as follows:

- (a) a wager on the banker's hand, which shall:
  - (i) win, if the banker's hand has a total higher than that of the player's hand;
  - (ii) lose, if the banker's hand has a total lower than that of the player's hand; and

- (iii) neither win nor lose, if the totals of the banker's hand and the player's hand are equal;
  - (b) a wager on the player's hand, which shall:
    - (i) win, if the player's hand has a total higher than that of the banker's hand;
    - (ii) lose, if the player's hand has a total lower than that of the banker's hand; and
    - (iii) neither win nor lose, if the totals of the banker's hand and the player's hand are equal; and
  - (c) a wager on the tie, which shall
    - (i) win, if the totals of the banker's hand and the player's hand are equal; and
    - (ii) lose if either the player or banker win.
- 4.4 The casino operator may, at its discretion, offer players the opportunity to make:
  - (a) a Pairs wager on the player's hand and the banker's hand (subject to **Rules 9, 10 and 11**);
  - (b) a wager on the Dragon Bonus (subject to **Rule 12**);
  - (c) a wager on the Super 6 (subject to **Rule 13**); and/or
  - (d) a wager on Tiger Baccarat (subject to **Rule 14**).
- 4.5 More than one player may wager on:
  - (a) the player's hand, the banker's hand, and a tie of any one box;  
and where offered:
    - (b) a Pairs wager on the player's hand, or the banker's hand;
    - (c) a Dragon Bonus wager on the player's hand, or the banker's hand;
    - (d) a Super 6 wager; and
    - (e) a Tiger Baccarat wager.
- 4.6 During a round of play:
  - (a) subject to **Rule 4.6(b)**, a player may only place one wager on each of the wagering options permitted under **Rule 4.3**;
  - (b) with the approval of the casino supervisor, a player may place a wager on the banker's hand and the player's hand; and

- (c) if applicable, a player may place a wager on one or more of the wagering options permitted under **Rule 4.4**.

If the layout for Pairs bets, Dragon Bonus bets, Super 6 bets and/or Tiger Baccarat bets have one common betting box on both sides of the layout, these boxes will be treated as one box.

- 4.7 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, except as authorised by **Rules 15.4** and **15.6**.
- 4.8 Where there are players at the Mini-Baccarat table, the casino supervisor may direct that there be no wager/s made on a round of play i.e. “no-bet coup” only if:
- (a) a player at the table requests a no-bet coup; and
- (b) all of the players agree to play a no-bet coup.
- 4.9 If:
- (a) there are no players at the Mini-Baccarat table; or
- (b) a set wagering period is in use at the Mini-Baccarat table and no wagers have been placed during a particular set wagering period,
- a casino supervisor may direct a no-bet coup to be dealt.
- 4.10 A no-bet coup must be played as per **Rules 6** and **7**.

## 5. SHUFFLE AND CUT OF THE CARDS

- 5.1 The dealer shall shuffle the cards:
- (a) in preparation for each new shoe (unless pre-shuffled cards are introduced);
- (b) as required by **Rule 5.8** (unless pre-shuffled cards are introduced); and
- (c) after a round of play, if directed by a casino supervisor.
- 5.2 Where pre-shuffled cards are to be introduced, the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards immediately prior to the cut.
- 5.3 After the shuffle, or when pre-shuffled cards have been introduced, the dealer will offer the cards to a player to be cut, or alternatively, if no players are present, the cards will be offered to a casino supervisor to be cut. If no player accepts an offer to cut the cards, a casino supervisor will cut the cards.

- 5.4 The cards shall be cut by placing a cutting card at least one deck in from either end. Once the cutting card has been inserted, the dealer shall take the cards in front of the cutting card (and include the cutting card) and place them at the back of the stack. The dealer shall then insert the other cutting card at least twelve cards in from the back of the stack.
- 5.5 Before the first round of play of each shoe, the dealer shall:
- (a) remove the first card from the shoe and place it face down in the discard rack without exposing it; or
  - (b) remove the first card from the shoe and expose it face up on the table.
- 5.6 The point value of the card exposed under **Rule 5.5(b)** will indicate the number of cards, which shall be drawn face down and discarded.
- 5.7 For the purpose of **Rule 5.5** any 10, Jack, Queen or King shall have a value of 10.
- 5.8 When the cutting card is drawn as the first card of a round of play or during a round of play the dealer shall shuffle upon completion of that round of play unless the result is a tie in which case the dealer shall deal one more round of play.

## 6. THE INITIAL DEAL

- 6.1 All cards shall be dealt from a shoe.
- 6.2 Immediately before the start of each round of play, the dealer shall announce “NO MORE BETS” and then deal the cards in the following manner:
- (a) one card to the player and one card to the banker; then
  - (b) another card to the player and to the banker.
- 6.3 A hand that is dealt face down may be exposed by the dealer, or the dealer may:
- (a) in the case of the player’s hand, deliver the hand to a player with a wager on the player’s hand and allow the player to expose the hand; and
  - (b) in the case of the banker’s hand, deliver the hand to a player with a wager on the banker’s hand and allow the player to expose the hand.
- 6.4 Where either the player’s hand or the banker’s hand or both is a natural no further cards shall be drawn for that round of play.

**7. ADDITIONAL CARDS**

7.1 The dealer shall deal a third card to each hand if required as outlined in **Rules 7.2** and **7.3**.

7.2 The player's hand shall draw or stand in accordance with the following tableau:

<u>Player's Hand</u> Total	
0,1,2,3,4 or 5	<u>Draw</u>
6 or 7	<u>Stand</u>

7.3 The banker's hand shall draw or stand in accordance with the following tableau:

<u>Banker's Hand</u> Total	Point count of third card <u>drawn</u> by the <u>Player's Hand</u>										
	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S

D = Draw

S = Stand

7.4 If a third card is being dealt to the player's hand and/or banker's hand face down, the card(s) shall be exposed in accordance with **Rule 6.3**.

## 8. SETTLEMENT OF WAGERS

- 8.1 Before the start of a round of play, the casino operator shall determine whether the Commission method or Non-Commission method of settlement of Mini-Baccarat wagers is used.
- 8.2 Where Pairs are available, the casino operator shall determine whether Perfect Pairs or Canberra Pairs options will be used as a settlement of wagers.
- 8.3 The casino operator shall display the method of settlement of Mini-Baccarat wagers (being either the Commission Method or Non-Commission Method) on a sign at or near the table and may change the method provided that prior notice of the change is given to the players.
- 8.4 **Commission Method** - Settlement of winning Mini-Baccarat wagers shall be as follows:
- (a) player's hand shall be paid at odds of 1 to 1;
  - (b) banker's hand shall be paid at odds of 1 to 1 less 5%; and
  - (c) tie shall be paid at odds of 8 to 1.
- 8.5 **Non-Commission Method** - Settlement of winning Mini-Baccarat wagers shall be as follows:
- (a) player's hand shall be paid at odds of 1 to 1;
  - (b) banker's hand shall be paid at odds of 1 to 1 except when the banker's hand wins with a total of 6 then it will be paid 1 to 1 less 50%; and
  - (c) tie shall be paid at odds of 8 to 1.
- 8.6 A winning Perfect Pairs wager will be paid according to **Rule 10.6**.
- 8.7 A winning Canberra Pairs wager will be paid according to **Rule 11.2**.
- 8.8 A winning Dragon Bonus wager will be paid according to **Rule 12.8**.
- 8.9 A winning Super 6 wager will be paid according to **Rule 13.7**.
- 8.10 A winning Tiger Baccarat wager will be paid according to **Rule 14.12**.

## 9. PAIRS

- 9.1 The casino operator may, in its discretion, offer players the opportunity to make:
- (a) Perfect Pairs wagers in accordance with **Rules 9.2 – 9.11** and **Rule 10** below; or
  - (b) Canberra Pairs wagers in accordance with **Rules 9.2 – 9.11** and **Rule 11** below.
- 9.2 The Perfect Pairs or Canberra Pairs table layout shall be approved prior to use.
- 9.3 The casino operator shall display the Pairs option in use, and the minimum and maximum wagers for Pairs on a sign at or near the table.
- 9.4 A player may place a Pairs wager regardless of whether they or any other player has placed a valid wager on the player, the banker or tie.
- (a) When no valid wagers have been placed on the player, the banker or tie, the coup will still be completed in accordance with **Rules 6** and **7**.
- 9.5 A player may place simultaneous Pairs wagers. For example, in any one coup, a player may place a wager on both player Perfect Pairs and banker Perfect Pairs.
- 9.6 For the purposes of this Rule and **Rules 10** and **11**, **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.
- 9.7 Only the first two cards dealt to the player and to the banker determine the Pairs.
- 9.8 Each player shall be given the opportunity to place a wager in the Pairs box in accordance with **Rule 4.1**. All wagers shall be made by placing gaming chips in the Pairs box.
- 9.9 A Pairs wager:
- (a) on the banker's hand wins, if the first two cards dealt to the banker's hand are the same face value;
  - (b) loses on the banker's hand, if the first two cards dealt to the banker's hand are not the same face value;
  - (c) on the player's hand wins, if the first two cards dealt to the player's hand are the same face value; and

(d) loses on the player's hand, if the first two cards dealt to the player's hand are not the same face value.

9.10 On completion of the banker and the player receiving two cards and before any additional cards are dealt, the dealer shall:

- (a) remove all losing wagers in the Pairs boxes; and
- (b) pay all Pairs winners.

9.11 The dealer shall then continue with any additional cards in accordance with **Rule 7**.

## 10. PERFECT PAIRS

This section applies if the Perfect Pairs option has been offered by the casino operator.

10.1 For the purposes of this section, **pair** means two cards with the same *face value*.

10.2 For the purposes of this section **mixed pair** shall mean a *pair* comprised of one red suit and one black suit.

10.3 For the purposes of this section, **coloured pair** means a *pair* comprised of cards of different suits where either:

- (a) both cards are red; or
- (b) both cards are black.

10.4 For the purposes of this section, **perfect pair** means a suited pair.

10.5 Only the highest valid Perfect Pairs payout will be paid to each Perfect Pairs winner.

10.6 Perfect Pairs payout odds are as follows:

- (a) a **mixed pair** shall be paid at odds of 5 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.

## 11. CANBERRA PAIRS

This section applies if the Canberra Pairs option has been offered by the casino operator.

11.1 For the purposes of this section, **pair** means two cards with the same *face value*.

11.2 Canberra Pairs payout odds are as follows:



- (a) a **Canberra Pair** shall be paid at odds of 11 to 1.

## 12. DRAGON BONUS

This section applies if the Dragon Bonus option has been offered by the casino operator.

- 12.1 The casino operator may, in its discretion, offer players the opportunity to make Dragon Bonus wagers in accordance with this **Rule 12**.
- 12.2 The Dragon Bonus table layout shall be approved prior to use.
- 12.3 The casino operator shall display the minimum and maximum wagers for Dragon Bonus on a sign at or near the table.
- 12.4 A player may place a Dragon Bonus wager regardless of whether they or any other player has placed a valid wager on the player, the banker or the tie.
- (a) When no valid wagers have been placed on the player, the banker or the tie, the coup will still be completed in accordance with **Rules 6** and **7**.
- 12.5 A player may place simultaneous Dragon Bonus wagers. For example, in any one round of play, a player may place a wager on both player Dragon Bonus and banker Dragon Bonus.
- 12.6 Each player shall be given the opportunity to place a wager in the Dragon Bonus box in accordance with **Rule 4.1**. All wagers shall be made by placing gaming chips in the designated Dragon Bonus betting area.
- 12.7 A Dragon Bonus wager:
- (a) on the banker's hand:
- (i) wins, if the banker's hand has a point count higher than the player's hand and:
- (A) is a natural; or
- (B) is not a natural and has 4 or more points higher than the point count of the player's hand;
- (ii) loses, if the banker's hand
- (A) has a point count lower than the player's hand; or
- (B) is not a natural and has a point count less than 4 points higher than the player's hand;
- (b) on the player's hand:
- (i) wins, if the player's hand has a point count higher than the banker's hand and:

- (A) is a natural; or
  - (B) is not a natural and has 4 or more points higher than the point count of the banker's hand;
- (ii) loses, if the player's hand:
- (A) has a point count lower than the banker's hand; or
  - (B) is not a natural and has a point count less than 4 points higher than the banker's hand;
- (c) neither wins or loses, if the point count of the cards dealt to the banker's hand and the player's hand both form a natural and have the same point count (standoff).

12.8 Dragon Bonus pay-out odds are as follows:

Event	Odds
Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1
<u>Natural</u> winner	1 to 1

12.9 If a Dragon Bonus wager has been made and there is a standoff, the dealer announces standoff.

### 13. SUPER 6

This section applies if the Super 6 option has been offered by the casino operator.

- 13.1 The casino operator may, in its discretion, offer players the opportunity to make Super 6 wagers in accordance with this **Rule 13**.
- 13.2 The Super 6 table layout shall be approved prior to use.
- 13.3 The casino operator shall display the minimum and maximum wagers for Super 6 on a sign at or near the table.
- 13.4 A player may place a Super 6 wager regardless of whether they or any other player has placed a valid wager on the player, the banker or the tie.

(a) When no valid wagers have been placed on the player, the banker or the tie, the coup will still be completed in accordance with **Rules 6** and **7**.

13.5 Each player shall be given the opportunity to place a wager in the Super 6 box in accordance with **Rule 4.1**. All wagers shall be made by placing gaming chips in the designated Super 6 betting area.

13.6 A Super 6 wager:

(a) wins if the banker's hand wins with a point count of six (6);  
and

(b) loses with any other result.

13.7 Super 6 pay-out odds are 15 to 1.

#### **14. TIGER BACCARAT**

This section applies if the Tiger Baccarat option has been offered by the casino operator.

14.1 The casino operator may, in its discretion, offer players the opportunity to make Tiger Baccarat wagers in accordance with this **Rule 14**.

14.2 The Tiger Baccarat wagers table layout shall be approved prior to use.

14.3 The casino operator shall display the minimum and maximum wagers for Tiger Baccarat wagers on a sign at or near the table.

14.4 A player may place a Tiger Baccarat wager regardless of whether they or any other player has placed a valid wager on the player, the banker or the tie.

(a) When no valid wagers have been placed on the player, the banker or the tie, the coup will still be completed in accordance with **Rules 6** and **7**.

14.5 A player may place simultaneous Tiger Baccarat wagers. For example, in any one round of play, a player may place a wager on both 'Tiger Tie' and 'Tiger Pair'.

14.6 Each player shall be given the opportunity to place one or more Tiger Baccarat wagers in the appropriate box in accordance with **Rule 4.1**. All Tiger Baccarat wagers shall be made by placing gaming chips in the designated Tiger Baccarat wagers betting areas.

14.7 A wager on a '*Tiger Tie*':

- (a) wins if the point count of the banker's hand and the player's hand are both equal to six (6); and
- (b) loses with any other result.

14.8 A wager on '*Big Tiger*':

- (a) wins if the banker's hand wins with a point count of six (6) with three (3) cards; and
- (b) loses with any other result.

14.9 A wager on '*Small Tiger*':

- (a) wins if the banker's hand wins with a point count of six (6) with only two (2) cards; and
- (b) loses with any other result.

14.10 A wager on '*Tiger*':

- (a) wins if the banker's hand wins with a point count of six (6), and if the winning banker's hand consists of:
  - (i) only two (2) cards this shall be paid as a '*Two Card Tiger*'; or
  - (ii) three (3) cards this shall be paid as a '*Three Card Tiger*'; and
- (b) loses with any other result.

14.11 A wager on '*Tiger Pair*':

- (a) wins if:
  - (i) the first two cards dealt to the banker's hand are the same face value, or the first two cards dealt to the player's hand are the same face value. This result shall be paid as a '*Single Tiger Pair*';
  - (ii) the first two cards dealt to the banker's hand are the same face value, and the first two cards dealt to the player's hand are the same face value, and the pairs are not the same face value. This result shall be paid as a '*Double Tiger Pair*'; or
  - (iii) the first two cards dealt to the banker's hand are the same face value, and the first two cards dealt to the

player's hand are the same face value, and the pairs are the same face value. This result shall be paid as a 'Twin Tiger Pair'; and

(b) loses with any other result.

14.12 Tiger Baccarat wagers pay-out odds are as follows:

Winning <u>Tiger Baccarat</u> wagers		Odds
Tiger tie		45 to 1
Big Tiger		55 to 1
Small Tiger		22 to 1
Tiger	Three Card Tiger	22 to 1
	Two Card Tiger	12 to 1
Tiger Pair	Twin Tiger Pair	100 to 1
	Double Tiger Pair	25 to 1
	Single Tiger Pair	4 to 1

## 15. IRREGULARITIES

15.1 A card drawn to the player's hand in error shall become the next card to the banker's hand in the event of the banker's hand being obliged to draw according to these Rules.

15.2 A card drawn in excess from the shoe, and exposed, shall be used as the first card of the next round of play. This round of play shall be a non-betting round of play played to a conclusion (i.e. no-bet coup). Prior to the commencement of a no-bet coup, all wagers shall be removed from the betting areas on the table.

15.3 A card drawn in excess from the shoe, and not exposed, shall be used as the first card of the next round of play.

15.4 If an error of card placement has been detected during a round of play, cards drawn out of sequence to either the banker's hand or the player's hand shall be reconstructed in accordance with **Rules 6.2, 7.2 and 7.3**. In circumstances where the cards have not been exposed, each player shall have the option of removing his or her wager prior to the round of play resuming, provided that once a wager is removed, it cannot be replaced, or remaining wagers added to or reduced. If all wagers are removed, then a no-bet coup shall be dealt. Where a round of play cannot be reconstructed, the casino supervisor shall authorise that the round of play be declared void. Subject to

**Rule 5.1(c)**, play shall then continue with the remaining cards in the shoe.

- 15.5 If an error of card placement has been detected in a round of play after the next round of play has commenced, the round of play in which the error occurred shall be deemed void and any subsequent rounds of play that have commenced shall remain as played.
- 15.6 In respect of a round of play (and providing the cards are dealt according to **Rule 6.2**):
- (a) where any one or more of the first four cards of the initial deal have been dealt from the shoe and none have been exposed, a casino supervisor may permit players to:
    - (i) change the position of their wager; and/or
    - (ii) alter the amount of their initial wager/s; or
    - (iii) place a new wager/s; or
    - (iv) withdraw their wager/s; and
  - (b) where all players withdraw their wagers, the hand will be completed by dealing a no-bet coup.
- 15.7 If there are insufficient cards in the shoe to complete a round of play, that round of play shall be void.
- 15.8 Where the dealer fails to burn cards the dealer shall continue the round of play.
- 15.9 In the event that cards are passed out by the dealer to a player who is not designated to receive the cards in accordance with **Rule 6.3**, the result of that round of play shall stand.

## 16. TABLE CLOSURE

- 16.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.
- 16.2 Subject to **Rule 16.1**, the casino operator may close any table before the close of gaming if notice is given to the players.

## 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 any like disturbance.
- 17.2 Where a person has contravened any provision of these rules, the casino operator may:
- (a) declare that any wager made by the player shall be invalid; and
  - (b) direct that the player shall be excluded from further participation in the game.
- 17.3 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.
- 17.4 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.
- 17.5 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.
- 17.6 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.
- 17.7 A person shall not instruct or influence another player's decisions of play.
- 17.8 Players are not permitted to have side bets against each other.
- 17.9 A copy of these rules shall be made available by the casino operator upon request.

## 18. TOURNAMENT PLAY

- 18.1 During tournament play, the rules for playing Mini-Baccarat shall apply, except where the rules are inconsistent with the rules for tournament play in this **Rule 18**, in which case the rules for tournament play shall prevail.

- 18.2 Prior to a tournament, involving one or more sessions of Mini-Baccarat, being conducted, and entries being taken, the casino operator shall:
- (a) in accordance with **Rule 18.3**, 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.
- 18.3 The tournament conditions, referred to in **Rule 18.2**, 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 Mini-Baccarat, or session(s) of Mini-Baccarat 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 Mini-Baccarat, or session(s) of Mini-Baccarat 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.
- (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.
- 18.4 The Gaming Shift Manager shall nominate a person, known as the Tournament Director/Assistant.
- 18.5 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.
- 18.6 Subject to **Rule 18.3(a)(ii)(f)**, the Tournament Director/Assistant shall allow players one entry only into the tournament.
- 18.7 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.
- 18.8 The Tournament Director/Assistant shall determine the number of players allocated to any one table.
- 18.9 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.
- 18.10 Where a player has not taken their allocated 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.
- 18.11 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 18.12 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 18.13 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.

- 18.14 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.
- 18.15 A starting marker shall be used to indicate the player who must make the wager for that round of play. Other players shall place their wagers in order and in a clockwise direction from the first player. Once a wager has been placed and a player's opportunity to wager (refer **Rule 18.16**) has been completed the wager may not be changed. A wager placed out of order shall stand and the player in question shall be advised that further infringement may result in the wager being declared invalid.
- 18.16 A player's opportunity to wager begins when they are asked by the dealer to place a wager and ends when the dealer asks the next player to place their wager.
- 18.17 Players shall not seek advice from other tournament players or persons not involved in the tournament.
- 18.18 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.
- 18.19 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.
- 18.20 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.
- 18.21 The casino operator shall return 100% of the prize pool to the players by way of prizes.
- 18.22 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.
- 18.23 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.